

ARCHMAGE

Mythic
Tier

HARD TO KILL

When below 0hp, always stabilize without needing to make a constitution check (though bleed damage still counts).
Don't die until negative hp equals double your constitution score.

+ 3 hp

Bonus hit points
per tier

SURGE

Tier Spend one use of mythic power to add to any d20

- 1 ☐ d6
4 ☐ d8
7 ☐ d10
10 ☐ d12

ABILITY SCORE

Tier Bonus to ability scores

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

STR INT
DEX WIS
CON CHA

AMAZING INITIATIVE

INITIATIVE
BONUS

Mythic
Tier

Tier =

Spend one use of mythic power to take an additional standard action

RECUPERATION

Tier Recover all hit points with 8 hours rest

- 3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

MYTHIC SAVING THROWS

Tier On a successful saving throw against a non-mythic effect, suffer no effects.

- 5 Saving throws against mythic effects are unaffected.

FORCE OF WILL

Tier Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.

- 6

UNSTOPPABLE

Spend one use of mythic power to end any one of:

- Bleed
- Blind
- Confused
- Cowering
- Dazed
- Dazzled
- Deafened
- Entangled
- Exhausted
- Fascinated
- Fatigued
- Frightened
- Nauseated
- Panicked
- Paralysed
- Shaken
- Sickened
- Staggered
- Stunned

IMMORTAL

Tier If you are killed, return to life 24 hours later, regardless of the condition of your body. You do not regain any limited daily abilities.

- 9

This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

Tier Can only be permanently killed by a coup-de-grace or critical hit with an artifact.

- 10

LEGENDARY HERO

Tier Regain one use of mythic power per hour.

- 10

TRUE ARCHMAGE

When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.

Tier Gain spell resistance 15 + your highest caster level. Once per round, when this spell resistance protects you from a mythic enemy, regain one use of mythic power.

- 10

ARCHMAGE ARCANA

MYTHIC POWER

POWER
PER DAY

Mythic
Tier

Extra

$$= 3 + (\quad \times 2) + \quad$$

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Tier

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

MYTHIC FEATS

Tier

1

3

5

7

9