

ARCHMAGE

Мифический
Уровень

КРЕПКИЙ ОРЕШЕК

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

+ 3 ПЗ

Доп. очки здоровья
за уровень

ВСПЛЕСК

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

- 1 ☐ d6
4 ☐ d8
7 ☐ d10
10 ☐ d12

ЗНАЧЕНИЕ ХАРАКТЕРИСТИКИ

Ранг Bonus to ability scores

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

СИЛ ИНТ
ЛОВ МУД
ВЫН ХАР

НЕВЕРОЯТНАЯ ИНИЦИАТИВА

ИНИЦИАТИВА
БОНУС

Мифический
Уровень

Ранг =

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

ВОССТАНОВЛЕНИЕ

Ранг Восстановите всё здоровье за восьмичасовой отдых
3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

МИФИЧЕСКИЙ СПАСБРОСОК

Ранг On a successful saving throw against a non-mythic effect, suffer no effects.
5 Saving throws against mythic effects are unaffected.

FORCE OF WILL

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

НЕУДЕРЖИМЫЙ

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

БЕССМЕРТНЫЙ

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

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

Ранг Can only be permanently killed by a coup-de-grace or
10 critical hit with an artefact.

ЛЕГЕНДАРНЫЙ ГЕРОЙ

Ранг Regain one use of mythic power per hour.
10

TRUE ARCHMAGE

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

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.

ARCHMAGE ARCANA

МИФИЧЕСКИЕ СИЛЫ

СИЛ
В ДЕНЬ

Мифический
Уровень

Доп.

$$\boxed{} = 3 + (\boxed{} \times 2) + $$

Исп. ☐☐☐ ☐☐☐ ☐☐☐
Сегодня ☐☐☐ ☐☐☐ ☐☐☐

ОСОБЕННОСТИ ПУТИ

Ранг

1

2

3

4

5

6

7

8

9

10

ОСОБЕННОСТИ ПУТИ

Ранг

1

3

5

7

9

МИФИЧЕСКИЕ ЧЕРТЫ