

# ARCHMAGE

Mythic  
Tier

## HARD TO KILL

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 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 artefact.

- 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

$$\boxed{\phantom{000}} = 3 + (\phantom{00} \times 2) + \phantom{000}$$

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

## PATH ABILITIES

Tier

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

Tier

1

3

5

7

9

MYTHIC FEATS