

# 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

CON

INT

DEX

WIS

BRIH

XAP

## 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.

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## 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.

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## LEGENDARY HERO

Tier Regain one use of mythic power per hour.

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## 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.

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## 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