ARCHMAGE

4.4	ī	 -	-	-
Mythic	1			
	1			
Tier	1			
1101	1			

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 per tier

Bonus hit points

SURGE

Spend one use of mythic power to add

Tier to any d20 **1** □ d6

4 □ d8

ABILITY SCORE

Bonus to Tier ability scores

2 \Box +2

□ +2

AMAZING INITIATIVE

INITIATIVE Mythic Tier **BONUS** Tier

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

RECUPERATION

Recover all hit points with 8 hours rest

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

MYTHIC SAVING THROWS 🖟

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

5 Saving throws against mythic effects are unaffected.

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•	MYTHIC POWER	,
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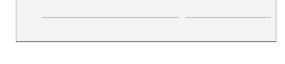
POWER	Mythic	Extra	Uses
PER DAY	Tier		Today
	= 3 + (× 2) +		

PATH ABILITIES

Tier		
1		

2

5



Tier 1

MYTHIC FEATS 3