

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

Spend one use of mythic power to add to any d20

Tier

1 ☐ d6

4 ☐ d8

ABILITY SCORE

Tier Bonus to
ability scores

2 ☐ +2

4 ☐ +2

STR

INT

DEX

WIS

CON

CHA

AMAZING INITIATIVE

INITIATIVE
BONUS

Mythic
Tier

Tier

2

=

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

RECUPERATION

Recover all hit points with 8 hours rest

Tier

3

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.

Tier

5

Saving throws against mythic effects are unaffected.

ARCHMAGE ARCANA

MYTHIC POWER

POWER
PER DAY

Mythic
Tier

Extra

Uses
Today

= 3 + (× 2) +

PATH ABILITIES

Tier

1

2

3

4

5

PATH ABILITIES

Tier

1

3

5

MYTHIC FEATS