

ARCHMAGE

Tier

Mythique

DUR A TUER

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 pv

Bonus hit points per tier

SURGE

Spend one use of mythic power to add

Grade 1 ☐ d6

4 ☐ d8

SCORE DE CARACTERISTIQUE

| | | | |
|-------|-----------------------------|-------|-------|
| | Bonus to | FOR | INT |
| Grade | ability scores | ----- | ----- |
| 2 | <input type="checkbox"/> +2 | DEX | SAG |
| 4 | <input type="checkbox"/> +2 | ----- | ----- |
| | | CON | CHA |
| | | ----- | ----- |

AMAZING INITIATIVE

| | | |
|-------|-------------|----------|
| | INITIATIVE | Tier |
| | BONUS | Mythique |
| Grade | <div></div> | = |
| 2 | | ----- |

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

RECUPERATION

Récupérez tous vos points de vie après 8h

Grade 3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

ETS DE SAUVEGARDE MYTHIQUE

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

Grade 5 Saving throws against mythic effects are unaffected.

DONS MYTHIQUES

Grade _____

1 _____

3 _____

5 _____

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| | | CON | CHA |
| | | ----- | ----- |

AMAZING INITIATIVE

| | | |
|---------|-------------|----------|
| | INITIATIVE | Tier |
| | BONUS | Mythique |
| Grade 2 | <div></div> | = ----- |

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