

# 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

Spend one use of mythic power to add to any d20

Tier  
1 ☐ d6  
4 ☐ d8

## ABILITY SCORE

Tier  
2 ☐ +2  
4 ☐ +2

Bonus to  
ability scores

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

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

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