

ARCHMAGE

Mythic
Tier

DURO DE MATAR

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

Não morre enquanto os PV negativos se igualem ao dobro de sua constituição.

+ 3 pv Bonus hit points per tier

SURGE

Spend one use of mythic power to add to any d20

1 ☐ d6

4 ☐ d8

PONTOS DE HABILIDADE

Bônus nos pontos de habilidade

Nível	FOR	INT
2	<input type="checkbox"/> +2	<input type="checkbox"/> +2
4	<input type="checkbox"/> +2	<input type="checkbox"/> +2

DES SAB CON CAR

INICIATIVA INCRÍVEL

INICIATIVA BÔNUS Mythic Tier

Nível 2 =

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

RECUPERAÇÃO

Recupere todos os pontos de vida com 8 horas de descanso

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

MYTHIC SAVING THROWS

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

Saving throws against mythic effects are unaffected.

ARCHMAGO ARCANO

MYTHIC POWER

PODER POR DIA

Mythic Tier

Extra

Usos Hoje

= 3 + (× 2) + ☐☐☐☐
☐☐☐☐
☐☐☐☐

PATH ABILITIES

Nível

1

2

3

4

5

PATH ABILITIES

Nível 1

3

5

MYTHIC FEATS