

# ARCHMAGE

Мифический  
Уровень

## КРЕПКИЙ ОРЕШЕК

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

Доп. очки здоровья  
за уровень

## ВСПЛЕСК

Ранг Spend one use of mythic power to add to any d20

- 1 ☐ d6  
4 ☐ d8  
7 ☐ d10  
10 ☐ d12

## ЗНАЧЕНИЕ ХАРАКТЕРИСТИКИ

Ранг Bonus to ability scores

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

СИЛ ИНТ  
ЛОВ МУД  
ВЫН ХАР

## НЕВЕРОЯТНАЯ ИНИЦИАТИВА

ИНИЦИАТИВА Мифический  
БОНУС Уровень

Ранг  =

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

## ВОССТАНОВЛЕНИЕ

Ранг Восстановите всё здоровье за восьмичасовой отдых  
3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

## МИФИЧЕСКИЙ СПАСБРОСОК

Ранг On a successful saving throw against a non-mythic effect, suffer no effects.  
5 Saving throws against mythic effects are unaffected.

## FORCE OF WILL

Ранг Spend one use of mythic power to reroll any d20, or  
6 force a foe to reroll, even after the result is revealed.

## НЕУДЕРЖИМЫЙ

Spend one use of mythic power to end any one of:

- Ранг  
8
- Bleed
  - Blind
  - Confused
  - Cowering
  - Dazed
  - Dazzled
  - Deafened
  - Entangled
  - Exhausted
  - Fascinated
  - Fatigued
  - Frightened
  - Nauseated
  - Panicked
  - Paralysed
  - Shaken
  - Sickened
  - Staggered
  - Stunned

## БЕССМЕРТНЫЙ

Ранг If you are killed return to life 24 hours later, regardless of  
9 the condition of your body. You do not regain any limited daily abilities.

This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

Ранг Can only be permanently killed by a coup-de-grace or  
10 critical hit with an artefact.

## ЛЕГЕНДАРНЫЙ ГЕРОЙ

Ранг Regain one use of mythic power per hour.  
10

## TRUE ARCHMAGE

Ранг When you cast a spell targeting non-mythic creatures,  
10 the target must make any saving throws twice and take the lower result.

Gain spell resistance 15 + your highest caster level. Once per round, when this spell resistance protects you from a mythic enemy, regain one use of mythic power.

## ARCHMAGE ARCANA

## МИФИЧЕСКИЕ СИЛЫ

СИЛ  
В ДЕНЬ

Мифический  
Уровень

Доп.

= 3 + (  × 2 ) +

Исп. ☐☐☐ ☐☐☐ ☐☐☐  
Сегодня ☐☐☐ ☐☐☐ ☐☐☐

## ОСОБЕННОСТИ ПУТИ

Ранг

1

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4

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ОСОБЕННОСТИ ПУТИ

МИФИЧЕСКИЕ ЧЕРТЫ

Ранг

1

3

5

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