

# ARCHMAGE

Mystiker  
Stufe

## 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 TP** Bonus hit points  
per tier

## SURGE

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

- 1 ☐ W6  
4 ☐ W8  
7 ☐ W10  
10 ☐ w12

## ATTRIBUTSWERT

Rang Bonus auf Attributswerte

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

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## AMAZING INITIATIVE

INITIATIVE  
BONUS Mystiker  
Stufe

Rang  =

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

## RECUPERATION

Rang Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück  
3 Spend one use of mythic power to regain half your  
maximum hit points and use of any limited daily abilities

## MYTHIC SAVING THROWS

Rang On a successful saving throw against a non-mythic  
5 effect, suffer no effects.  
Rettungswürfe gegen mythische Effekte sind unwirksam.

## WILLENSKRAFT

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

## UNAUFHALTSAM

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

- Bleed
- Kauern
- taub
- fasziniert
- Übelkeit
- erschüttert
- betäubt
- blind
- benommen
- verstrickt
- erschöpft
- in Panik
- kränkelnd
- verwirrt
- geblendet
- entkräftet
- verängstigt
- gelähmt
- Staggered

## UNSTERBLICH

Rang 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.

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

## LEGENDÄRER HELD

Rang Regain one use of mythic power per hour.  
10

## TRUE ARCHMAGE

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

10 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

## MYTHIC POWER

POWER  
PRO TAG

Mystiker  
Stufe

Extra

$$\boxed{\phantom{000}} = 3 + (\phantom{000} \times 2) + \phantom{000}$$

Nutzungen Heute ☐☐☐ ☐☐☐ ☐☐☐

## PFADFÄHIGKEITEN

Rang

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PFADFÄHIGKEITEN

MYTHIC FEATS

Rang

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