

ARCHMAGE

Mityczny
Poziom

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 pw

Bonus hit points
per tier

SURGE

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

1 ☐ k6

4 ☐ k8

WARTOŚĆ ATRYBUTU

Bonus to
Poziom ability scores

2 ☐ +2

4 ☐ +2

S

INT

ZR

RZT

BD

CHA

AMAZING INITIATIVE

INICJATYWA
PREMIA

Mityczny
Poziom

Poziom

2

=

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

RECUPERATION

Przywraca wszystkie pw po 8 godzinach odpoczynku

Poziom

3

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

MYTHIC SAVING THROWS

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

5

Saving throws against mythic effects
are unaffected.

ARCHMAGE ARCANA

MYTHIC POWER

POWER
PER DAY

Mityczny
Poziom

Dodatkowe

Użyć
Dziś

= 3 + (× 2) +

☐☐☐☐
☐☐☐☐

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

2

3

4

5

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

3

5

MYTHIC FEATS