

ARCHMAGE

Mythic
Tier

DURO DE MATAR

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 pv

Bonus hit points
per tier

SURGE

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

- 1 ☐ d6
4 ☐ d8
7 ☐ d10
10 ☐ d12

PONTOS DE HABILIDADE

Nível Bônus às pontuações de habilidades

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

FOR INT
DES SAB
CON CAR

INICIATIVA INCRÍVEL

INICIATIVA
BÔNUS

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Nível =

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

RECUPERAÇÃO

Nível Recupere todos os pontos de vida com 8 horas de descanso
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 On a successful saving throw against a non-mythic effect, suffer no effects.
5 Saving throws against mythic effects are unaffected.

FORÇA DE VONTADE

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

IMPARÁVEL

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

- Nível
8
- Sangrar
 - Cowering
 - Surdo
 - Facinar
 - Nauseado
 - Abalado
 - Atordado
 - Cego
 - Pasmado
 - Entangled
 - Fadigado
 - Em Pânico
 - Enjoado
 - Confuso
 - Pasma
 - Exausto
 - Aterrorizado
 - Paralizado
 - Staggered

IMORTAL

Nível 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.

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

HERÓI LENDÁRIO

Nível Regain one use of mythic power per hour.
10

TRUE ARCHMAGE

Nível 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.

ARCHMAGO ARCANO

MYTHIC POWER

PODER
POR DIA

Mythic
Tier

Extra

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

Usos ☐☐☐☐☐☐
Hoje ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PATH ABILITIES

Nível

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

MYTHIC FEATS

Nível

1

3

5

7

9