

ARCHMAGE

Tier
Mythique

DUR A TUER

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

Spend one use of mythic power to add

Grade to any d20

1 ☐ d6

4 ☐ d8

SCORE DE CARACTERISTIQUE

Grade Bonus to
ability scores

2 ☐ +2

4 ☐ +2

FOR

INT

DEX

SAG

CON

CHA

AMAZING INITIATIVE

INITIATIVE
BONUS

Tier
Mythique

Grade

2

=

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

RECUPERATION

Récupérez tous vos points de vie après 8h de repos

Grade

3

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

ETS DE SAUVEGARDE MYTHIQUE

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

5

Saving throws against mythic effects are unaffected.

ARCHMAGE ARCANA

POUVOIR MYTHIQUE

POUVOIR
PAR JOUR

Tier
Mythique

Extra

Utilisation
Aujourd'hui

= 3 + (× 2) +

COMPETENCES DE VOIE

Grade

1

2

3

4

5

COMPETENCES DE VOIE

Grade

1

3

5

DONS MYTHIQUES

