ARCHMAGE

4.4	7	-
Mythic	i	
	1	
Tier	1	

HARD TO KILL

When below 0hp, always stabilize 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

Bonus hit points per tier

SURGE

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

- **1** □ d6
- **4** □ d8

ABILITY SCORE

	Bonus	to
Tier	ability	scores

- **2** \Box +2
- □ +2

AMAZING INITIATIVE

	INITIATIVE	Mythic Tier
	BONUS	Her
Tier	=	
2	_	

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

RECUPERATION

Recover all hit points with 8 hours rest

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 Tier non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

×	ARCHMAGE ARCANA	
\		
	MYTHIC POWER	

POWER	Mythic	Extra	Uses
PER DAY	Tier		Today
]=3+(×2)+		

PATH ABILITIES

Tier	
1	

TES	2	
BILIT	3	

4		
9		
1		
3		
i I		
	4	
	-	

Tier			

TS	1	
THIC FEA	3	
M	_	