

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

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

1 ☐ W6
4 ☐ W8

ATTRIBUTSWERT

Bonus to
Rang ability scores

2 ☐ +2
4 ☐ +2

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GE WE
KO CH

AMAZING INITIATIVE

INITIATIVE
BONUS

Mystiker
Stufe

Rang **2** =

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

RECUPERATION

Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück

Rang **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
non-mythic effect, suffer no effects.

5 Saving throws against mythic effects
are unaffected.

ARCHMAGE ARCANA

MYTHIC POWER

POWER
PRO TAG

Mystiker
Stufe

Extra

Nutzungen
Heute

= 3 + (× 2) +

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☐☐☐☐
☐☐☐☐

PFADFÄHIGKEITEN

Rang **1**

2

3

4

5

PFADFÄHIGKEITEN

Rang **1**

3

5

MYTHIC FEATS