

# 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

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

5

MYTHIC FEATS