

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 hp

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

ABILITY SCORE

Nível Bonus to ability scores

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

FOR INT
DES SAB
CON CAR

AMAZING INITIATIVE

INICIATIVA
BÔNUS

Mythic
Tier

Nível
2

=

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

RECUPERAÇÃO

Nível Recover all hit points with 8 hours rest

- 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.

FORCE OF WILL

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

6

IMPARÁVEL

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

- Nível
8
- Bleed
 - Cowering
 - Deafened
 - Facinar
 - Nauseated
 - Shaken
 - Stunned
 - Blind
 - Pasmal
 - Entangled
 - Fatigued
 - Panicked
 - Sickened
 - Confused
 - Dazzled
 - Exhausted
 - Frightened
 - Paralysed
 - Staggered

IMORTAL

Nível If you are killed return to life 24 hours later, regardless of
the condition of your body. You do not regain any limited
daily abilities.

9

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
critical hit with an artefact.

10

LEGENDARY HERO

Nível Regain one use of mythic power per hour.

10

TRUE ARCHMAGE

Nível When you cast a spell targeting non-mythic creatures,
the target must make any saving throws twice and take
the lower result.

- 10 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

POWER
PER DAY

Mythic
Tier

Extra

$$= 3 + (\quad \times 2) + \quad$$

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Nível

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

MYTHIC FEATS

Nível

1

3

5

7

9