

# ARCHMAGE

Tier  
Mítico

## 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 pg

Bonus hit points  
per tier

## SURGE

Spend one use of mythic power to add  
to any d20

1 ☐ d6

4 ☐ d8

## PUNTO CARACTERISTICA

Bonus to  
ability scores

2 ☐ +2

4 ☐ +2

FUE

INT

DES

SAB

CON

CAR

## INICIATIVA ASOMBROSA

BONUS  
INICIATIVA

Tier  
Mítico

Nivel  
2  =

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

## RECUPERATION

Recobra todos los puntos de golpe con descanso durante 8 horas

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

## PRUEBAS SALVACIÓN MÍTICAS

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

5 Saving throws against mythic effects  
are unaffected.

## ARCHMAGE ARCANA

## Poderes Míticos

PODER  
POR DIA

Tier  
Mítico

Extra

Usos  
Hoy

= 3 + (  × 2 ) +  ☐☐☐☐  
☐☐☐☐

## PATH ABILITIES

Nivel

1

2

3

4

5

PATH ABILITIES

Nivel

1

3

5

DOTES MÍTICAS