

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

ABILITY SCORE

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

MYTHIC POWER

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