

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

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

- 1 ☐ W6
4 ☐ W8
7 ☐ W10
10 ☐ w12

ATTRIBUTSWERT

Rang Bonus auf Attributswerte

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

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AMAZING INITIATIVE

INITIATIVE
BONUS Mystiker
Stufe

Rang =

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

RECUPERATION

Rang Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück
3 Spend one use of mythic power to regain half your
maximum hit points and use of any limited daily abilities

MYTHIC SAVING THROWS

Rang On a successful saving throw against a non-mythic
5 effect, suffer no effects.
Rettungswürfe gegen mythische Effekte sind unwirksam.

WILLENSKRAFT

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

UNAUFHALTSAM

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

- Rang
8
- Bleed
 - Kauernd
 - taub
 - fasziniert
 - Übelkeit
 - erschüttert
 - betäubt
 - blind
 - benommen
 - verstrickt
 - erschöpft
 - in Panik
 - kränkelnd
 - verwirrt
 - geblendet
 - entkräftet
 - verängstigt
 - gelähmt
 - Staggered

UNSTERBLICH

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

This does not apply if you were killed by a coup-de-grace
or critical hit by a mythic enemy, or an epic weapon.

Rang Can only be permanently killed by a coup-de-grace or
10 critical hit with an artefact.

LEGENDÄRER HELD

Rang Regain one use of mythic power per hour.
10

TRUE ARCHMAGE

Rang 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.

ARCHMAGE ARCANA

MYTHIC POWER

MACHT
PRO TAG

Mystiker
Stufe

Extra

$$\boxed{} = 3 + (\times 2) + $$

Nutzungen ☐☐☐ ☐☐☐ ☐☐☐
Heute ☐☐☐ ☐☐☐ ☐☐☐

PFADFÄHIGKEITEN

Rang

1

2

3

4

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10

PFADFÄHIGKEITEN

MYTHIC FEATS

Rang

1

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