

ARCHMAGE

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.

Mythic Tier

HARD TO KILL

+ 3 hp

Bonus hit points per tier

SURGE

Spend one use of mythic power to add

Tier	1	<input type="checkbox"/>	d6				
	4	<input type="checkbox"/>	d8				

ABILITY SCORE

Tier	2	<input type="checkbox"/>	+2				
	4	<input type="checkbox"/>	+2				

Bonus to ability scores

CON

DEX

WIS

INT

WIS

XAP

AMAZING INITIATIVE

	INITIATIVE BONUS		Mythic Tier
Tier		=	
2			

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

RECUPERATION

Recover all hit points with 8 hours rest

Tier	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 non-mythic effect, suffer no effects.

Tier	5						

Saving throws against mythic effects are unaffected.

ARCHMAGE ARCANA	

MYTHIC POWER

$$\boxed{} = 3 + (\times 2) + \begin{array}{|c|c|c|c|} \hline \square & \square & \square & \square \\ \hline \square & \square & \square & \square \\ \hline \square & \square & \square & \square \\ \hline \end{array}$$

PATH ABILITIES

Tier _____

1

2 _____

3 _____

4. _____

5 _____

Tier _____

1

3 _____

5 _____