

ARCHMAGE

Mityczny
Poziom

HARD TO KILL

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

Nie umierasz, dopóki wartość twoich negatywnych pw nie równa się twojej podwojonej budowie.

WARTOŚĆ ATRYBUTU

Poziom Premia do wartości atrybutu

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

S

INT

ZR

RZT

BD

CHA

SURGE

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

2 ☐ k6

4 ☐ k8

7 ☐ k10

10 ☐ K12

AMAZING INITIATIVE

INICJATYWA
BONUS

Mityczny
Poziom

Poziom

2 ☐ =

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

RECUPERATION

Poziom Przywraca wszystkie pw po 8 godzinach odpoczynku

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

MYTHIC SAVING THROWS

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

5 Saving throws against mythic effects are unaffected.

SIŁA WOLI

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

NIEPOWSTRZYMANY

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

- Bleed
- Blind
- Confused
- Cowering
- Dazed
- Dazzled
- Deafened
- Entangled
- Exhausted
- Fascinated
- Fatigued
- Frightened
- Nauseated
- Panicked
- Paralysed
- Shaken
- Sickened
- Staggered
- Stunned

IMMORTAL

Poziom 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.

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

LEGENDARY HERO

Poziom Regain one use of mythic power per hour.

TRUE ARCHMAGE

Poziom 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

POWER
PER DAY

Mityczny
Poziom

Dodatkowe

= 3 + (× 2) +

Użyć ☐☐☐ ☐☐☐ ☐☐☐
Dziś ☐☐☐ ☐☐☐ ☐☐☐

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

2

3

4

5

6

7

8

9

10

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

3

5

7

9

MYTHIC FEATS