

# ARCHMAGE

Mythic  
Tier

## 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.

## ATTRIBUTSWERT

Rang Bonus auf Attributswerte

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

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## SURGE

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

2 ☐ W6

4 ☐ W8

7 ☐ W10

10 ☐ w12

## AMAZING INITIATIVE

INITIATIVE  
BONUS

Mythic  
Tier

Rang  =

2

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 effect, suffer no effects.  
5 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:

- 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 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.

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

## 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

POWER  
PRO TAG

Mythic  
Tier

Extra

= 3 + (  × 2 ) +

Nutzungen Heute ☐☐☐ ☐☐☐ ☐☐☐

## PFADFÄHIGKEITEN

Rang

1

2

3

4

5

6

7

8

9

10

PFADFÄHIGKEITEN

Rang

1

3

5

7

9

MYTHIC FEATS