

ARCHMAGE

Tier
Mítico

HARD TO KILL

Por debajo de 0pg, siempre se estabiliza sin necesitar prueba de Constitución (aunque el sangrado aún cuenta).

No muere hasta que los pg negativos igualan el doble de su puntuación de Constitución.

ABILITY SCORE

Tier Bonus a puntuaciones Características

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

FUE

INT

DES

SAB

CON

CAR

SURGE

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

2 ☐ d6

4 ☐ d8

7 ☐ d10

10 ☐ d12

AMAZING INITIATIVE

BONUS
BONUS

Tier
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Tier =

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

RECUPERATION

Tier Recobra todos los puntos de golpe con descanso durante 8 horas

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

PRUEBAS SALVACIÓN MÍTICAS

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

5 Saving throws against mythic effects are unaffected.

FUERZA DE VOLUNTAD

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

UNSTOPPABLE

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

- Sangrado
- Cegado
- Confundido
- Aterrado
- Atontado
- Deslumbrado
- Ensondecido
- Enmarañado
- Exhausto
- Fascinado
- Fatigado
- Asustado
- Mareado
- Despavorido
- Paralizado
- Estremecido
- Nauseado
- Grogui
- Aturdido

IMMORTAL

Tier si mueres, vuelves a la vida 24 horas más tarde, independientemente de la condición de tu cuerpo. No recuperas ninguna aptitud diaria limitada.

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.

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

HÉROE LEGENDARIA

Tier Regain one use of mythic power per hour.

TRUE ARCHMAGE

Tier 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

Tier
Mítico

Extra

= 3 + (× 2) +

Usos ☐☐☐☐
Hoy ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PATH ABILITIES

Tier

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

DOTES MÍTICAS

Tier

1

3

5

7

9