

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.

ABILITY SCORE

Rang Bonus to ability scores

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 ☐ d12

AMAZING INITIATIVE

INITIATIVE
BONUS

Mythic
Tier

Rang =

2

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

RECUPERATION

Rang Recover all hit points with 8 hours rest

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

Saving throws against mythic effects are unaffected.

FORCE OF WILL

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

6

UNSTOPPABLE

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

Rang

8

IMMORTAL

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

LEGENDARY HERO

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
PER DAY

Mythic
Tier

Extra

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

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Rang

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

MYTHIC FEATS

Rang

1

3

5

7

9