

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 Saving throws against mythic effects are unaffected.

FORCE OF WILL

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

UNSTOPPABLE

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

- | | | |
|---------------|--------------|---------------|
| • Bleed | • blind | • verwirrt |
| • Kauernd | • benommen | • geblendet |
| • taub | • verstrickt | • entkräftet |
| • fasziniert | • erschöpft | • verängstigt |
| • Übelkeit | • in Panik | • gelähmt |
| • erschüttert | • kränkelnd | • Staggered |
| • betäubt | | |

IMMORTAL

Rang If you are killed return to life 24 hours later, regardless of
9 the condition of your body. You do not regain any limited daily abilities.

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
10 critical hit with an artefact.

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 ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Rang

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PATH ABILITIES

Rang

1

3

5

7

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MYTHIC FEATS