	ARCHMAGE	Mythic Tier			ARCHMAGE ARCANA
` .	HARD TO KILL				
consti	below Ohp, always stabilise without neo tution check (though bleed damage stil	eding to make a Il counts).	_		
Don't o	lie until negative hp equals double you		7		
Tier	ABILITY SCORE Bonus to ability scores	4 (`		MYTHIC POWER
2	□ +2 STI			WER R DAY	Mythic Extra Tier
4	- +2				= 3 + (× 2) + Uses
6 8	□ +2 □ +2				
10	□ +2 COI	N CHA	`	T'.	PATH ABILITIES *
×	SURGE	*		Tier 1	
Tier 2	Spend one use of mythic power to ado \Box d6	d to any d20			
4	□ d8			2 _	
7	□ d10				
10	□ d12			3 -	
AMAZING INITIATIVE INITIATIVE Mythic BONUS Tier) -	
Tier	=			4 -	
2	Spend one use of mythic power to tak standard action	ce an additional	PATH ABILITIES		
×	RECUPERATION			5 -	
Tier 3	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities			6 -	
``	MYTHIC SAVING THROWS				
Tier 5	On a successful saving throw against a non-mythic effect, suffer no effects. Saving throws against mythic effects are unaffected.			7 -	
×	FORCE OF WILL			8 -	
Tier 6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.				
``	UNSTOPPABLE			9 -	
Tier 8	pend one use of mythic power to end any one of: Bleed • Blind • Confused Cowering • Dazzled			10 -	
	3	3			
	• Shaken • Sickened	Paralysed Staggered		-	
	• Stunned IMMORTAL	,			
Tier	If you are killed return to life 24 hours the condition of your body. You do no	s later, regardless of		_	
9	daily abilities. This does not apply if you were killed or critical hit by a mythic enemy, or an			_	
Tier 10	Can only be permanently killed by a control of the	oup-de-grace or		Tier	
	LEGENDARY HERO			1	
Tier 10	Regain one use of mythic power per h	our.	MYTHIC FEATS	3 -	
×	TRUE ARCHMAG	GE ,			
Tier	When you cast a spell targeting non-r the target must make any saving thro the lower result.			5 -	
10	Gain spell resistance 15 + your highes Once per round, when this spell resist	n spell resistance 15 + your highest caster level. e per round, when this spell resistance protects you n a mythic enemy, regain one use of mythic power.		7 -	
				9 -	