	ARCHMAGE Tier Mítico		*	ARCHMAGE ARCANA			
<b>T</b>	HARD TO KILI						
Por de	bajo de Opg, siempre se estabiliza sin		stituc	ón (a	unque el sangrado aún cuenta).		
No mu	ere hasta que los pg negativos iguala	n el doble de su puntuaci	dn de	Const	itución.		
7	ABILITY SCOR						
Tier	Bonus a puntuaciones Características			MYTHIC POWER  Fower Tier Futto			
2	□ +2 FU	E INT		DA		Extra	
4 6	□ +2 DE	S SAB			=3+( ×2)+	+	Usos
8	□ +2 CO	N CAR				PATH ABILITIES	
10	□ +2		П	Tier			
Tier	SURGE Spend one use of mythic power to ac	Id to any d20		1			
<b>2</b>	□ d6	dd to any d20					
4	□ d8			2			
7	□ d10 □ d12						
10	AMAZING INITIA	TIVE -		3			
	BONUS Tier	111/2					
Tier	BONUS Mítico			/.			
2	=			7			
	Spend one use of mythic power to ta standard action	ke an additional	ES				
7	RECUPERATIO	N ,	LITI	5			
Tier	Recobra todos los puntos de golpe c	RECUPERATION  todos los puntos de golpe con descanso durante 8 h					
3		one use of mythic power to regain half your um hit points and use of any limited daily abilities					
``	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.  Saving throws against mythic effects are unaffected.  FUERZA DE VOLUNTAD  Spend one use of mythic power to reroll any d20, or			7			
5							
``				8			
Tier							
6	force a foe to reroll, even after the result is revealed.						
	UNSTOPPABLE  Spend one use of mythic power to end any one of:			9			
	• Sangrado • Cegado	, .					
Tier	<ul> <li>Ensordecido</li> <li>Fascinado</li> <li>Mareado</li> <li>Enmarañado</li> <li>Fatigado</li> <li>A</li> <li>Despavorido</li> <li>F</li> </ul>	Deslumbrado     Exhausto		10			
8		Asustado					
		Paralizado     Grogui					
	• Aturdido						
*	IMMORTAL						
Tier	si mueres, vuelves a la vida 24 horas la condición de tu cuerpo. No recupe						
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.						
	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.  HÉROE LEGENDARIA  Regain one use of mythic power per hour.  TRUE ARCHMAGE  When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.  Gain spell resistance 15 + your highest caster level.			Tier			
10				1			
Tier							
10				3			
``							
	When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take			5			
	the lower result.  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.						
				7			
~	nom a myunc enemy, regain one use	or mythic power.		1			
			_	_			
				9			