

# ARCHMAGE

Mityczny  
Poziom

## HARD TO KILL

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

Nie umierasz, dopóki wartość twoich negatywnych pw nie równa się twojej podwojonej budowie.

## SURGE

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

- 1 ☐ k6  
4 ☐ k8  
7 ☐ k10  
10 ☐ K12

## WARTOŚĆ ATRYBUTU

Poziom Premia do wartości atrybutu

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

S INT  
ZR RZT  
BD CHA

## AMAZING INITIATIVE

INICJATYWA  
BONUS

Mityczny  
Poziom

Poziom  =

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

## RECUPERATION

Poziom Przywraca wszystkie pw po 8 godzinach odpoczynku

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

## MYTHIC SAVING THROWS

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

- 5 Saving throws against mythic effects are unaffected.

## SIŁA WOLI

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

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## NIEPOWSTRZYMANI

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

## NIEŚMIERTELNY

Poziom 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.

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This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

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

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## LEGENDARY HERO

Poziom Regain one use of mythic power per hour.

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## TRUE ARCHMAGE

When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take

Poziom 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

Mityczny  
Poziom

Dodatkowe

$$\boxed{\phantom{000}} = 3 + (\phantom{000} \times 2) + \phantom{000}$$

Użyć ☐☐☐ ☐☐☐ ☐☐☐  
Dziś ☐☐☐ ☐☐☐ ☐☐☐

## ŚCIEŻKI ZDOLNOŚCI

Poziom

1

2

3

4

5

6

7

8

9

10

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

3

5

7

9

MYTHIC FEATS