

MARSHAL

Mystiker
Stufe

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.

+ 4 TP

Bonus hit points
per tier

SURGE

Spend one use of mythic power to add to any d20

1 ☐ W6

4 ☐ W8

ATTRIBUTSWERT

Bonus to
Rang ability scores

2 ☐ +2

4 ☐ +2

ST

IN

GE

WE

KO

CH

AMAZING INITIATIVE

INITIATIVE
BONUS

Mystiker
Stufe

Rang
2

=

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

RECUPERATION

Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück

Rang 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.

MARSHAL'S ORDER

MYTHIC POWER

MACHT
PRO TAG

Mystiker
Stufe

Extra

Nutzungen
Heute

= 3 + (× 2) +

PFADFÄHIGKEITEN

Rang

1

2

3

4

5

PFADFÄHIGKEITEN

5

Rang

1

3

5

MYTHIC FEATS

