

MARSHAL

Мифический
Уровень

КРЕПКИЙ ОРЕШЕК

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 hp

Доп. очки здоровья
за уровень

ВСПЛЕСК

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

- 1 ☐ d6
4 ☐ d8
7 ☐ d10
10 ☐ d12

ЗНАЧЕНИЕ ХАРАКТЕРИСТИКИ

Ранг Bonus to ability scores

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

СИЛ	ИНТ
ЛОВ	МУД
ВЫН	ХАР

НЕВЕРОЯТНАЯ ИНИЦИАТИВА

ИНИЦИАТИВА
БОНУСМифический
УровеньРанг =

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

ВОССТАНОВЛЕНИЕ

Ранг Восстановите всё здоровье за восьмичасовой отдых
3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

МИФИЧЕСКИЙ СПАСБРОСОК

Ранг On a successful saving throw against a non-mythic effect, suffer no effects.
5 Saving throws against mythic effects are unaffected.

FORCE OF WILL

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

НЕУДЕРЖИМЫЙ

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 | | |

БЕССМЕРТНЫЙ

Ранг 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.

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

ЛЕГЕНДАРНЫЙ ГЕРОЙ

Ранг Regain one use of mythic power per hour.
10

VISIONARY COMMANDER

When you are an ally within 30ft rolls initiative, roll twice and take either result.

Ранг In a surprise round, you and allies within 30ft can take a
10 full round action instead of just a standard action.

Once per round, when you or an ally within 30ft scores a critical hit, regain one use of mythic power.

MARSHAL'S ORDER

МИФИЧЕСКИЕ СИЛЫ

СИЛ
В ДЕНЬМифический
Уровень

Доп.

$$= 3 + (\quad \times 2) + \quad$$

Исп. ☐☐☐ ☐☐☐ ☐☐☐
Сегодня ☐☐☐ ☐☐☐ ☐☐☐

ОСОБЕННОСТИ ПУТИ

Ранг

1

2

3

4

5

6

7

8

9

10

ОСОБЕННОСТИ ПУТИ

Ранг

1

3

5

7

9

МИФИЧЕСКИЕ ЧЕРТЫ