MARSHAL

	7	
Mythic	1	
,	1	
Tier	1	
1101	·	

HARD TO KILL

When below 0hp, always stabilize 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	
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Bonus hit points per tier

SURGE

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

- 1 □ d6
- **4** □ d8

ABILITY SCORE

Bonus to
Tier ability scores

- Tier ability score
 2 □ +2
- . 🗆 +2
- CON

CON

AMAZING INITIATIVE

INITIATIVE Mythic Tier
Tier 2 =

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

RECUPERATION

Recover all hit points with 8 hours rest

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

MYTHIC SAVING THROWS

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

5 Saving throws against mythic effects are unaffected.

MARSHAL'S ORDER MYTHIC POWER

POWER	Mythic	Extra	Uses
PER DAY	Tier		Today
	= 3 + (× 2) +		

PATH ABILITIES

Tier		
1		_

- - 5 ————
- ____
- Tier ______
- - 5 ————