# **MARSHAL**

Mythic Tier	1	-	-	-	-	-	-	

### **DURO DE MATAR**

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.



Bonus hit points per tier

### SURGE

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

- **1** □ d6
- **4** □ d8

### ABILITY SCORE

Bonus to Nível ability scores

- **2**  $\Box$  +2
- +2

### AMAZING INITIATIVE

Mythic INICIATIVA Tier BÔNUS Nível

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

## RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nível 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 Nível non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

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	MYTHIC POWER	

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

## PATH ABILITIES

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