MARSHAL

Mythic Tier ☐

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 hp Bonus hit points per tier

SURGE

Spend one use of mythic power to add to any d20

Tier	
1	☐ d6
4	☐ d8

ABILITY SCORE

Bonus to ability scores

Tier			
2	☐ +2	СИЛ	INT
4	☐ +2 ▶	ЛОВ	МУД
		ВЫН	ХАР

AMAZING INITIATIVE

INITIATIVE BONUS Mythic Tier

Tier 2 ☐ = ...

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

RECUPERATION

Tier 3

Recover all hit points with 8 hours rest

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

MYTHIC SAVING THROWS

Tier 5

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

Saving throws against mythic effects are unaffected.

MARSHAL'S ORDER

MYTHIC POWER

POWER PER DAY Mythic Tier Extra Uses Today

☐ = 3 + (...... × 2) + ...

PATH ABILITIES

Tier	
1	
2	
3	
4	
5	

MYTHIC FEATS

Tier	
1	
3	
5	