

MARSHAL

Mythic
Tier

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.

+ 4 hp

Bonus hit points
per tier

SURGE

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

- 1 ☐ d6
4 ☐ d8
7 ☐ d10
10 ☐ d12

ABILITY SCORE

Nível Bonus to ability scores

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

FOR INT
DES SAB
CON CAR

AMAZING INITIATIVE

INICIATIVA
BÔNUS

Mythic
Tier

Nível =

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

RECUPERAÇÃO

Nível Recover all hit points with 8 hours rest

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

MYTHIC SAVING THROWS

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

- 5 Saving throws against mythic effects are unaffected.

FORCE OF WILL

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

6

IMPARÁVEL

Spend one use of mythic power to end any one of:

- Nível
8
 - Bleed
 - Cowering
 - Deafened
 - Facinar
 - Nauseated
 - Shaken
 - Stunned
 - Blind
 - Pasmal
 - Entangled
 - Fatigued
 - Panicked
 - Sickened
 - Confused
 - Dazzled
 - Exhausted
 - Frightened
 - Paralysed
 - Staggered

IMORTAL

Nível If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited daily abilities.

9

This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

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

10

LEGENDARY HERO

Nível 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.

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

10

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

MARSHAL'S ORDER

MYTHIC POWER

POWER
PER DAY

Mythic
Tier

Extra

$$\boxed{} = 3 + (\times 2) + $$

Uses Today

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PATH ABILITIES

Nível

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

Nível

1

3

5

7

9

MYTHIC FEATS