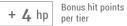
MARSHAL

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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.



SURGE

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

- **1** □ d6
- **4** □ d8

ABILITY SCORE

Bonus to Tier ability scores

2 \Box +2

+2

Tier 2

AMAZING INITIATIVE

Mythic INITIATIVE Tier **BONUS**

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

RECUPERATION

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

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	2)+	

PATH ABILITIES

Tier		
1		

TIES	2	
BILI	3	

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5			

	Tier	
TS	1	

LILLOFEA	3	
TAT		

5	
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