MARSHAL Mythic Tier	_		MARSHAL'S ORDER
DURO DE MATAR	-		
When below Ohp, always stabilise without eeding to make a constitution check though bleed damage still counts).			MYTHIC POWER
on't die until negative hp equals double our constitution score.		WER R DAY	
+ 4 hp Bonus hit points per tier			= 3 + (× 2) +
SURGE	*		PATH ABILITIES
Spend one use of mythic power to add ível to any d20 1 □ d6		Nível 1	
4 □ d8	CO	2	
ABILITY SCORE Bonus to	TIE		
Bonus to FOR INT ivel ability scores 2	PATH ABILITIES	3	
4 🗆 +2	PATF		
CON CAR		4	
AMAZING INITIATIVE			
INICIATIVA Mythic BÔNUS Tier		5	
Nível =			
Spend one use of mythic power to take an additional standard action			
RECUPERAÇÃO .			
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			
On a successful saving throw against a Nível non-mythic effect, suffer no effects.		Nível 1	
5 Saving throws against mythic effects are unaffected.	EATS	_	
	MYTHIC FEATS	3	
	MY		