

# MARSHAL

Mystiker  
Stufe

## 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 TP

Bonus hit points  
per tier

## SURGE

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

- 1 ☐ W6  
4 ☐ W8  
7 ☐ W10  
10 ☐ w12

## ATTRIBUTSWERT

Rang Bonus auf Attributswerte

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

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## AMAZING INITIATIVE

INITIATIVE  
BONUS

Mystiker  
Stufe

Rang  =

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

## RECUPERATION

Rang 3 Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück  
Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

## MYTHIC SAVING THROWS

Rang 5 On a successful saving throw against a non-mythic effect, suffer no effects.  
Rettungswürfe gegen mythische Effekte sind unwirksam.

## WILLENSKRAFT

Rang 6 Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.

## UNAUFGHALTSAM

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

- Bleed
- Kauern
- taub
- fasziniert
- Übelkeit
- erschüttert
- betäubt
- blind
- benommen
- verstrickt
- erschöpft
- in Panik
- kränkelnd
- verwirrt
- geblendet
- entkräftet
- verängstigt
- gelähmt
- Staggered

## UNSTERBLICH

Rang 9 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.

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

Rang 10 Can only be permanently killed by a coup-de-grace or critical hit with an artefact.

## LEGENDÄRER HELD

Rang 10 Regain one use of mythic power per hour.

## VISIONARY COMMANDER

When you are an ally within 30ft rolls initiative, roll twice and take either result.

Rang 10 In a surprise round, you and allies within 30ft can take a full round action instead of just a standard action.

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  
PRO TAG

Mystiker  
Stufe

Extra

$$\boxed{\phantom{00}} = 3 + (\boxed{\phantom{00}} \times 2) + \phantom{00}$$

Nutzungen  
Heute ☐☐☐ ☐☐☐ ☐☐☐

## PFADFÄHIGKEITEN

Rang

1

2

3

4

5

6

7

8

9

10

PFADFÄHIGKEITEN

MYTHIC FEATS

Rang

1

3

5

7

9