

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 pv

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.

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IMPARÁVEL

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

- Nível
- 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.

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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.

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LEGENDARY HERO

Nível Regain one use of mythic power per hour.

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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.

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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

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PATH ABILITIES

Nível

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

Nível

1

3

5

7

9

MYTHIC FEATS