

MARSHAL

Mityczny
Poziom

HARD TO KILL

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

Nie umierasz, dopóki wartość twoich negatywnych pw nie równa się twojej podwojonej budowie.

+ 4 pw

Bonus hit points
per tier

SURGE

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

- 1 ☐ k6
4 ☐ k8
7 ☐ k10
10 ☐ K12

WARTOŚĆ ATRYBUTU

Poziom Premia do wartości atrybutu

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

S

INT

ZR

RZT

BD

CHA

AMAZING INITIATIVE

INICJATYWA
PREMIAMityczny
Poziom

Poziom

2

=

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

RECUPERATION

Poziom

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Przywraca wszystkie pw po 8 godzinach odpoczynku

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

MYTHIC SAVING THROWS

Poziom

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

Saving throws against mythic effects are unaffected.

SIŁA WOLI

Poziom

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

NIEPOWSTRZYMANY

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

- | | | |
|--------------|-------------|--------------|
| • Bleed | • Blind | • Confused |
| • Cowering | • Dazed | • Dazzled |
| • Deafened | • Entangled | • Exhausted |
| • Fascinated | • Fatigued | • Frightened |
| • Nauseated | • Panicked | • Paralysed |
| • Shaken | • Sickened | • Staggered |
| • Stunned | | |

NIEŚMIERTELNY

Poziom 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.

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

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LEGENDARY HERO

Poziom

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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.

Poziom 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 DAYMityczny
Poziom

Dodatkowe

 $= 3 + (\quad \times 2) + \quad$ Użyć ☐☐☐
Dziś ☐☐☐

ŚCIEŻKI ZDOŁNOŚCI

Poziom

1

2

3

4

5

6

7

8

9

10

ŚCIEŻKI ZDOŁNOŚCI

Poziom

1

3

5

7

9

MYTHIC FEATS