

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

ST

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CH

AMAZING INITIATIVE

INITIATIVE
BONUS

Mystiker
Stufe

Rang =

2

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

RECUPERATION

Rang Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück

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

MYTHIC SAVING THROWS

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

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Rettungswürfe gegen mythische Effekte sind unwirksam.

WILLENSKRAFT

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

6

UNAUFGHALTSAM

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

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

UNSTERBLICH

Rang 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.

9

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

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LEGENDÄRER HELD

Rang 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.

Rang 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

MACHT
PRO TAG

Mystiker
Stufe

Extra

$$= 3 + (\quad \times 2) + \quad$$

Nutzungen
Heute

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PFADFÄHIGKEITEN

Rang

1

2

3

4

5

6

7

8

9

10

PFADFÄHIGKEITEN

Rang

1

3

5

7

9

MYTHIC FEATS