

# 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.

6

## 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.

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.

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

10

## LEGENDARY HERO

Nível Regain one use of mythic power per hour.

10

## 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.

10

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

$$\boxed{\phantom{000}} = 3 + (\phantom{00} \times 2) + \phantom{000}$$

Uses Today 

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## PATH ABILITIES

Nível

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

MYTHIC FEATS

Nível

1

3

5

7

9