

# 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

Spend one use of mythic power to add to any d20

1 ☐ W6

4 ☐ W8

## ATTRIBUTSWERT

Rang Bonus to  
ability scores

2 ☐ +2

4 ☐ +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

Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück

Rang 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.

5 Saving throws against mythic effects are unaffected.

## MARSHAL'S ORDER

## MYTHIC POWER

MACHT  
PRO TAG

Mystiker  
Stufe

Extra

Nutzungen  
Heute

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

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## PFADFÄHIGKEITEN

Rang  
1

2

3

4

5

Rang  
1

3

5

PFADFÄHIGKEITEN

MYTHIC FEATS

