MARSHAL

Mythic Tier

HARD TO KILL

Por debajo de 0pg, siempre se estabiliza sin necesitar prueba de Constitución (aunque el sangrado aún cuenta).

No muere hasta que los pg negativos igualan el doble de su puntuación de Constitución.

ABILITY SCORE

Tier	Bonus a puntuaciones Características
2	☐ +2
4	☐ +2
6	☐ +2
8	☐ +2
10	☐ +2

FUE INT DES SAB CON CAR

SURGE

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

- 2 ☐ d6
- 4 ☐ d8
- 7 ☐ d10
- 10 ☐ d12

AMAZING INITIATIVE

BONUS
BONUS

Mythic Tier

Tier 2 [ ] = _____

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

RECUPERATION

Tier 3

Recobra todos los puntos de golpe con descanso durante 8 horas

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

PRUEBAS SALVACIÓN MÍTICAS

Tier 5

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

Saving throws against mythic effects are unaffected.

FUERZA DE VOLUNTAD

Tier 6 Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.

UNSTOPPABLE

Tier 8

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

- Sangrado
- Aterrado
- Ensordecido
- Fascinado
- Mareado
- Estremecido
- Aturdido
- Cegado
- Atontado
- Enmarañado
- Fatigado
- Despavorido
- Nauseado
- Confundido
- Deslumbrado
- Exhausto
- Asustado
- Paralizado
- Grogui

IMMORTAL

Tier 9

si mueres, vuelves a la vida 24 horas más tarde, independientemente de la condición de tu cuerpo. No recuperas ninguna aptitud diaria limitada.

This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

Tier 10 Can only be permanently killed by a coup-de-grace or critical hit with an artefact.

HÉROE LEGENDARIA

Tier 10 Regain one use of mythic power per hour.

VISIONARY COMMANDER

Tier 10

When you are an ally within 30ft rolls initiative, roll twice and take either result.

In a surprise round, you and allies within 30ft can take a full round action instead of just a standard action.

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 [ ] = 3 + (_____ × 2) + _____

Mythic Tier

Extra

Usos Hoy

PATH ABILITIES

Tier 1

2

3

4

5

6

7

8

9

10

DOTES MÍTICAS

Tier 1

3

5

7

9