

MARSHAL

Mythic
Tier

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.

ABILITY SCORE

Tier Bonus to ability scores

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

FOR

INT

DES

SAG

COS

CAR

SURGE

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

- 2 ☐ d6
4 ☐ d8
7 ☐ d10
10 ☐ d12

AMAZING INITIATIVE

INITIATIVE
BONUS

Mythic
Tier

Tier =

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

RECUPERATION

- Tier 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

- Tier On a successful saving throw against a non-mythic effect, suffer no effects.
5 Saving throws against mythic effects are unaffected.

FORCE OF WILL

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

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

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

IMMORTAL

- Tier 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.

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

- Tier 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.

- Tier 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 DAY

Mythic
Tier

Extra

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

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Tier

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PATH ABILITIES

MYTHIC FEATS