

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

hhh Bonus to ability scores

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

STR

INT

DEX

SAG

CON

CHA

SURGE

hhh 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

hhh =

2

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

RECUPERATION

hhh 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

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

5

Saving throws against mythic effects are unaffected.

FORCE OF WILL

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

6

UNSTOPPABLE

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

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

IMMORTEL

hhh 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.

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

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HEROS LEGENDAIRE

hhh 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.

hhh 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

= 3 + (× 2) +

Utilisation
Aujourd'hui

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PATH ABILITIES

hhh

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

1

2

3

4

5

6

7

8

MYTHIC FEATS