	MΔR	SHAL	Myth	1	`			M	ARSHAL'S (DRDER _		,
``		ARD TO K		er	Γ							
When consti	below Ohp, always tution check (thoug die until negative h	stabilise withou gh bleed damag	ut needing to ge still count	o make a s).								
Doll (BILITY SCO		itution score.	5							
Rang			JKL		*				MYTHIC PO	WER		, i
2	□ +2		ST	IN		WER R DAY	Mytl Z Tie		Extra			
4 6	□ +2 □ +2		GE	WE			= 3 + (× 2).	+		Uses DDD	
8	□ +2		KO	CH					PATH ABILI	TIES		
10	□ + 2					Rang						
Rang	Spend one use of	SURGE	to add to an	r d20		1						
2	□ W6	mytine power t	to add to any	/ u20								
4	□ W8					2						
7 10	□ W10 □ d12											
H		ZING INIT	IATIVE	—		3 -						
	INITIATIVE Mythic											
Rang	BONUS	Tier				4						
2						•						
	Spend one use of standard action	mythic power t	to take an ac	lditional	IES	_						
'x	RE	CUPERAT	ION	"	ABILITIES	5						
Rang	Recover all hit po			£	HAB							
3	Spend one use of maximum hit poir	mythic power t its and use of a	nny limited d	aily abilities	PATH	6						
` .	MYTHIC	C SAVING	THROW	rs .								
Rang	On a successful s		ainst a non-	mythic		7						
5	Saving throws ag		fects are una	affected.								
×	FO	RCE OF W	/ILL	,		8						
Rang 6	Spend one use of force a foe to rero											
7		NSTOPPAI		zveuleu.		0						
	Spend one use of			ne of:		9						
Rang	• Bleed	• Blind	• Confu			10						
	CoweringDeafened	DazedEntangled	• Dazzlo • Exhas	sted		10						
8	FascinatedNauseated	FatiguedPanicked	FrightParaly									
	• Shaken	Sickened	• Stagg			-						
`,	Stunned	IMMORTA	\T									
	If you are killed re			regardless of								
Rang 9	the condition of y daily abilities.											
9	This does not app	oly if you were k	cilled by a co	up-de-grace								
	or critical hit by a	mythic enemy,	or an epic v	veapon.								
Rang 10	Can only be perm critical hit with ar	anently killed b n artefact.	y a coup-de	-grace or		Rang						
K		ENDARY I	HERO	, (1						
Rang	Regain one use of	f mythic power	per hour.			2						
10	VISIONARY COMMANDER					3						
	When you are an ally within 30ft rolls initiative, roll twice											
Rang	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.					5						
10												
						7						
~												
						0						