

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.

SURGE

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

- 1 ☐ W6
4 ☐ W8
7 ☐ W10
10 ☐ W12

ATTRIBUTSWERT

Rang Bonus auf Attributswerte

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

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AMAZING INITIATIVE

INITIATIVE
BONUS

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Rang =

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

RECUPERATION

Rang Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück
3 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 Rettungswürfe gegen mythische Effekte sind unwirksam.

WILLENSKRAFT

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

UNAUFHALTSAM

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

- | | | |
|---------------|--------------|---------------|
| • Bleed | • blind | • verwirrt |
| • Kauernd | • benommen | • geblendet |
| • taub | • verstrickt | • entkräftet |
| • fasziniert | • erschöpft | • verängstigt |
| • Übelkeit | • in Panik | • gelähmt |
| • erschüttert | • kränkelnd | • Staggered |
| • betäubt | | |

UNSTERBLICH

Rang If you are killed return to life 24 hours later, regardless of
9 the condition of your body. You do not regain any limited daily abilities.

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

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

LEGENDÄRER HELD

Rang 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.

Rang In a surprise round, you and allies within 30ft can take a
10 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
PRO TAG

Mystiker
Stufe

Extra

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

Nutzungen Heute

| | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
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PFADFÄHIGKEITEN

Rang

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PFADFÄHIGKEITEN

MYTHIC FEATS

Rang

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