| MARSHAL Mythic Tier | | | | | | MARSHAL'S ORDER | | | | | | |
|---------------------|---|--|---------------------------------------|-----------|--------------|-----------------|---------|--------|------|--------------------|-------|--|
| | | O DE MA | | ier j | | | | | | | | |
| When I | below Ohp, always s | tabilise without | t needing t | o make a | - | | | | | | | |
| | tution check (though lie until negative hp | 3 | | , | | | | | | | | |
| `` | | SURGE | | , | 5 | | | | D.C. | WTILL DOWED | | |
| | Spend one use of n | nythic power to | add to an | y d20 | PO | WER | | Mythic | IVI | YTHIC POWER Extra | , | |
| 1 4 | □ d6 □ d8 | | | | PE | R DAY | | Tier | \ | EXIId | Uses | |
| 7 | □ d10 | | | | | | = 3 + (| × | 2)+ | | Today | |
| 10 | □ d12 | II ITV CCO | DE | | ` | | | | PA | ATH ABILITIES | , | |
| Nível | Bonus to ability sc | ILITY SCO ores | KE | * | | Nível 1 | | | | | | |
| 2 | □ +2 □ +2 | F | OR | INT | | | | | | | | |
| 4 6 | □ +2 □ +2 ▶ | D | ES | SAB | | 2 | | | | | | |
| 8 | □ +2 | C | ON | CAR | | | | | | | | |
| 10 | □ +2 | ING INITI | ATIVE | | | 3 - | | | | | | |
| | INICIATIVA | Mythic | AIIVL | | | | | | | | | |
| Nível | BÖNUS = | Tier | | | | 4 - | | | | | | |
| 2 | Spend one use of n | | taka an a | dditional | | | | | | | | |
| | standard action | | | | ITES | 5 - | | | | | | |
| * | | CUPERAÇ | | * | ABILITIES | | | | | | | |
| Nível 3 | Recover all hit poin Spend one use of n maximum hit point | nythic power to | regain ha | | PATH A | 6 - | | | | | | |
| × | MYTHIC | SAVING T | THROW | rs , | = | | | | | | | |
| Nível 5 | On a successful sa effect, suffer no eff | | inst a non- | mythic | | 7 - | | | | | | |
| | Saving throws agai | | | | | | | | | | | |
| Nível | Spend one use of n | NCE OF W | | d20. or | | 8 - | | | | | | |
| 6 | force a foe to reroll, even after the result is revealed. | | | | | | | | | | | |
| * | Spend one use of n | MPARÁVE | | no of: | | 9 | | | | | | |
| | • Bleed | Blind | • Confu | sed | | | | | | | | |
| Nível 8 | | PasmarEntangled | DazzlExhas | | | 10 - | | | | | | |
| | | • Fatigued • Panicked | | | | | | | | | | |
| | Shaken Sickened Staggered Stunned | | | | | _ | | | | | | |
| × | | IMORTAL | | * | | | | | | | | |
| MZI | If you are killed ret the condition of yo | | | | | - | | | | | | |
| 9 | 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. | | | | | _ | | | | | | |
| Nível 10 | Can only be perma | | a coup-de | grace or | | Nível | | | | | | |
| 10 | LEGENDARY HERO | | | | | | | | | | | |
| Nível | Regain one use of mythic power per hour | | | | | 3 - | | | | | | |
| 10 | VISIONARY COMMANDER | | | | |) | | | | | | |
| | When you are an al | ly within 30ft r | | | MYTHIC FEATS | 5 - | | | | | | |
| | In a surprise round | , you and allies | | | THIC |) - | | | | | | |
| 10 | full round action instead of just a standard action. Once per round, when you or an ally within 30ft scores a | | | | | 7 | | | | | | |
| ~ | critical hit, regain o | | | | | 7 - | | | | | | |
| | | | | | | | | | | | | |