

# MARSHAL

Mityczny  
Poziom

## HARD TO KILL

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

Nie umierasz, dopóki wartość twoich negatywnych pw nie równa się twojej podwojonej budowie.

## SURGE

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

- 1 ☐ k6  
4 ☐ k8  
7 ☐ k10  
10 ☐ K12

## WARTOŚĆ ATRYBUTU

Poziom Premia do wartości atrybutu

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

S INT  
ZR RZT  
BD CHA

## AMAZING INITIATIVE

INICJATYWA Mityczny  
BONUS Poziom

Poziom  =  
2

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

## RECUPERATION

Poziom Przywraca wszystkie pw po 8 godzinach odpoczynku

- 3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

## MYTHIC SAVING THROWS

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

- 5 Saving throws against mythic effects are unaffected.

## SIŁA WOLI

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

## NIEPOWSTRZYMANY

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

## NIEŚMIERTELNY

Poziom 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.

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

## LEGENDARY HERO

Poziom 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.

Poziom 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  
PER DAY

Mityczny  
Poziom

Dodatkowe

= 3 + (  × 2 ) +

Użyć ☐☐☐ ☐☐☐ ☐☐☐  
Dziś ☐☐☐ ☐☐☐ ☐☐☐

## ŚCIEŻKI ZDOLNOŚCI

Poziom

1

2

3

4

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6

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8

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10

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

3

5

7

9

MYTHIC FEATS