

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
PREMIA 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.

NIEPOWSTRZYMANI

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 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.

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 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

Mityczny
Poziom

Dodatkowe

= 3 + (× 2) +

Użyć ☐☐☐ ☐☐☐ ☐☐☐
Dziś ☐☐☐ ☐☐☐ ☐☐☐

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

2

3

4

5

6

7

8

9

10

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

3

5

7

9

MYTHIC FEATS