

# MYTHIC

## hero's handbook





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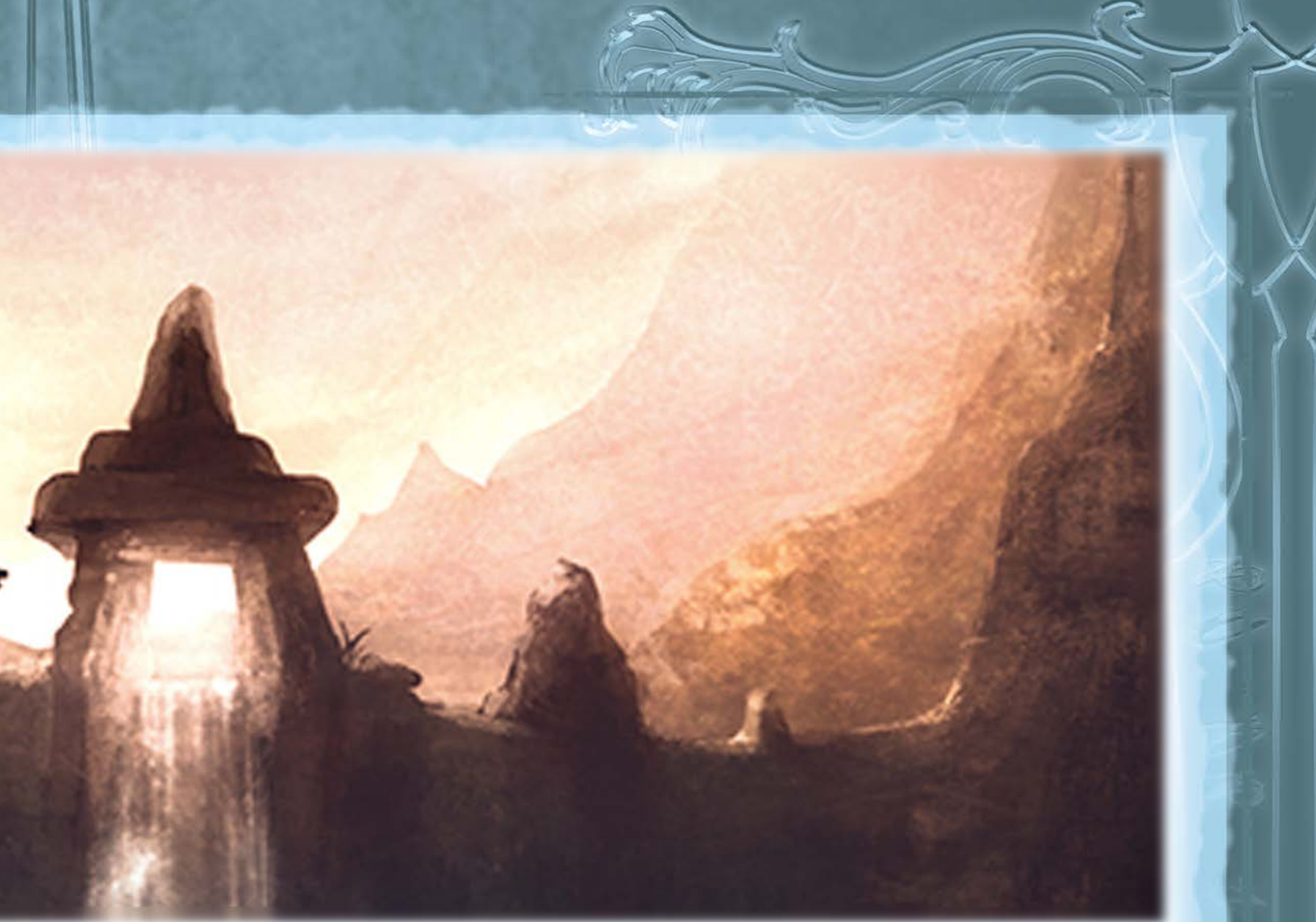
## Introduction to the Mythic Hero's Handbook!

This supplement is an amazing resource for every gamemaster who would like to try out the mythic rules but might feel a bit intimidated by the huge amount of work of conversion. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything. The *Mythic Hero's Handbook* takes up the basic rules laid out in the mythic rules and runs with them a country mile. This includes core elements like mythic paths and path abilities, mythic magic items, and mythic feats. Where *Pathfinder Roleplaying Game Mythic Adventures* contains over a hundred mythic feats, there was a vast number of familiar Pathfinder favorites that just couldn't fit inside those covers. The *Mythic Minis* series from Legendary Games and the *Mythic Options* series from Rogue Genius Games have filled that gap in part, but this book fills it in full, with over **1000 mythic feats**, including mythic versions of EVERY feat from all of the core rulebooks available when the mythic rules were published, and more products scattered across many products for the official published campaign world

used in the *Pathfinder Roleplaying Game*.

We did not stop at expanding and adapting elements already in the mythic rules. In addition to expanding the options available to the six core mythic paths and the universal abilities available to every mythic character, this book introduces four brand-new mythic paths: the **genius**, **living saint**, **overmind**, and **stranger**, each with a unique niche in the mythic narratives you can create in your campaign. We also went still further with the introduction of mythic class features, enhanced versions of the class features your characters already possess, which they can select in lieu of traditional path abilities, or in addition to them. These class abilities are not only for the core and base classes in the official Pathfinder core rules, but also 11 of the most popular 3rd-party base classes from Kobold Press and Rogue Genius Games. This book also contains rules for mythic psionics, brought to you by the undisputed masters of Pathfinder psionics at Dreamscarred Press. Mythic psionic powers,





psionic feats, an entire psionic mythic path, and even psionic path abilities for the core mythic paths; all can be found within these pages. Last but far from least, we bring you a chapter on tailoring the mythic game to fit your needs, including dealing with challenging or ambiguous rules and rule interactions within the mythic rules, making hazards like traps and curses mythic, playing the game with a focus on inherent abilities rather than items, and an entire system for making skills mythic.

This book represents the culmination of the MYTHIC MANIA Kickstarter in which Legendary Games, Kobold Press, Rogue Genius Games, and Dreamscarred Press came together in an unprecedented 3rd-party publisher team-up to create an encyclopedic resource for mythic gameplay in Pathfinder. These books, and the mythic rules in general, are not just an exercise in bigger numbers (though you'll find those here as well), but bringing new and exciting dynamic and even cinematic options to your characters, allowing them to adventure on a more vivid and dramatic scale in everything they do, from the mundane Craft skill to the most obscure and specialized fighter feat or magnificent martial art, from abilities focused on the strength, speed, and stamina of the body to the intellect, will, and psyche of the mind. If you are playing Pathfinder with the mythic

rules, you need to grab this book.

But here's a little secret: This book is an amazing resource for you even if you're NOT using the mythic rules. The mythic rules are a terrific toolbox for making Pathfinder play more exciting and, even better, more *interesting*, in a regular Pathfinder campaign. When you want to create creatures and characters with abilities outside the norm, things that will surprise the players that think they've seen it all, the mythic rules offer an organized system for doing that. Does your campaign feature strange races with skills and talents that others do not fully understand but know well to respect? Is there an ancient culture that delved into secrets man was not meant to know and dared madness and annihilation in pursuit of power? Do your mysterious cultists receive power from their eldritch patrons in exchange for sacrifice, something that drives their magic beyond the ordinary even in a magical world? Have your players received the blessing of the gods on their holy quest? These are all excellent situations to drop in a bit of mythic psionics, or a cadre of members of a mythic character class, or revered masters who might teach the use of a mythic feat or skill or path ability, or a hoard containing a long-lost treasure beyond price. These are places where the GM can instill a sense of



wonder around people, places, and things in the game world, by showing a qualitative difference in options available to PCs (or the villains) on an ongoing basis or during special events. An often-overlooked element of the mythic rules is that they can be entirely transitory. What mythic power is given can as easily be taken away. It is an overlay system that does not much disturb the essential game mechanics underneath it. However you introduce mythic material into your campaign, this book contains the kind of amazing rules that will leave your Pathfinder players shaking their heads and saying “What was THAT?” These are spells that leave them feeling like epic heroes when they get to wield it, or when they triumph over an enemy using it against them, whatever their level, and they are brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that helped create the mythic spells in *Pathfinder Roleplaying Game Mythic Adventures*.

What is a “mythic” feat?

Most mythic feats are more powerful versions of the feats your characters usually use or face, though some mythic feats have no non-mythic equivalent and can be selected only by mythic creatures, or even only by mythic creatures of a certain level. Some mythic feats are constant in their enhanced effect, while others may or may not have a greater effect than the normal feat but also have a specific additional effect that can be triggered by the use of power. As to the in-game rationale of why mythic feats exist, their origin can be anything you want it to be for your campaign. Each mythic feat could be a unique practice or discipline developed by a long-dead master of a particular arcane craft, fighting style, or some other secret knowledge. Characters may obtain mythic feats as they advance in mythic tiers, though as with any mythic advancement you may also tie the acquisition of certain mythic features to tutelage from a knowledgeable trainer or rare text jealously guarded by members of a secret society or religion. Mythic feats can be something characters can discover on their own during their careers, or they can be something that is available to them only sporadically or in special circumstances. They could be a sort of lost technology, the forgotten lore of an elder age now known only through fragmentary records. You can create the perfect origin story and background for mythic versions of feats to make them fit precisely with your world. What you need are the stats for these enhanced rules elements, 100% crunch designed by people who know mythic design like no one else, and that is what the *Mythic Hero's Handbook* delivers.

What do I need to use this book?

The *Mythic Hero's Handbook* is a supplement for the Pathfinder Roleplaying Game, and it requires the use of the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Mythic Adventures*, or equivalent online resources. The electronic version of this book is extensively hyperlinked to the official Pathfinder Reference Document as well as d20pfsrd.com, where the core rules for the Pathfinder Roleplaying Game can be

accessed online. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

Most rules references to the above two books are not directly hyperlinked, unless the rules reference is an obscure one; however, references to Universal Monster Abilities found in *Pathfinder Roleplaying Game Mythic Adventures* are underlined. However, every monster that is not unique to this book is hyperlinked to the statistics for its non-mythic version in one of the above online resources. References to other Pathfinder books are hyperlinked and, in most cases, called out with a superscript to indicate the title of that reference, as noted below:

AA = Guide to rules for animal companions and familiars

AP# = *Pathfinder Adventure Path*, including the relevant issue number

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

B2 = *Pathfinder Roleplaying Game Bestiary 2*

B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*

BA = Guide for playing characters whose bloodline is angelic

BPMF = #1 *With a Bullet Point: 7 Magic Missile Feats* from Super Genius Games

BPSFL = #1 *With a Bullet Point: 7 Sinful Feats of Lust* from Super Genius Games

BPFFT = #1 *With a Bullet Point: 10 Feats of Hammer and Thunder* from Super Genius Games

CAF = *The Complete Advanced Feats* from Open Design/Kobold Press.

CMR = *Pathfinder Roleplaying Game* campaign supplement revisiting some of the classic monsters

CR = *Pathfinder Roleplaying Game Core Rulebook*

DH = Handbook for exploring dungeons

DHH = Handbook for hunting demons

DM = *Deep Magic* from Kobold Press.

DSH = Handbook for slaying dragons

DW = Guide to other worlds and planetary adventures

FG = Guide to factions in the lands of the Inland Sea

FP = Guide to religious philosophies and faiths

GCC = *Gothic Campaign Compendium* from Legendary Games

HG = Guide to playing halflings in the standard game world

ISB = *Pathfinder Roleplaying Game* standard game world bestiary

ISG = Guide to gods in the lands of the Inland Sea

ISM = Guide to magic in the lands of the Inland Sea

ISWG = Guide to the world of the Inland Sea

LK = Guide to the lost kingdoms of the standard game world

MIM = *Meditations of the Imperial Mystics* from Legendary Games

MO = Guide to the origins of mythic power

OLP = Guide to Egyptian-themed land of pharaohs and pyramids



<sup>PSand</sup> = Guide to the peoples living in the sandy deserts  
<sup>PSar</sup> = Guide to the peoples living among the stars  
<sup>PU</sup> = *Psionics Unleashed* from Dreamscarred Press  
<sup>RG</sup> = Guide to rival adventuring parties  
<sup>RTT</sup> = Toolbox for special tactics using ranged weapons  
<sup>SE</sup> = *Sunken Empires* from Open Design/Kobold Press  
<sup>UC</sup> = *Pathfinder Roleplaying Game Ultimate Combat*  
<sup>UM</sup> = *Pathfinder Roleplaying Game Ultimate Magic*  
<sup>UO</sup> = *Ultimate Options: New Arcane Discoveries* from Super Genius Games  
<sup>WK</sup> = *The Way of Ki* from Legendary Games

The *Mythic Hero's Handbook* is a companion volume to the *Mythic Spell Compendium* and *Mythic Monster Manual*, but with few exceptions does not require their use. However, they are an excellent supporting resource for helping you get the most out of this book and your mythic Pathfinder experience.

### How to read mythic feat descriptions

The *Mythic Hero's Handbook* follows the feat description format established in the *Pathfinder Roleplaying Game Core Rulebook* for the small number of brand-new feats introduced in this volume. These descriptions provide the functional rules for the standard non-mythic version of those feats. The majority of feats in this book, however, are mythic versions of existing feats, and these follow the mythic feat description format established in *Pathfinder Roleplaying Game Mythic Adventures*. Mythic feat descriptions do not include information on all prerequisites of the underlying non-mythic feats, as those prerequisites are assumed to have been satisfied (or bypassed by a class ability or other effect, such as a ranger's combat style or monk's bonus feats) in order to obtain the non-mythic feat in the first place. Those prerequisites do not change when the feat is made mythic, so as long as a creature has a non-mythic feat and has a mythic feat slot available, it can take the mythic version of that feat. Some mythic feats have additional requirements listed, typically based on a creature's mythic rank or tier.

**Hyperlinks:** If you have the PDF version of this book, the majority of feat descriptions in this book are hyperlinks to online resources like the Pathfinder PRD or d20pfsrd, where you can find the full text of the non-mythic version of each spell. Feats not hyperlinked did not have their full descriptions available online at the time of publication of the *Mythic Hero's Handbook*.

**Organization:** Since the feats in this book are organized alphabetically, presenting a single encyclopedic listing of feats as a table of contents or index was deemed redundant. Feats are grouped by the letter of the alphabet of the first word in the spell's name, even in the case of feats beginning with Greater or Improved. While in some cases it would make sense to alphabetize Improved or Greater feats by the name of the base feat (such as Weapon Focus and Weapon Focus, Greater), this would

create consistency issues with other feats that include Improved or Greater in their name but which do not have a base feat (such as Greater Grapple or Improved Trip). However, to aid with reference, base feats that have Improved or Greater versions are noted with a superscript <sup>G</sup> and/or <sup>I</sup> alongside the name of the base feat.

**Bookmarks:** Each letter of the alphabet contains a listing of the feats found with that letter, and each feat listed there contains an active bookmark link that allows you to jump immediately to the description of that mythic spell.

### About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and run by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).

### About Dreamscarred Press

Dreamscarred Press was created to support psionics and strives to create awesome new options for use in the Pathfinder Roleplaying Game. Having expanded to broader support the game, Dreamscarred Press still focuses heavily on new psionic content, but also releases content like martial combat options, and a veilweaving magic system.

### About Rogue Genius Games

Rogue Genius Games publishes adventures, rules expansions, and other Pathfinder-compatible game material under the watchful eye of its publisher, Owen K.C. Stephens.





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Mythic Paths



# Chapter 1: Mythic Paths

Every mythic character belongs to a mythic path. Each path represents a journey into legend, and each tier in that path grants abilities and features related to that pursuit. Upon achieving his 1st mythic tier, a character must choose one mythic path to follow. Characters can choose from the following mythic paths. The archmage, champion, guardian, hierophant, marshal, and trickster are described in full in *Pathfinder Roleplaying Game Mythic Adventures* and are not reprinted here, though this chapter contains expansions for each path as well as for the universal path abilities available to characters of every path. The living saint path first appeared in *Deep Magic* from Kobold Press and is presented here in expanded form, while the genius, psionic, and stranger paths are entirely new and described in full in this chapter.

**Archmage:** A master of arcane magic, the archmage casts powerful spells with great skill and ease, and shapes reality at whim. The powers of the archmage allow her to alter her spells, penetrate foes' defenses, and master nearly any subject. While many of the archmage's abilities are most valuable to a character with a high Intelligence score, those with high Charisma scores will also find a wide variety of powerful options. The path of the archmage is suitable for arcane spellcasters.

**Champion:** Unparalleled in combat, the champion stands triumphant on the battlefield, surrounded by bruised and broken foes. The abilities of the champion allow him to deliver strikes more accurately, perform astounding combat maneuvers, and move effortlessly around the battlefield. Characters with a high Strength score will find this path extremely useful, as will those with a high Constitution score. The path of the champion is suitable for characters who rely on martial arms and combat maneuvers.

**Guardian:** None can get past the impervious guardian—those who threaten this devout hero's charges are doomed to fail. The powers of the guardian allow her to hold her ground, protect her allies, prevent enemies from moving past her, and survive hits that would defeat lesser heroes. Characters that have a high Constitution score and frequently find themselves in the middle of combat gain valuable powers by becoming a guardian. The path of the guardian is suitable for those who routinely sustain massive amounts of damage.

**Hierophant:** Drawing on power that goes beyond the gods, the hierophant is an inviolate vessel for the divine. The abilities of the hierophant allow him to enhance the power of his spells, heal others with greater potency, and commune with the gods. Most characters that become hierophants have a high Wisdom score, although many also have an above-average Charisma score. The path of the hierophant is suitable for divine spellcasters.

**Marshal:** Inspiration and courage make the marshal the greatest leader, capable of leading troops to victory over any challenge. The powers of the marshal allow her to inspire

others, which grants bonuses and additional opportunities to all of her comrades. Characters with a high Charisma score and an above-average Intelligence score will gain a variety of useful abilities by becoming marshals. The path of the marshal is suitable for those who continually aid others.

**Trickster:** Skill, training, and savvy make the trickster the master of the impossible—defying unbeatable obstacles and traps, tricking the wise, and hitting otherwise unattainable targets. The trickster's abilities allow him to change his appearance, manipulate others, and strike with deadly accuracy. Characters with high Dexterity and Charisma scores have a lot to gain from becoming tricksters. The path of the trickster is suitable for those who rely on subterfuge and cunning.

## BASE MYTHIC ABILITIES

Every mythic PC gains a number of base abilities common to all mythic characters, in addition to the special abilities granted by each mythic path. These abilities are gained based on the character's mythic tier.

Table 1: Base Mythic Abilities

Mythic Rank	Ability Bonus	Mythic Feat	Base Mythic Ability
1st	-	1st	Hard to kill, mythic power, surge + 1d6
2nd	1st	-	Amazing initiative
3rd	-	2nd	Recuperation
4th	2nd	-	Surge + 1d8
5th	-	3rd	Mythic saves
6th	3rd	-	Force of will
7th	-	4th	Surge + 1d10
8th	4th	-	Unstoppable
9th	-	5th	Immortal
10th	5th	-	Legendary hero, surge+ 1d12

A mythic character gains one mythic path ability at each tier, in addition to the abilities listed in the table above and described below.

**Ability Score:** Upon reaching the 2nd mythic tier, an ability score of your choice permanently increases by 2. At 4th, 6th, 8th, and 10th tiers, another ability score of your choice permanently increases by 2; this can be an ability score you've already increased or a different ability score.

**Mythic Feat:** Select one mythic feat or non-mythic feat as a bonus feat. You must qualify for this feat normally. You gain another mythic feat at 3rd tier, and again every 2 tiers thereafter.

**Hard to Kill (Ex):** Whenever you're below 0 hit points, you



automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

**Mythic Power (Su):** Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

**Surge (Su):** You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 4th tier, 1d10 at 7th tier, and 1d12 at 10th tier.

**Amazing Initiative (Ex):** At 2nd tier, you gain a bonus on initiative checks equal to your mythic tier. In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. You can't gain an extra action in this way more than once per round.

**Recuperation (Ex):** At 3rd tier, you are restored to full hit points after 8 hours of rest so long as you aren't dead. In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of hit points equal to half your full hit points (up to a maximum of your full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

**Mythic Saving Throws (Ex):** At 5th tier, whenever you succeed at a saving throw against a spell or special ability, you suffer no effects as long as that ability didn't come from a mythic source (such as a creature with a mythic tier or mythic ranks). If you fail a saving throw that results from a mythic source, you take the full effects as normal.

**Force of Will (Ex):** At 7th tier, you can exert your will to force events to unfold as you would like. As an immediate action, you can expend one use of mythic power to reroll a d20 roll you just made, or force any non-mythic creature to reroll a d20 roll it just made. You can use this ability after the results are revealed. Whoever rerolls a roll must take the result of the second roll, even if it is lower.

**Unstoppable (Ex):** At 8th tier, you can expend one use of

mythic power as a free action to immediately end any one of the following conditions currently affecting you: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. You can use this ability at the start of your turn even if a condition would prevent you from acting.

**Immortal (Su):** At 9th tier, if you are killed, you return to life 24 hours later, regardless of the condition of your body or the means by which you were killed. When you return to life, you aren't treated as if you had rested, and don't regain the use of abilities that recharge with rest until you next rest. This ability doesn't apply if you're killed by a coup de grace or critical hit performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic damage reduction. At 10th tier, you can be killed only by a coup de grace or critical hit made with an artifact.

**Legendary Hero (Su):** At 10th tier, you have reached the height of mortal power. You regain uses of your mythic power at the rate of one use per hour, in addition to completely refreshing your uses each day.





## ARCHMAGE PATH ABILITIES

The following path abilities are in addition to those described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

### 1st-Tier Archmage Path Abilities

**Alchemical Archmagery (Ex):** You treat extracts as if they were spells for the purpose of mythic feats, path abilities, and all other effects. You may also select a number of mythic alchemical extracts equal to your tier and can expend mythic power when using them to enhance the results. This ability otherwise functions as the *mythic spellcasting universal path ability* in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

**Arcane Naturalist (Sp):** You gain the ability to use *detect animals or plants* at will as a spell-like ability, save that when you activate this ability you may expend one use of your mythic power in order to specify any one type or subtype of creatures to be detected. Thereafter, you may continue using that detection as often as desired; mythic power must be spent only when changing the type or subtype you wish to detect. You gain an insight bonus on Knowledge checks made to identify creatures of the type and/or subtype you are able to detect.

**Cackling Chorus (Su):** If you expend one use of your mythic power when you use your cackle hex, you can cause your cackle to erupt simultaneously from yourself, your familiar, and (if you have the cauldron hex) your cauldron, plus one

additional creature or object for every 3 mythic tiers. Objects you wish to affect (other than your cauldron) must depict a face or head (though it need not be humanoid) or must have a reflective surface in which your face appears when you cause the object to cackle.

Creatures within 30 feet of you or any creatures or objects you designate are affected by your cackle hex and also take a penalty equal to one-third your mythic tier on saving throws against emotion, fear, or language-dependent effects you create until the beginning of your next turn.

All creatures or objects you wish to be part of the cackling chorus must be within 20 feet plus 10 feet per mythic tier of you. Unwilling creatures can attempt a Will save to resist; if they fail, they must spend a move action cackling on their next turn. Magical or attended objects are also entitled to a Will save to negate the effect.

**Explosive Alchemy (Su):** If you expend one use of mythic power, any bombs or alchemical splash weapons you use for a number of rounds equal to your tier explode with greater effect, increasing the radius of your splash damage by 5 feet, plus 5 feet per 5 mythic tiers. Add your mythic tier to the damage dealt by a direct hit and one-half your tier to the splash damage dealt by your bomb or splash weapon.

**Powerful Spell Maneuver (Su):** Whenever you use a spell, spell-like ability, or spell effect created by a magic item to attempt a combat maneuver against a single creature, you add a bonus on your combat maneuver check equal to one-half your mythic tier. If you expend a mythic surge as part of this combat maneuver, you may roll your surge die twice and select the better result. If the effect you create affects multiple creatures or all creatures in an area with a combat maneuver, such as *hydraulic torrent*<sup>APG</sup>, you must expend one use of mythic power to use this path ability.

**Purging Alchemy (Su):** You can use Craft (alchemy) checks in place of Heal checks to treat diseases or poisons. You also can create *alchemical remedies* (as described in the Gear chapter of *Pathfinder Roleplaying Game Ultimate Equipment*) in 1/10 the normal amount of time, and you may manufacture a number of doses of the same alchemical remedy simultaneously equal to your mythic tier. Finally, you may select a number of conjuration (healing) spells or extracts equal to your mythic tier and can expend mythic power when using them to enhance the results. To select a mythic spell or extract, you must be able to cast the non-mythic version or have it on your list of spells or extracts known. Every time you gain a new tier, you can select an additional conjuration (healing) spell or extract.

**Repeating Arcana (Su):** You can expend one use of mythic power or 1 point from your arcane pool when activating a magus arcana to repeat the arcana's effect on your next turn. This extends the duration of any magus arcana by 1 round; effects that normally last until the end of your turn instead last until the end of your next turn. If the arcana allows you to modify a spell, such as *Quickened Magic* or *Silent Magic*, you can choose a different spell to modify when the arcana repeats;





if you do not cast a spell on your next turn, the effect is wasted.

**Spell Dilation (Ex):** When casting a spell that affects an area, you can increase or decrease the spell's radius, length, height, or width by 5 feet, plus 5 feet for every 5 mythic tiers you possess. You cannot use this ability to reduce any dimension of a spell's area below 5 feet, nor to increase any dimension by more than 50%. If you use this ability in conjunction with the *Widen Spell* metamagic feat, apply the effects of that feat before you apply the effects of this path ability.

## 3rd-Tier Archmage Path Abilities

**Battlemagic Sense (Su):** You have an intuitive sense for friendly and hostile magics being thrown around a battlefield. You gain a bonus equal to your mythic tier on Spellcraft checks to identify spells, including both ongoing spell effects and spells as they are being cast, and you may make such checks untrained. If you expend one use of your mythic power as a swift or immediate action, you can treat your base attack bonus as the number of ranks you have in the Spellcraft skill for 1 minute.

You are automatically aware when a spell with a range greater than personal or touch is cast within 20 feet plus 10 feet times your mythic tier, and you can make a Spellcraft to identify such spells, though you take a -4 penalty on your check if you have no line of sight to the caster or are otherwise unaware of the caster's presence. If you successfully identify a spell while forcing the caster to make a concentration check, whether to cast defensively because you threaten the target or by harming or distracting the caster in any way, you add your mythic tier to the DC of the concentration check for that spell.

If you successfully identify a spell being cast and you have the ability to cast an appropriate counterspell (including *dispel magic*), you can expend one use of your mythic power to perform that counterspell as an immediate action, even if you do not have line of sight to the caster. If you have readied an action to counterspell, you gain a bonus equal to your mythic tier on any caster level check required.

**Blighted Alchemy (Su):** You learn a number of *minor spellblights* (as described in Chapter 2 of *Pathfinder Roleplaying Game Ultimate Magic*) equal to one-half your mythic tier. You gain a bonus equal to one-half your mythic tier on saving throws to avoid acquiring those spellblights or on caster level checks to remove those spellblights. You add *remove curse* to your list of extracts known, and you can expend mythic power to enhance the results as if you knew the mythic version of *remove curse* as described in *Mythic Magic: Core Spells* from Legendary Games.

Whenever you successfully confirm a critical hit with or a target rolls a natural 1 on their save against an alchemical weapon, alchemist bomb, or alchemist extract that you use, the target must succeed on a Will save (DC 10 + 1/2 your number of ranks in Craft (alchemy) + your Intelligence modifier + your mythic tier) or contract one of the *minor spellblights* you know.

**Bloodline Transfusion (Su):** If you have a sorcerer bloodline, you can expend one use of mythic power to infuse your enchanted blood into another creature, and temporarily granting it the *Eldritch Heritage* feat for your bloodline. If you spend one round giving the transfusion, its effects last for a number of rounds equal to your mythic tier. If you increase the transfusion time to 1 minute, you likewise increase the duration to one minute per tier. You cannot grant the target a bloodline that it already possesses or that you do not possess.

If you are at least 6th tier, you can expend two uses of mythic power to grant the target *Improved Eldritch Heritage*.

If you are at least 9th tier, you can expend three uses of mythic power to grant the target *Greater Eldritch Heritage*.

Eldritch Heritage feats are described in *Pathfinder Roleplaying Game Ultimate Magic*.

**Dirty Bombs (Su):** Your base bomb damage die is increased by d8's instead of d6's. In addition, if you expend one use of mythic power while using a bomb to attack, its damage dice are increased to d10s and they ignore energy resistance or immunity.

**Eldritch Dread (Su):** When you cast a spell or use a spell-like ability, you may expend one use of your mythic power to activate an aura of fear affecting all creatures within a radius of 5 feet plus 5 feet per level of the spell that lasts until the beginning of your next turn. Each round, you may continue exuding this aura of fear by spending a move action to do so, up to a maximum number of rounds equal to your mythic tier. If you do not maintain the aura during any round, you cannot resume it unless you cast another spell and expend another use of your mythic power. Enemies within the aura are shaken (or panicked if they have fewer Hit Dice than your mythic tier) as long as they remain within this radius and for a number of rounds thereafter equal to your mythic tier. A Will save (DC 10 + 1/2 your Hit Dice + your mythic tier) negates the effects of this aura.

**Multimorph (Su):** You may select a number of transmutation (polymorph) spells or extracts equal to your mythic tier and can expend mythic power when using them to enhance the results. To select a mythic spell or extract, you must be able to cast the non-mythic version or have it on your list of spells or extracts known. Every time you gain a new tier, you can select an additional transmutation (polymorph) spell or extract.

If you are affected by a polymorph effect whose spell level is lower than your mythic tier (regardless of whether you originally cast the spell), you can use a swift action or move action to shift into a different form allowed by the spell. If you expend one use of your mythic power, you can expend 1 minute of the spell's duration as a full-round action to alter the polymorph effect to a different polymorph spell or extract that you know (though you need not have it prepared) of the same or lower level, taking on a new form allowed by that spell.

If you are using a mythic polymorph spell and shift into a form that requires a spell for which you also know the mythic



version, you exchange the mythic version of the original spell for the mythic version of the new spell. If you do not know the mythic version of the spell required for the new form you wish to assume, the mythic benefit of your original polymorph spell is forfeited.

If you use a mutagen or cognatogen, as a swift action you can change the ability scores it modifies to a different set of valid ability scores for your mutagen or cognatogen. Hence, an alchemist could switch from gaining a bonus on Strength and a penalty on Intelligence to a bonus on Dexterity and a penalty on Wisdom but could not choose to switch to a bonus on Dexterity and a penalty on Charisma, as that is not a valid option for the alchemist's mutagen.

You must have the **shifting mastery** path ability, as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*, to select this ability.

**Oozechemist (Su):** You gain the **bottled ooze** alchemist discovery, and you can create an ooze by expending a spell or alchemical extract whose level is equal to the ooze's CR. In addition, if you expend one use of mythic power while creating a bottled ooze, you can create a mythic ooze, either applying the **savage** template as described in the Mythic Monster Advancement section of chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures* or using one of the mythic oozes described *Mythic Monsters: Oozes* or *Mythic Monsters: Oozes Too* from *Legendary Games*. Note that applying the savage template increases an ooze's CR, which increases the level of spell or extract that must be used to bottle it.

If you already have the bottled ooze discovery, you can spend one or more uses of mythic power when using that discovery. Each use of mythic power you expend reduces the level of extract that you must expend to bottle an ooze by two. This allows you to bottle oozes with a CR that exceeds the highest-level extract you can use, provided you reduce its effective CR to be equal to or less than the highest level of extracts you can use.

**Wallbuilder (Su):** When you cast a spell that creates a wall effect, you may add your mythic tier to your caster level to determine the wall's thickness and the size of the wall's effect, as well as the caster level check to dispel the wall if it is not an instantaneous creation. If the wall is solid, you also add your mythic tier to its hardness and break DC. If the wall deals damage, you add your mythic tier to that damage. As a standard action, you may expend one use of mythic power to relocate the wall from its current location to another valid location within range.

## 6th-Tier Archmage Path Abilities

**Arcanist's Escape (Su):** Whenever you are entangled, grappled, or pinned, you may expend two uses of mythic power as a free action on your turn to teleport to safety, as if using *dimension door*. If you are affected by a non-mythic effect that blocks teleportation, such as *forbiddance*, *dimensional anchor*, or *anti-magic field*, you can double the cost to four uses of mythic power

to make a caster level check with a bonus equal to your mythic tier to bypass that effect for the purpose of this teleportation. The DC for this check is equal to 15 plus the caster level of that effect. This ability can be used to escape from an effect or area that blocks teleportation, but it cannot be used to enter such an area from outside it.

**Extended Abundant Casting (Ex):** When you cast a spell that normally affects only a single target (such as "one creature"), you can affect one additional target adjacent to that target without expending additional mythic power to do so. In addition, you can affect an additional number of targets anywhere within range equal to one-half your mythic tier by expending one use of mythic power for each additional target. You cannot target the same creature more than once with a spell. If the spell requires you to succeed at a melee touch attack, you must hold the charge in order to make touch attacks against targets after the first. You must have the **abundant casting** path ability in order to select this ability.

**Greater Blighted Alchemy (Su):** You learn a number of **minor or major spellblights** (as described in Chapter 2 of *Pathfinder Roleplaying Game Ultimate Magic*) equal to one-half your mythic tier, with which you gain the benefits listed for blighted alchemy. Whenever you successfully confirm a critical hit with, or a target rolls a natural 1 on their save against, an alchemical weapon, alchemist bomb, or alchemist extract that you use, the target must succeed on a Will save (DC 10 + 1/2 your number of ranks in Craft (alchemy) + your Intelligence modifier + your mythic tier) or contract one **major or two minor spellblights** you know. You must have the **blighted alchemy** path ability to select this ability.

**Mindthrall (Su):** When a creature fails its saving throw against a charm effect or harmful compulsion effect you create, you can expend one or more uses of mythic power to make the effect permanent. You must expend one use of mythic power, plus one additional use per two levels of the spell. If the effect's normal duration is less than 1 day/level, you must spend additional mythic power to make the effect permanent, depending on the effect's normal duration:

Normal Duration	Additional MP Cost
1 hour/level	+1 MP
10 minutes/level	+2 MP
1 minute/level	+4 MP
1 round/level	+6 MP



## CHAMPION PATH ABILITIES

The following path abilities are in addition to those described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

### 1st-Tier Champion Path Abilities

**Ancestral Arms (Su):** You receive a masterwork weapon, shield, or suit of armor as an inheritance. You may discover this disused relic among a collection of junk or be gifted it by someone who knows its history, but you immediately feel a deep connection with it. As long as you are wearing or wielding it, add your mythic tier to the item's hardness and saving throws. If you expend one use of your mythic power, the item gains temporary hit points equal to twice your mythic tier that last for 24 hours.

You can enchant the weapon, armor, or shield as if you are a spellcaster with the Craft Magic Arms and Armor feat whose level is equal to your character level plus your mythic tier. You can use Craft in place of Spellcraft when enchanting the item, and you add your mythic tier to all skill checks involved in crafting the item. If the item is damaged or destroyed, you can expend one use of your mythic power as a full-round action to repair a number of hit points equal to twice your mythic tier.

If you are at least 3rd mythic tier, you can alter the material

of which your item is made, paying the difference in cost and taking time as if it were a magical enhancement. You may also enchant your ancestral arms as if you had the Mythic Crafter feat. You can select this ability more than once, gaining a different item each time.

**Analytical Eye:** When a creature you can see makes an attack, you can spend one use of mythic power as an immediate action to analyze its fighting style and capabilities. You learn all combat feats (including mythic versions of combat feats) that creature possesses, even if it did not use some of those feats in its attack. You gain an insight bonus equal to one-half your tier (minimum +1) to AC against that opponent until the end of your next turn. If you use the aid another action, your ally adds this insight bonus to the bonus they gain to their AC or on their next attack roll against that opponent.

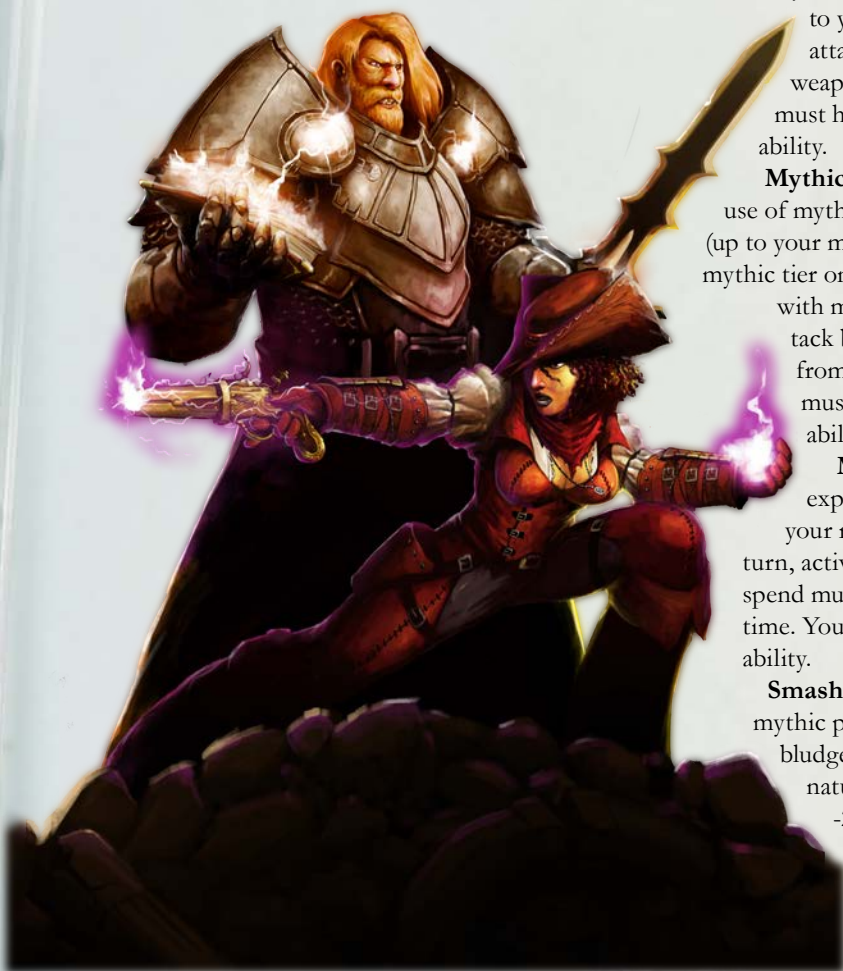
**Mythic Challenge (Ex):** As a free action, you can expend one use of mythic power to regain one use of your challenge ability. Until the beginning of your next turn, attacks you make against a challenged creature bypass all damage reduction and any creatures you threaten take a -2 penalty to their Armor Class against your attacks. You must have the challenge class feature to select this ability.

**Mythic Flair (Su):** As a free action, you can expend one use of mythic power to regain 2 points of grit or panache (up to your maximum). For the rest of your turn, any attacks you make with one-handed or light piercing weapons or firearms bypass all damage reduction. You must have the grit or panache class feature to select this ability.

**Mythic Pool (Su):** As a free action, you can expend one use of mythic power to regain 2 points in your arcane pool (up to your maximum). For the rest of your turn, you add your mythic tier on concentration checks and caster level checks with magus spells you cast. If you make a spellstrike attack before the end of your turn, the weapon damage from that attack bypasses all damage reduction. You must have the arcane pool class feature to select this ability.

**Mythic Resolve (Ex):** As a free action, you can expend one use of mythic power to regain one use of your resolve ability. Until the beginning of your next turn, activating your resolve is a free action, and you may spend multiple uses of resolve as free actions during that time. You must have the resolve class feature to select this ability.

**Smashmouth (Ex):** By spending one use of your mythic power when you hit with an attack that deals bludgeoning damage, you injure one of the target's natural weapons for 1 minute, causing it to take a -2 penalty on attack and damage rolls with that natural weapon. This penalty increases by 1 for every 3 mythic tiers you possess. If you injure the target's mouth, the target's ability to speak is impaired and it has a 20% chance of failure





when casting spells with a verbal component or activating a spell-completion or spell-trigger item or item that is activated with a command word. This chance is increased by 10% for every 3 mythic tiers you possess, and the failure chance is doubled for language-dependent effects. Abilities that grant the target immunity to (or a percentage chance to ignore) critical hits apply against this ability.

**Swift Swap (Ex):** As a free action, you can sheathe or stow a weapon or shield and draw a different weapon or shield.

**Take a Knee (Ex):** Whenever you would be knocked prone, you fall to your knees instead. Melee attacks against you gain a +2 bonus while ranged attacks take a -2 penalty. You can stand up from kneeling as a move or swift action that does not provoke attacks of opportunity. If already on your knees, you cannot use this ability to avoid being knocked prone. If you are prone, you can move to your knees as a move action that does not provoke attacks of opportunity.

## 3rd-Tier Champion Path Abilities

**Combat Feat Mastery:** By spending one use of your mythic power and spending one hour practicing, you gain one bonus combat feat for which you qualify. You gain this bonus feat for 24 hours or until the next time you use this ability, whichever is less; when you use it to gain a new bonus combat feat, that feat replaces the current one. This bonus feat cannot be used as a prerequisite for any other feat, prestige class, or other purpose. You cannot use this ability to gain a mythic combat feat.

You can take this path ability more than once. Each time you take it, you can gain practice to gain an additional bonus combat feat. Each feat you gain requires one hour of practice and the expenditure of one use of mythic power. You may use feats you gain with this path ability as prerequisites for other feats you gain with this path ability, but not as prerequisites for anything else.

At 6th tier and above, you can spend two uses of your mythic power to gain a combat feat with only one minute of practice rather than one hour.

**Mythic Marine (Ex):** You multiply the duration you can hold your breath times your mythic tier and you add your mythic tier on Swim checks. Water does not provide cover against your attacks, and if you are in water or underwater you can fight without penalty as if using *freedom of movement*. You can use any kind of ranged weapon underwater, including thrown weapons, without penalty if you are attacking targets within 10 feet plus 5 feet per mythic tier. Normal penalties for underwater ranged combat apply beyond this distance.

**Mythic Rider (Ex):** If any effect would make you fall from the back of your mount or cause your mount to fall or become prone, you can spend one use of your mythic power as a free action to remain mounted or for your mount to remain standing (unless your mount is killed or knocked unconscious). In addition, you can spend one use of your mythic power attuning yourself to your mount. For the next 24 hours, your mount gains the hard to kill, recuperation, and mythic saves abilities

as a creature whose mythic rank was 2 lower than your mythic tier. If you have the unstoppable ability and use it on yourself while mounted, you may remove one of the listed effects from your mount at the same time; this may be a different effect from the one affecting you.

**Reaping the Chaff:** When facing inferior opponents, you can carve through their ranks with lethal speed and precision. As a full-round action, you can move up to twice your speed, moving through the space of any creature smaller than you or whose Hit Dice do not exceed your tier as if you had the trample special attack. You deal damage to all such creatures in the path of your movement, as if you had struck them with a single melee attack with your primary weapon, including your Strength modifier (or 1-1/2 times your Strength modifier, if you are wielding a two-handed weapon) and any bonuses to damage that are always active. You may use Power Attack in conjunction with this ability, but feats or abilities that do not apply to multiple attacks or opponents per round (such as Vital Strike or a paladin's smite evil) do not apply. Damage that applies against certain creature types applies when you use this ability to attack creatures of that type even if you also attack other kinds of creatures with this ability. No attack roll is necessary, and you cannot threaten or confirm a critical hit with this ability. Creatures in your path can make an attack of opportunity against you with a -4 penalty, or they can forgo this attack of opportunity and attempt a Reflex save for half damage (DC 10 + your base attack bonus + your mythic tier). You cannot damage a creature more than once per round with this ability, even if you move through its space more than once.

**Stand and Fight (Ex):** You do not provoke attacks of opportunity when standing up from prone and can stand up as a swift action. As a move action, you can stand up from prone and immediately attempt a combat maneuver to bull rush, dirty trick, disarm, reposition, overrun, or trip an adjacent creature. This maneuver does not provoke attacks of opportunity, and your target is denied its Dexterity bonus to its CMD against it.





**To the Victor (Su):** When you confirm a critical hit in melee against a mythic foe, you drain one use of the target's mythic power. You may add this use of mythic power to your own, up to your maximum, or you may infuse your weapon with mythic power until the end of your next turn, increasing its enhancement bonus by an amount equal to one-half your mythic tier (maximum enhancement bonus +6) and allowing it to bypass damage reduction.

**Trick Rider (Ex):** Your mount gain a bonus equal to your mythic tier on Acrobatics checks, and your mount can make Acrobatics checks to avoid attacks of opportunity or move through spaces occupied by enemies without reducing its speed. If you make an Acrobatics check while mounted, or as part of mounting or dismounting, you also gain this bonus. If you have the Mounted Combat feat, you can use that feat to make a Ride check and use the result in place of your mount's CMD, Reflex save, or Acrobatics check.

In addition, by spending one use of your mythic power and spending one hour practicing, you gain one bonus feat for which you qualify, which must be Animal Affinity, Skill Focus (Ride), or a mounted combat feat, or a mythic version of one of those feats if you already have the base feat. You gain this bonus feat for 24 hours or until the next time you use this ability, whichever is less; when you use it to gain a new bonus combat feat, that feat replaces the current one. This bonus feat cannot be used as a prerequisite for any other feat, prestige class, or other purpose.

At 6th tier and above, you can spend two uses of your mythic power to gain a bonus feat with only one minute of practice rather than one hour.

**Two Can Play at That Game:** When you learn a creature's combat feats using the analytical eye path ability, on your next turn as a swift or move action (your choice) you can select a number of its combat feats equal to one-half your mythic tier, spending one use of mythic power per feat you select. You can now use those feats as if you possessed them for the next 24 hours, but only against the creature from whom you learned them. You cannot select a feat for which you do not meet the prerequisites, but you can use feats that you "borrow" with this ability to serve as prerequisites to other feats you borrow, such as taking both Point Blank Shot and Rapid Shot from your opponent. If your opponent knows the mythic version of a combat feat, you may borrow that feat, but it counts as two feats for the purpose of this ability. You must have the analytical eye path ability to select this path ability.

**Unarmed Critical (Ex):** You gain the benefit of Critical Focus with unarmed strike attacks. In addition, you can select feats for which Critical Focus is a prerequisite as bonus monk feats, treating your base attack bonus as if it were equal to your monk level plus your mythic tier and treating your monk level as if it were your fighter level for the purpose of meeting feat prerequisites. These critical feats apply only to unarmed strike attacks.

**Violent Vigor (Ex):** At the end of any round in which you

make a melee attack against a creature with at least as many Hit Dice as your mythic tier, whether or not the attack hits, you regain hit points equal to one-half your mythic tier. If you use the charge action or full attack action to make such melee attacks, you regain hit points equal to your mythic tier. In addition, after attacking in melee you may expend one use of your mythic power as a swift action to remove the fatigued condition, reduce exhaustion to fatigue, or remove 1d4 points of ability damage or temporary penalties from one ability score.

## 6th-Tier Champion Path Abilities

**Blood Oath (Su):** Once per day as a free action, you may declare an oath of bloody vengeance against a creature that has harmed you in the past. Against that enemy, any weapon you wield becomes a *potent wounding* weapon and you add your mythic tier on damage rolls and your critical multiplier is increased by 1. In addition, any weapon you wield gains the *heartseeker* (melee) or *seeking* (ranged) quality against your sworn foe, and you can detect your enemy's presence as if you had the scent special quality, adding your mythic tier on Perception or Survival checks made to locate or track the target. If your enemy is within 60 feet and is taking bleed damage, you can automatically pinpoint its location. You take a -1 penalty on attack rolls against all creatures other than your sworn enemy. These effects last for 7 days or until your sworn enemy is destroyed.

**Stunning Shockwave (Su):** As a full-round action, you can expend 2 points from your ki pool or 2 uses of your mythic power (or one use of each) to make an unarmed strike attack affect against all each creatures adjacent to you, a single creature up to 60 feet away, or all creatures in a 15-foot cone-shaped burst or a 30-foot line-shaped burst. These attacks are resolved as melee attacks using your highest attack bonus. You can expend one additional use of mythic power to use this ability as a standard action. If you have the Stunning Fist feat and expend one use of that feat when you use this ability, your Stunning Fist feat (including alternate effects from the monk stunning fist class feature and similar abilities) affects all creatures that you hit with your stunning shockwave.

**Violent Vitality (Ex):** At the end of any round in which you make a melee attack, you gain a bonus equal to one-half your level on saving throws against death effects and necromantic effects until the beginning of your next turn. If you use the charge action or full attack action to make melee attacks, you gain immunity to energy drain until the beginning of your next turn, and you can remove 1 temporary negative level. If you expend two uses of mythic power, you can remove 1 permanent negative level, 1d4 temporary negative levels, or 1d4 points of ability drain from one ability score. You must have the violent vigor path ability to select this ability.



## GUARDIAN PATH ABILITIES

The following path abilities are in addition to those described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

### 1st-Tier Guardian Path Abilities

**Analytical Eye:** When a creature you can see makes an attack, you can spend one use of mythic power as an immediate action to analyze its fighting style and capabilities. You learn all combat feats (including mythic versions of combat feats) that creature possesses, even if it did not use some of those feats in its attack. You gain an insight bonus equal to one-half your tier (minimum +1) to AC against that opponent until the end of your next turn. If you use the aid another action, your ally adds this insight bonus to the bonus they gain to their AC or on their next attack roll against that opponent.

**Chargebreaker (Ex):** Whenever you hit with a melee attack against a creature that has charged since the beginning of your last turn, you deal additional damage equal to your mythic tier. You deal an additional 1d6 points of damage if you hit a charging creature with a readied action or attack of opportunity while the creature is charging. This damage is not multiplied on a critical hit, but it is doubled if you are using a weapon with the brace quality to ready an attack. Alternatively, you may forgo dealing this additional damage and make a combat maneuver check to stop the movement of a charging creature, as if you had the Stand Still feat, or you may expend one use of your mythic power to make a combat maneuver check to bull rush or trip a charging creature, with a bonus equal to one-half your mythic tier. This does not provoke attacks of opportunity.

**Eyes on the Skies (Ex and Sp):** You immediately become aware of any Medium or larger flying creature within 100 feet times your mythic tier as long as you have line of effect; you do not need line of sight. If you expend one use of your mythic power as a swift action or move action, you can locate flying creatures as if using *locate creature* as a spell-like ability, treating your mythic tier as your caster level. You do not need to specify the type of creature you are locating (though you may specify the size of creature you wish to detect, or even a minimum size, detecting all creatures that size or larger); as long as creatures are flying they can be detected. You can pinpoint the location of flying creatures within 20 feet plus 10 feet times your mythic tier as if you

had blindsense, and you gain the uncanny dodge ability against attacks made by flying creatures whose location you know.

**Guarded Flanks (Ex):** You gain the ability to dance deftly in between foes surrounding you, gaining a dodge bonus to your Armor Class equal to one-half your mythic tier (minimum +1) against enemies that flank you. If a creature flanking you attacks you and misses, you gain this bonus on your next attack roll against that creature.

**Instantaneous Armamentarium (Ex and Su):** You are never at a loss for protection. You can draw or ready a shield or pick up a shield or weapon from the ground as a free or immediate action that does not provoke attacks of opportunity, and you can put on or take off a suit of armor of any kind as a move action that does not provoke attacks of opportunity.

If a suit of armor or shield that you have had on your person for at least 24 hours are not adjacent to you, you can expend one use of your mythic power as a standard action to summon them onto your person from a distance of up to 30 feet times your mythic tier, or as an immediate action by expending two uses of your mythic power. Alternatively, you can expend two uses of your mythic power as a standard action to summon your armor and shield from any distance as long as you are on the

same plane. You cannot summon your armor or shield if they are being worn or wielded by another creature.

#### Pike Chopper (Ex):

When you are attacked with a reach weapon or any weapon in the spears or polearms weapon groups (as described in *Pathfinder Roleplaying Game Ultimate Combat*), or by any manufactured weapon wielded by a creature with reach greater than 5 feet, you can use an attack of opportunity or an immediate action to attempt a combat maneuver check to sunder that reach weapon. The sunder maneuver occurs simultaneously with the attack against you; the attack may harm you even if you destroy the attacking weapon, and you may sunder the weapon even if you are killed or incapacitated by the attack. If you spend one use of your mythic power as an immediate action, you can use this ability until the end of your next turn against any manufactured weapon. This ability





has no effect on natural weapons or weapons with natural reach, except for the heads of a *hydra* or other creature whose natural weapons can be sundered in a similar fashion.

**Terrible Courage (Ex):** You gain a bonus equal to your mythic tier on your saving throws against fear effects and to the DC to Intimidate you. If a fear effect normally has a partial effect on a successful save, it has no effect on you. Even if you fail your save or no save is allowed, the duration of the effect is halved (minimum 1 round).

If you successfully save against a fear effect, you may spend one use of your mythic power to affect the creature that created the fear effect with its own fear effect. That creature may attempt to resist the fear effect with a saving throw or spell resistance if that is normally allowed. If the creature that created the fear effect is immune to fear, it is unaffected if it is a mythic creature; however, a non-mythic creature's immunity to fear does not apply against this ability.

### 3rd-Tier Guardian Path Abilities

**Battlemagic Sense (Su):** You have an intuitive sense for friendly and hostile magics being thrown around a battlefield. You gain a bonus equal to your mythic tier on Spellcraft checks to identify spells, including both ongoing spell effects and spells as they are being cast, and you may make such checks untrained. If you expend one use of your mythic power as a swift or immediate action, you can treat your base attack bonus as the number of ranks you have in the Spellcraft skill for 1 minute.

You are automatically aware when a spell with a range greater than personal or touch is cast within 20 feet plus 10 feet times your mythic tier, and you can make a Spellcraft to identify such spells, though you take a -4 penalty on your check if you have no line of sight to the caster or are otherwise unaware of the caster's presence. If you successfully identify a spell while forcing the caster to make a concentration check, whether to cast defensively because you threaten the target or by harming or distracting the caster in any way, you add your mythic tier to the DC of the concentration check for that spell.

If you successfully identify a spell being cast and you have the ability to cast an appropriate counterspell (including *dispel magic*), you can expend one use of your mythic power to perform that counterspell as an immediate action, even if you do not have line of sight to the caster. If you have readied an action to counterspell, you gain a bonus equal to your mythic tier on any caster level check required.

**Blade of Reason (Ex):** When you successfully identify a creature with a Knowledge check, attacks you make against that creature are treated as if you were wielding a weapon with the *bane* property against that opponent for a number of rounds equal to one-half your mythic tier. If you expend one use of your mythic power when using this ability, this *bane* property applies against all creatures of the same type (and subtype, if applicable) as the creature you identified. You must have the knowledgeable guardian path ability as described in *Pathfinder Roleplaying Game Mythic Adventures* in order to select

this ability.

**Layered Armor (Ex):** You can wear a suit of light armor underneath a suit of medium or heavy armor. The armor bonus and enhancement bonus of such armors do not stack, nor do their armor check penalties. However, you do add one-half the light armor's combined armor bonus and enhancement bonus as an untyped bonus to your Armor Class against attack rolls to confirm a critical hit. In addition, if the suit of light armor is magical you can use any of its special abilities other than *glamered*, *shadow*, and *slick*. An effect that damages or destroys your armor affects only the outer suit of armor, unless it is an effect that specifically allows the ability to damage you after destroying your armor, such as the Greater Sunder feat, in which case that damage applies to your inner suit of armor first and affects you directly only if both suits of armor are destroyed.

**Mythic Rider (Ex):** If any effect would make you fall from the back of your mount or cause your mount to fall or become prone, you can spend one use of your mythic power as a free action to remain mounted or for your mount to remain standing (unless your mount is killed or knocked unconscious). In addition, you can spend one use of your mythic power attuning yourself to your mount. For the next 24 hours, your mount gains the hard to kill, recuperation, and mythic saves abilities as a creature whose mythic tier was 2 tiers lower than yours. If you have the unstoppable ability and use it on yourself while mounted, you may remove one of the listed effects from your mount at the same time; this may be a different effect from the one affecting you.

**Parting Shot (Ex):** If you are killed or incapacitated, including being petrified, paralyzed, disintegrated, knocked unconscious, or otherwise made helpless and unable to take actions, you can make one attack at your highest attack bonus for every three mythic tiers before becoming helpless. You may direct these attacks against any creatures you threaten, but each creature may be attacked only once. If you do not threaten any creature, you may instead make a single ranged attack (which does not provoke attacks of opportunity) against a target within 30 feet, provided you are wielding a ranged weapon, including a thrown weapon or even an improvised weapon. If you spend one use of your mythic power, these attacks ignore miss chance due to concealment. Any attacks you make with this ability are considered simultaneous with the action that kills or incapacitates you; killing or incapacitating your attacker does not prevent you from being killed or incapacitated.

**Reflexive Retaliation (Ex):** You strike back unerringly and without thought against foes that land a telling blow against you. Whenever you take 10 or more points of damage from a single melee attack made by a foe within your reach, as an immediate action you can strike your attacker a glancing blow dealing 1d6 points of damage; you automatically hit your attacker without requiring an attack roll. Damage reduction applies against the damage you deal with this ability, but if you are wielding a weapon you can apply that weapon's charac-



teristics for the purpose of overcoming damage reduction. If you expend one use of your mythic power when making this attack, you add your mythic tier to the damage dealt and you ignore the target's damage reduction for the purpose of this ability until the beginning of your next turn. You must have the retributive reach path ability as described in *Pathfinder Role-playing Game Mythic Adventures* in order to select this ability.

**Shielded Perimeter (Ex):** As a full-round action, you can move a distance equal to your speed. All allies whose spaces you move through gains a cover bonus equal to one-half your mythic tier to their Armor Class until the beginning of your next turn, and enemies add this number to the DC of Acrobatics checks made to move through these squares without provoking attacks of opportunity. This cover bonus is increased by 1 if you are using a heavy shield and by 2 if you are using a tower shield. If you expend one use of your mythic power, this bonus also applies to your allies' Reflex saves and CMD and any square through which you have moved is considered difficult terrain for your enemies.

**That Trick Doesn't Work on Me Anymore (Ex):** When you learn a creature's combat feats using the analytical eye path ability and that creature attacks you, you can select a number of its combat feats equal to one-half your mythic tier as an immediate action, spending one use of mythic power per feat you select. Your attacker gains no benefit from using those feats against you for the next 24 hours, though it may use them against other creatures and still takes any penalties associated with using those feats. If negating the benefits of these feats results in your opponent provoking an attack of opportunity from you, such as negating the Improved Trip feat, you gain a bonus equal to one-half your mythic tier to your attack roll on your attack of opportunity. You must have the analytical eye path ability to select this path ability.

**Trick Rider (Ex):** Your mount gain a bonus equal to your mythic tier on Acrobatics checks, and your mount can make Acrobatics checks to avoid attacks of opportunity or move through spaces occupied by enemies without reducing its speed. If you make an Acrobatics check while mounted, or as part of mounting or dismounting, you also gain this bonus. If you have the Mounted Combat feat, you can use that feat to make a Ride check and use the result in place of your mount's CMD, Reflex save, or Acrobatics check.

In addition, by spending one use of your mythic power and spending one hour practicing, you gain one bonus feat for which you qualify, which must be Animal Affinity, Skill Focus (Ride), or a mounted combat feat, or a mythic version of one of those feats if you already have the base feat. You gain this bonus feat for 24 hours or until the next time you use this ability, whichever is less; when you use it to gain a new bonus combat feat, that feat replaces the current one. This bonus feat cannot be used as a prerequisite for any other feat, prestige class, or other purpose.

At 6th tier and above, you can spend two uses of your mythic power to gain a bonus feat with only one minute of practice

rather than one hour.

## 6th-Tier Guardian Path Abilities

**Healing Sink (Ex):** Any conjuration (healing) effect with a variable numeric effect that affects you is maximized, as if the Maximize Spell metamagic feat had been applied to it, though this ability also applies to supernatural and exceptional abilities and magic item effects that heal hit point damage or ability damage. If a healing effect targets multiple creatures, this maximization only affects you. However, if a creature adjacent to you receives a conjuration (healing) effect that would cure more hit point damage than the creature has, if you are at less than full hit points you heal damage equal to one-half of any unused curing beyond the amount required to bring the adjacent creature to full hit points. This leftover healing is not maximized.

**To the Last Breath (Ex):** You remain clear-headed and able to function even while hovering on death's door. You don't die until your negative hit points equal your Constitution score multiplied by one-half your mythic tier. When at or below 0 hit points, you do not lose 1 hit point per round and gain immunity to bleed or blood drain attacks, energy drain, death effects, emotion effects, and effects with the pain descriptor, and you cannot become nauseated, sickened, staggered, or stunned. You must have the *To the Death* 3rd-tier guardian mythic path ability to select this ability.

**Skyshield (Ex and Su):** You always keep your shield readied against attacks from above. When wielding a heavy shield or tower shield, you gain cover (+4 bonus to AC, +2 bonus to Reflex saves) against attacks made from above. This includes attacks made by flying creatures or creatures on higher ground, dropped objects, and indirect fire from siege weapons. You gain half the above cover bonuses if wielding a light shield and one-fourth the above cover bonus when wielding a buckler. You must be aware of a creature to gain this bonus but it does not require an action.

In addition, when wielding any kind of shield you can expend one use of your mythic power as a standard action to create a horizontal *wall of force* (treating your mythic tier as your caster level for all purposes other than its area) that hovers 5 feet over your head and moves with you. The *wall of force* is circular, covering the space you occupy, though if you wish you can extend its radius up to 5 feet beyond your space per 2 mythic tiers. Reducing or expanding its radius after it is created is a move action. The wall cannot be forced into a space too small for it, nor forced through an opponent's space (though it moves with you if you pass through a creature's space using Acrobatics, an overrun combat maneuver, or a similar action and does not harm creatures or objects in your path). This *wall of force* lasts a number of rounds equal to your mythic tier, and you must hold your shield arm overhead to maintain it, forfeiting your shield bonus to AC against opponents that are not overhead. You can end the *wall of force* at any time by voluntarily dropping your shield arm, but if you are incapacitated or killed the *wall of force* remains hovering over your body until its duration expires. This is a supernatural effect.



## HIEROPHANT PATH ABILITIES

The following path abilities are in addition to those described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

### 1st-Tier Hierophant Path Abilities

**Adaptive Energy Resistance (Su):** If you have energy resistance against acid, cold, electricity, fire, or sonic damage and you are attacked by one of these energy types other than the one(s) to which you have resistance, you can spend one use of your mythic power as an immediate action to switch your energy resistance to that type of energy for a number of rounds equal to your mythic tier.

**Cultivate Potion Plant (Su):** You gain the ability to craft potions of divine spells you know as if you had the Brew Potion feat. However, you do not compound your potions in a laboratory. Instead, you infuse your spells during the item creation process into a living edible plant or edible portion of a plant, such as fruit, root,

nut, or flower. These potion plants function identically to normal potions, but the DC to identify them with Spellcraft is increased by 5.

Whenever you make a Spellcraft check against the potion plant's craft DC, you must also make a Profession (herbalist) check against the same DC; a failed Profession (herbalist) check has the same effect as a failed Spellcraft.

In addition to simply cultivating

ordinary potion plants, however, you can use herbal tinctures and organic compounds to increase the potency and variety of potions you create. You can increase the maximum spell level of potions you can create by 1 for every 3 mythic tiers, up to 6th level, including spells enhanced with metamagic feats with an adjusted level no greater than 6th. The cost of these potion plants is equal to the level of the spell times its caster level x 25 gp. However, these enhanced potion plants decay rapidly if they are not within 5 feet of their creator, reducing their caster level by 1 per minute. When a potion plant's caster level reaches 0, it is destroyed. Even if they remain within 5 feet, they begin to lose their efficacy after a number of days equal to your mythic tier, losing 1 caster level per day thereafter.

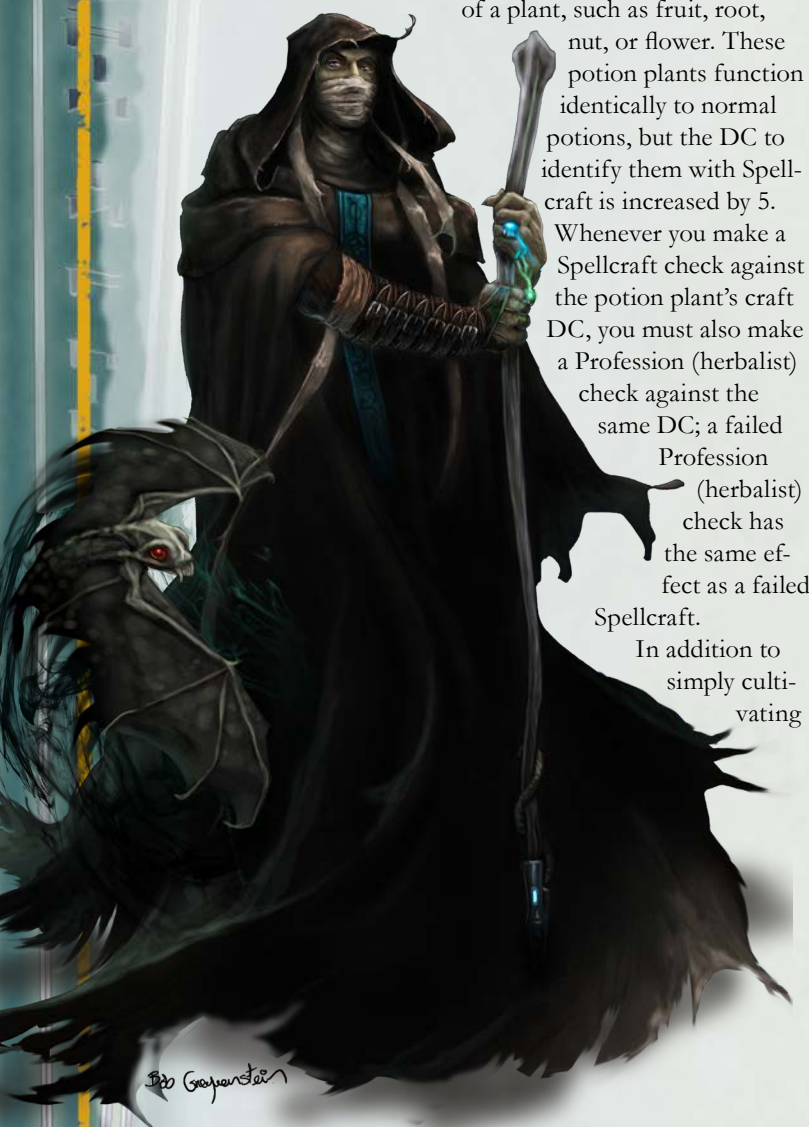
Finally, you can attempt to cultivate additional potion plants, expending one potion plant that you have already created in attempt to propagate more potion plants of the same type. This requires spending 1 hour per day tending the plant for 1 day (0-level or 1st-level potion), 1 week (2nd-level potion), or 1 month (3rd-level potion); you cannot breed potion plants with a spell level above 3rd. This process takes 10 gp worth of materials per day, but at the end of the cultivation period you can harvest 1d4-1 potion plants that are identical in effect to the original (though their caster level is always the minimum possible). You can cultivate a number of potion plants equal to one-half your mythic tier at one time, each requiring one hour of tending per day.

**Spontaneous Deathbringer (Ex):** Choose a number of divine spells of the necromancy school equal to your mythic tier. You can now cast these spells spontaneously, sacrificing a prepared spell of equal or higher level. You can also expend uses of your mythic power to cast the mythic versions of these spells, including augmented versions. You must have the ability to spontaneously cast *inflict wounds* spells or to channel negative energy to select this path ability.

**Spontaneous Lifegiver (Ex):** Choose a number of divine spells of the conjuration (healing) subschool equal to your mythic tier. You can now cast these spells spontaneously, sacrificing a prepared spell of equal or higher level. You can also expend uses of your mythic power to cast the mythic versions of these spells, including augmented versions. You must have the ability to spontaneously cast *cure wounds* spells or to channel positive energy to select this path ability.

**Treesinger (Su):** You add *command plants*, *control plants*, *plant growth*, and *speak with plants* to your list of spells known. If they are already on your spell list, you add your mythic tier to your caster level when casting those spells and may expend uses of your mythic power to cast their mythic or augmented versions. If you expend one use of mythic power, you can entrance plant creatures in a manner similar to the *enthrall* spell, though it affects only plants and is a supernatural effect; the save DC is equal to 10 + 1/2 your character level + your mythic tier + your Charisma modifier.

In addition to the above, your song fills plants with vigor and health. For every 10 minutes you sing, all plant creatures





and inanimate plants within a radius of 5 feet times your mythic tier are healed of hit point damage equal to your mythic tier and 1 point of ability damage. Wooden objects that are not living plants are unaffected. If a plant is diseased, your song acts as *remove disease*, adding your mythic tier to your caster level.

You can also undo magical effects that alter or manipulate plants or wooden objects. This functions like *dispel magic* (adding your mythic tier to your caster level) but requires 10 minutes to activate and can reverse instantaneous effects, such as *blight* or *warp wood*. If you expend one use of your mythic power, you can use this ability as a full-round action to negate or reverse such an effect, or as an immediate action if you expend two uses of your mythic power; however, in this case you may affect only mythic spells whose level is lower than your mythic tier or non-mythic spells whose level is lower than twice your mythic tier.

### 3rd-Tier Hierophant Path Abilities

**Blessing of the Saint (Ex):** You add the following spells to your list of spells known and can spontaneously cast them by sacrificing a prepared spell of equal or greater level, as well as spending mythic power to cast their mythic or augmented versions: *bestow grace*, *bless*, *blood of the martyr*, *divine transfer*, *divine vessel*, *martyr's bargain*, *prayer*, and *weapon of awe*. Your *bestow grace* spell can affect a target of any alignment, as long as they share your religion. If these spells are already on your class list, you add your mythic tier to your caster level when casting them.

**Budding Branch (Ex):** You gain the ability to craft wands of divine spells you can cast as if you had the Craft Wand feat. However, rather than crafting a wand in a laboratory or tower you must have access to a living tree, and as part of the crafting process you must cast *plant growth* on the tree a number of times per day equal to the level of the spell contained within the wand. A casting of *mythic plant growth* counts as two castings of *plant growth* for this purpose. Whenever you make a Spellcraft check against the item's craft DC, you must also make a Profession (herbalist) check against the same DC; a failed Profession (herbalist) check has the same effect as a failed Spellcraft check. The plant's growth is unpredictable; hence, you make 3d6 x 100 gp worth of the item's cost in progress for each day of crafting.

At 6th tier and above, you can use this ability to craft magical staffs of divine spells you can cast as if you had the Craft Staff feat. This functions as described above for creating a magical wand, but the number of *plant growth* spells required each day is equal to the highest-level spell contained within the staff.

In addition to the above, if you are not a druid, you add *spellstaff* as a 5th level spell and *changestaff* as a 7th-level spell to your spell lists. If you are a druid, you add your mythic level to your caster level when casting these spells.

**Treesaper (Su/Sp):** You can use your treesinger path ability to cause trees to grow rapidly. This functions as *plant growth* but requires you to sing for 10 minutes and affects an area with

a radius of 5 feet times your mythic tier (100 feet times your mythic tier if using the enrichment version of the spell); you may reduce this time to a full-round action by expending one use of your mythic power. You may instead cause a single tree to grow rapidly. This functions similarly to a *feather token (tree)* but the tree grows at a rate of 1 foot per round that you continue to sing; if you expend one use of mythic power, it grows at a rate of 10 feet per round until it reaches its maximum height of 60 feet.

In addition to affecting the growth of ordinary trees, you can expend one use of your mythic power to increase or decrease the size of a plant creature. This is a spell-like ability that functions identically to *enlarge person* or *reduce person* but affects only plant creatures. You can expend additional uses of mythic power to duplicate the mythic or augmented versions of these spells.

At 6th tier and above, you can instead expend two uses of mythic power to duplicate the effect of *animal growth*, *mass enlarge person*, or *mass reduce person* to increase or decrease the size of a plant creature. You can expend additional uses of mythic power to duplicate the mythic or augmented versions of these spells.

Finally, you can use your treesinging to repair objects made of wood, even if they are not living plants, and you also can use it to create objects out of living trees, causing the desired object to shape itself out of the tree's existing mass, as if using *wood shape*. At 6th tier and above, you can duplicate the effect of *fabricate*. You add your mythic tier on Craft checks made to form wooden items. If you expend one use of your mythic power, a wooden item you create with this ability is automatically a masterwork item, and if you expend two uses of mythic power, any wooden objects you create with this ability are treated as *ironwood*. Any spell-like abilities you gain through the use of this power have an effective caster level equal to your caster level plus mythic tier. You must have the treesinger path ability to select this path ability.

### 6th-Tier Hierophant Path Ability

**High Clerist (Ex):** You are acknowledged as a great leader within your religion and even by those outside your faith. You add one-half your mythic tier on Diplomacy checks and gain Leadership as a bonus feat. If you already have the Leadership feat, you gain *Mythic Leadership* as a bonus feat. If you build a shrine, temple, monastery, cathedral, or monument devoted to your deity, offerings from fellow believers cover one-half the cost of construction, whether you are constructing them with your own personal funds or using the kingdom-building rules described in *Pathfinder Roleplaying Game Ultimate Campaign* or *Ultimate Rulership* from Legendary Games. At the GM's option, you may also obtain this discount when building other types of buildings, such as a park, graveyard, or castle, if they are connected to a religious edifice.

In addition to the above, you gain the power to call for a crusade, declaring a specific goal (typically a military goal of



some kind related to the faith) that you wish to achieve and summoning the ranks of the faithful to help you accomplish that goal. Calling a crusade requires spending a number of uses of mythic power equal to your mythic tier, and it enables you to multiply the number of followers you gain by an amount equal to your mythic tier. These followers arrive over the course of one month and serve without pay for as long as you keep the crusade going. For as long as the crusade lasts, the uses of mythic power you spent to call the crusade are unavailable to you. However, during the crusade all of your followers gain a morale bonus equal to one-half your tier on attack rolls and on saving throws against mind-affecting effects and effects that would cause them to become fatigued or exhausted (as well as Constitution checks to avoid damage or fatigue from a forced march).

If using the mass combat rules in *Ultimate Battle* from *Legendary Games*, you can recruit armies using your followers. Those armies have only half the normal maintenance cost (as they must still be fed) and gain a bonus to their OM and Morale equal to one-half your mythic tier.

You may call off the crusade at any time, at which point your additional followers depart.

**Saintly Shroud (Su):** You are suffused with an aura of sacred (if good) or profane (if evil) power; a neutral character must choose which type to gain. You gain a bonus equal to one-half your mythic tier on Intimidate checks against creatures with an alignment subtype that is opposed to your alignment, even if they share one alignment subtype in common (e.g., if you are chaotic good and use Intimidate against a demon, which has both the chaotic and evil subtypes). You gain the same bonus on saving throws against fear and charm effects used by such creatures, or effects with an alignment descriptor that opposes yours.

If a non-mythic creature whose alignment subtype is opposed to yours touches you, including striking you with a natural weapon or melee touch attack, it takes damage equal to your mythic tier every time it strikes you; a mythic creature takes this damage only the first time each round that it strikes you. If you touch such a creature to deliver a melee touch effect, once per round you may choose to deal this damage to the target in addition to any other effect you deliver with that touch.

If you expend one use of your mythic power as a free or immediate action, you gain DR 5/chaotic, DR 5/evil, DR 5/good, or DR 5/lawful for a number of rounds equal to your mythic tier. The type of DR you gain must match an alignment subtype opposed to yours.

## MARSHAL PATH ABILITIES

The following path abilities are in addition to those described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

### 1st-Tier Marshal Path Abilities

**Banner Bearer (Su):** You can hand your personal banner to an ally as a move action. As long as that creature holds your banner in one hand, it gains the benefits of inspire courage as if used by a bard whose level was equal to your character level plus your mythic tier. If you are at least 3rd tier and expend one use of your mythic power when delivering your banner, your ally also gains the benefit of inspire greatness. If you are at least 6th tier and expend two uses of mythic power, your ally also gains the benefit of inspire heroics. The benefits you provide last a number of rounds equal to your mythic tier, but they are also lost if the banner is destroyed or if your ally ends its turn without the banner in hand. You must have the inspire courage or banner class feature to select this ability.

**Expert Aid (Ex):** You can use the aid another action to assist any creature you threaten, including using reach provided by a reach weapon. You need not be adjacent to a creature or threaten a creature they attack or that attacks them. In addition, the bonus you provide with the aid another action is increased by one-half your mythic tier (minimum 1), and you may add your mythic tier to any attack roll made as part of the aid another action. You can expend a mythic surge as part of the aid another action; your ally gains the benefit of that surge instead of you (even if your ally is non-mythic) and can use it at any point before the end of its next turn.

**Hold the Line (Ex):** When an enemy attempts an awe-inspiring blow, bull rush, drag, overrun, reposition, or trip combat maneuver against you or an ally within 30 feet, as an immediate action you can grant yourself or that ally a bonus to CMD equal to one-half your mythic tier against that maneuver. If you use this ability on an ally adjacent to you, you grant a bonus equal to your tier. This bonus also applies on Reflex saves made against an engulf or trample special attack.

**Inspiring Word (Su):** This ability functions as the *resurgent words* path ability, but it affects only a single target and it can be activated as a swift, move, or standard action. You cannot use this ability on yourself. When an ally uses the total defense or withdraw action or receives the benefit of an aid another action, you can use this ability on that ally as an immediate action without expending mythic power.

**Teamwork Feat Mastery (Ex):** By spending one use of your mythic power and spending one hour practicing, you gain one bonus teamwork feat for which you qualify. You gain this bonus feat for 24 hours or until the next time you use this ability; when you use it to gain a new bonus teamwork feat, that feat replaces the current one. This bonus feat cannot be used as a prerequisite for any other feat, prestige class, or other purpose.

At 4th tier and above, you can use this path ability to gain a number of teamwork feats equal to one-half your mythic tier.



# Chapter 1: Mythic Paths

Each feat you gain requires one hour of practice and the expenditure of one use of mythic power. You may use feats you gain with this path ability as prerequisites for other feats you gain with this path ability, but not for any other purpose.

At 6th tier and above, you can spend two uses of your mythic power to gain a teamwork feat with only one minute of practice rather than one hour.

**Unbroken Will (Ex):** If you are affected by a mind-affecting effect or an Intimidate check, you are filled with a resurgent fury, gaining a +2 morale bonus on attack rolls and saving throws until the end of your next turn. If the effect affecting you normally results in a penalty on attack rolls or saving throws, those penalties are suppressed until the end of your next turn. In addition, if you attack the creature that affected you with a mind-affecting effect or Intimidate check, your opponent is flat-footed against any attacks you make until the end of your next turn if it is a non-mythic creature. A mythic creature can avoid being flat-footed against your attack with a successful Sense Motive check (DC 15 + your Charisma modifier + your mythic tier).

At 4th tier and above, you can spend one use of your mythic power as an immediate action to use this ability on an ally within 30 feet that is affected by a mind-affecting effect or Intimidate check. That ally must be able to see or hear you.

At 8th tier and above, you can spend two uses of your mythic power as an immediate action affect all allies within 30 feet that are affected by a mind-affecting effect or Intimidate check. Your allies must be able to see or hear you.

**War Mind (Ex):** You add your mythic tier to the duration of your *tactician* ability, and you add your mythic tier to your class level in the class that grants that ability to determine how many times per day you can use it. In addition, you can share any teamwork feat you possess with your *tactician* ability, not only those that you selected as bonus feats. If you expend one use of your mythic power when activating your *tactician* ability, you can share different teamwork feats you possess with each of your allies. Allies affected by this ability treat each other as if they had the teamwork feat you shared for the purpose of gaining the feat's benefits, though each ally only gains the benefit for the feat you shared with them. You must have the *tactician* class feature to select this ability.

## 3rd-Tier Marshal Path Abilities

**Conflicting Orders (Ex/Su):** When an enemy within 30 feet uses a teamwork feat or the aid another action or uses Handle Animal to direct an animal's actions, as an immediate you can negate the effect of that feat, skill, or aid another action for that enemy and all enemies within 10 feet of it and preventing the use of that feat, skill, or aid another action by those creatures until the end of your next turn. This is automatic if the creature per-

forming the action is a non-mythic creature or its mythic tier or rank does not exceed yours.

In addition, if an enemy within 30 feet issues a command to a called, charmed, dominated, or summoned creature or as part of a compulsion effect, you can expend one use of your mythic power to countermand that order by rolling 1d20 and adding your character level plus your mythic tier; this check is opposed by a caster level check by your enemy. If your check equals or exceeds theirs, the creatures receiving the order to take no actions for a number of rounds equal to your mythic tier. If your enemy issues a command to multiple creatures, you can countermand their orders to a number of creatures equal to your mythic tier by expending two uses of your mythic power. This use of the ability is a supernatural mind-affecting effect that can affect undead and mindless creatures if they are called, summoned, or magically controlled.

**Deadly Dance (Ex):** You dive into the middle of every battle, with enemies on every hand. If you are attacked by a creature in position to flank you (even if you cannot be flanked), you can use an attack of opportunity to attempt a combat maneuver check to reposition that creature prior to resolving its attack. This maneuver does not provoke attacks of opportunity, and if it succeeds your opponent is flat-footed against you until the end of your next turn. If you have no more attacks of opportunity available, you can expend 1 point of ki or panache or 1 round of rage to





attempt this maneuver.

If a creature attacks you while in a flanking position, you can expend one use of your mythic power as an immediate action to attempt a Reflex save with a bonus equal to your mythic tier against a DC equal to the attacker's attack roll. On a successful save against an attack by a non-mythic creature, you take no damage as the attack instead hits your attacker's ally with whom it was flanking. On a successful save against an attack by a mythic creature, you and your attacker's flanking ally each take half damage from the attack, though associated effects from the attack, such as bleed, poison, or spell effects, apply fully to both you and your attacker's ally.

**Friendly Flanking (Ex):** You are considered to be flanking whenever an ally is adjacent to an enemy that is adjacent to you; you need not be on opposite sides of that enemy. You can expend one use of your mythic power as a swift action to share this ability with a number of allies equal to one-half your mythic tier for a number of rounds equal to your mythic tier.

**Healing Surge (Su):** When you grant temporary hit points or cure hit point damage (including when using the Heal skill) to an ally adjacent to you, you add your mythic surge die to the number of hit points you cure or grant. If you expend one use of your mythic power when using an effect that affects multiple targets or an area, this ability applies to all allies you affect, even if they are not adjacent to you.

In addition, when an injured ally adjacent to you uses a mythic surge, he heals a number of hit points equal to the result of his mythic surge die, up to his maximum hit points. If an ally within 30 feet of you uses a mythic surge, you can expend one use of mythic power as a free action to use this ability on that ally.

**Shatter Resistance (Su):** You can focus your mythic power through your attacks to break down your opponent's resistance to magic. When you hit a creature that has spell resistance, you can expend one use of mythic power as part of the attack to lower the target's spell resistance by an amount equal to your tier (to a minimum of 0) for 1 minute. Multiple uses of this ability on the same creature do not stack.

**Soaring Banner (Su):** Your banner is a symbol of triumph recognized wherever you go. You gain the banner class feature, which functions as if you were a cavalier whose level was equal to your mythic tier (minimum of 5th, regardless of your tier). In addition, if you expend one use of your mythic power, the image of your banner rises high into the sky and can be seen up to 1 mile away per mythic tier you possess, regardless of concealment (though it cannot be seen by creatures with total cover or an opaque solid barrier between themselves and the banner in the sky). If you are a cavalier, you add your mythic tier to your cavalier level to determine the bonuses provided by your banner, and all allies with line of sight to your banner gain these bonuses.

**To Me! (Ex):** When you use the charge or withdraw action, you can designate a number of allies equal to one-half your mythic tier to move with you on your turn, up to a maximum

distance equal to their speed or your speed (whichever is lower). Your allies must end their movement adjacent to you. Their movement does not provoke attacks of opportunity even if your movement does.

## 6th-Tier Marshal Path Abilities

**Borrowed Boon (Ex/Su):** Whenever you grant a competence or morale bonus to an ally, you gain the same bonus your ally gains for the same duration. When you create any other beneficial effect that affects one or more of your allies but not you, you can expend one use of mythic power to gain the same effect as your ally or allies. In addition, when you use a spell-like or supernatural ability that normally affects only you, including spells with a range of personal, you can expend one use of mythic power to share that effect with an adjacent ally. That ally gains the same benefit from the effect as you do. This ability is a supernatural effect when it applies to a spell, spell-like ability, or supernatural effect; otherwise, it is an extraordinary ability.

**Loyal to the End (Ex):** When you are struck by an attack (including attacks that target you that automatically hit or do not require attack rolls) while a cohort, follower, animal companion, special mount, or a creature that you have called, charmed, dominated, or summoned is adjacent to you, you can expend one use of mythic power as an immediate action to choose one adjacent ally, or two uses of mythic power to select such an allied creature within 5 feet per 2 mythic tiers you possess. As an immediate action, that ally willingly intercepts the attack (moving adjacent to you as part of its immediate action if necessary; this movement does not provoke attacks of opportunity). The attack automatically hits your ally as if it was the original target, though your ally's normal defenses apply, such as damage reduction and spell resistance. You must have the to me! path ability to select this ability.





# Chapter 1: Mythic Paths

## TRICKSTER PATH ABILITIES

The following path abilities are in addition to those described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

### 1st-Tier Trickster Path Abilities

**Analytical Eye:** When a creature you can see makes an attack, you can spend one use of mythic power as an immediate action to analyze its fighting style and capabilities. You learn all combat feats (including mythic versions of combat feats) that creature possesses, even if it did not use some of those feats in its attack. You gain an insight bonus equal to one-half your tier (minimum +1) to AC against that opponent until the end of your next turn. If you use the aid another action, your ally adds this insight bonus to the bonus they gain to their AC or on their next attack roll against that opponent.

**Backstabber (Ex):** You are an expert in the fine art of attacking when an opponent's back is turned. When flanking an opponent, add one-half your tier to attack rolls (minimum +1) and if you have the sneak attack class feature you may add 1d6 to your sneak attack damage for every two mythic tiers you possess (rounding down). If you are in flanking position threatening a non-mythic enemy that normally cannot be flanked, you can expend one use of your mythic power to treat that creature as flanked until the end of your next turn.

**Caress of Steel (Ex):** You can deal nonlethal damage instead of lethal damage with any type of weapon without taking a penalty on your attack roll, including ranged attacks. If you use this ability while making a sneak attack, any additional damage dealt by your sneak attack ability is also nonlethal damage. You cannot use this ability in conjunction with attacks that are not made with weapons.

**False Allegiance (Ex):** When an enemy uses a charm or compulsion effect against you or makes a Bluff, Diplomacy, or Intimidate check to try to convince you to aid them or follow their instructions, you gain a bonus to your saving throw or to the DC to affect you equal to one-half your mythic tier (minimum 1). In addition, if you resist the effect by any means, including but not limited to a successful saving throw, you can attempt a Bluff check with a bonus equal to your mythic tier, opposed by your opponent's Sense Motive check (or by a caster level check, if they use *detect magic*, *arcane sight*, or a similar effect to verify that you are enchanted), to convince your opponent that their attempt has been successful and that you appear to have an aura of enchantment about you. If your check succeeds, you are treated as an ally by your opponent in all respects. You are still treated as an ally by your actual allies as well. If you attack an opponent that believes you are its ally, it is flat-footed against the first attack you make.

**Heartsong (Su):** When you grant a competence or morale bonus with your bardic performance, you increase the bonus it grants by 1. If your bardic performance cures hit point damage or grants temporary hit points or Hit Dice, add your mythic tier to the number of hit points cured or granted. A spell that ends a bardic performance in order to produce its effect, such

as *reviving finale*, gains the same benefits.

**Insider Trading (Ex):** Whenever you are crafting an item in a city, including using the Craft skill or item crafting feats, you can attempt Appraise, Bluff, Diplomacy, Intimidate, and Sleight of Hand checks against the item's Craft DC (or the DC of Spellcraft or other associated skill checks for crafting a magic item). Each successful check reduces the gp cost of the item you are creating by 5%, reflecting your ability to obtain materials through illicit contacts and circumvention of legitimate business practices. You must have the *black market connections* rogue talent or at least 10 ranks in Appraise and Bluff to select this path ability.

**Out of the Way (Ex):** You never provide cover to an enemy when your ally attacks a creature and you are between the ally and the creature. You also do not provide a penalty to allies' ranged attack rolls for being in melee with a creature. You do not take splash damage from splash weapons used by your allies and add your tier to Reflex saves against harmful area effects used by your allies. If you roll a natural 1 on a Reflex save against an effect used by an ally, you can spend one use of mythic power as an immediate action to reroll the saving throw.

**Shadow Cloak (Su):** You can expend one use of your mythic





ic power as a swift action to reduce the illumination within the space(s) you occupy to **dim light** for a number of rounds equal to your mythic tier. This shadow cloak grants you concealment (20% miss chance) and obscures your features. The shadow cloak moves with you and flows around you, granting you a +2 circumstance bonus on Disguise, Sleight of Hand, and Stealth checks. While using your shadow cloak, you gain darkvision with a range of 5 feet times your mythic tier. You add your mythic tier on Acrobatics checks made to jump from an area of dim light or darkness to another area of dim light or darkness. Creatures with darkvision can see you normally, and the benefits of this ability do not apply against them.

**Technological Tinker (Ex):** You gain **Technologist<sup>TG</sup>** as a bonus feat, and you add your mythic tier as a bonus on Craft, Disable Device, Knowledge (engineering), Linguistics, and Perception checks related to robots, technological objects, or technological traps. Any **timeworn technology<sup>TG</sup>** items you use do not automatically glitch on a natural 1, and you reduce the chance of glitches at other times by 5% times your mythic tier. If a glitch does occur, you can add or subtract twice your mythic tier from the d% roll to determine the effect of the glitch. When crafting an item using a technological crafting lab, you reduce the necessary energy expenditure of the facility by 5% times your mythic tier.

### 3rd-Tier Trickster Path Abilities

**Haunting Melody (Su):** Your transcendent music is simultaneously awe-inspiring and unsettling. Non-mythic creatures saving against your bardic performance must roll two saving throws. If the first save fails, the target becomes shaken; the penalty for being shaken applies to the second save against the performance's usual effect. The shaken condition lasts as long as the companion performance lasts. If your bardic performance creates a fear effect, failing this saving throw causes that fear effect to become one step more severe. If your performance creates a fear effect but does not normally allow a saving throw, such as **dirge of doom**, affected creatures gain a saving throw against the usual DC of your bardic performance; a successful save results in the normal effect of the performance, rather than a more severe fear effect.

If you expend one use of your mythic power when beginning a performance, you can use this ability against mythic creatures whose mythic rank or tier is lower than your own. If you do this, non-mythic creatures failing their saving throw against your haunting melody remain shaken for a number of rounds thereafter equal to your mythic tier after the effect of the companion performance ends.

**Killing Joke (Ex):** Your comedy knocks them dead, rendering people near-helpless with giggles and gales of laughter. You can use Perform (comedy) in place of Intimidate to make a creature's reaction temporarily friendly or to demoralize them. In addition, if you successfully demoralize a target you can choose to make them flat-footed rather than shaken for the same duration. If you or one of your allies attacks a flat-footed

creature, the flat-footed condition ends after the attack is resolved and the target is shaken for the remaining duration that they would have been demoralized.

**Magic Trick (Sp):** You can select a spell from the class list of any arcane spellcasting class to use twice per day as a spell-like ability. The spell's level cannot exceed one-half your mythic tier, and you can expend one use of your mythic power use the mythic version (or additional uses to activate augmented versions of that spell for which your tier qualifies you) of that spell, as well as any spell-like abilities you selected with your major magic and minor magic rogue talents. In addition, at any time you can expend one use of your mythic power as a full-round action to choose a new spell to use with your major magic or minor magic rogue talent or magic trick path ability, replacing the previous spell. This change is permanent unless you spend your mythic power to change it again. You must have the **major magic rogue talent** or have the ability to spontaneously cast arcane spells in light armor with no chance of spell failure in order to select this path ability.

**Masterful Skill Focus (Ex):** If you have Skill Focus or Mythic Skill Focus in any skill that you have mastered with the skill mastery advanced rogue talent, you can select one additional skill per two mythic tiers in which you have skill mastery. You gain Skill Focus (and Mythic Skill Focus, if applicable) as a bonus feat with the selected skill(s).

**Perfect Pickpocket (Ex):** You gain a bonus equal to half your mythic tier on combat maneuver checks made to steal and on Sleight of Hand checks made to take an item from another creature, and you can expend a use of mythic power to attempt a steal maneuver or Sleight of Hand check as a swift action. Making either type of check never provokes an attack of opportunity, and attempting a steal combat maneuver does not count as an attack by you for the purpose of breaking an **invisibility** effect or interfering with your ability to use the Stealth skill.

**Shadow Blending (Su):** In any lighting conditions other than bright light, you can disappear into the shadows as a move action, as if using **invisibility**. You remain invisible until you attack, enter an area of bright light, or choose to reveal yourself. Mythic creatures with darkvision can see you if their mythic rank or tier is equal to or greater than yours. When you disappear into the shadows, you can expend one or more uses of mythic power to become undetectable by one of the following exceptional senses for as long as you remain invisible: blindsight (including blindsense), **lifesense** (including effects like the **deathwatch** spell that detect a creature's life force), magical divinations (as if using **nonetection**, with a caster level equal to twice your mythic tier), scent (including **keen scent**), or tremorsense. You must expend one use of

your mythic power for sense you select. You must have the shadow cloak path ability to select this ability.

**Stealspell (Su):** Add your mythic tier to Spellcraft checks made to identify a spell as it is being cast. If your attack hits a spellcaster while she is casting a spell, including readied



actions and attacks of opportunity, add your mythic tier to the concentration check to avoid having the spell disrupted. If the spell is disrupted and you have identified the spell, you may spend a number of uses of mythic power equal to one-half the spell's level to steal the spell, allowing you to complete the spell and assign its target(s), area of effect, and any other optional elements as you choose, as if you were the original caster. The spell's other effects, including damage, duration, saving throws, and caster level checks, are based on the original spellcaster.

**That Trick Doesn't Work on Me Anymore (Ex):** When you learn a creature's combat feats using the analytical eye path ability and that creature attacks you, you can select a number of its combat feats equal to one-half your mythic tier as an immediate action, spending one use of mythic power per feat you select. Your attacker gains no benefit from using those feats against you for the next 24 hours, though it may use them against other creatures and still takes any penalties associated with using those feats. If negating the benefits of these feats results in your opponent provoking an attack of opportunity from you, such as negating the Improved Trip feat, you gain a bonus equal to one-half your mythic tier to your attack roll on your attack of opportunity. You must have the analytical eye path ability to select this path ability.

**Try Something New (Su):** You can permanently exchange any one rogue talent, ninja trick, investigator talent, grit feat, performance combat feat, or feat that affects bardic performance that you possess for a different talent, trick, or feat of the same kind for which you qualify. If you spend one hour practicing the new talent, trick, or feat, you must expend one use of your mythic power. You may use this ability as a full-round action by expending two uses of mythic power or as a swift action by expending three uses of mythic power.

## 6th-Tier Trickster Path Abilities

**Make Your Own Luck (Ex):** Whenever you gain a competence, insight, or morale bonus from any effect, you may choose to treat that bonus as a luck bonus.

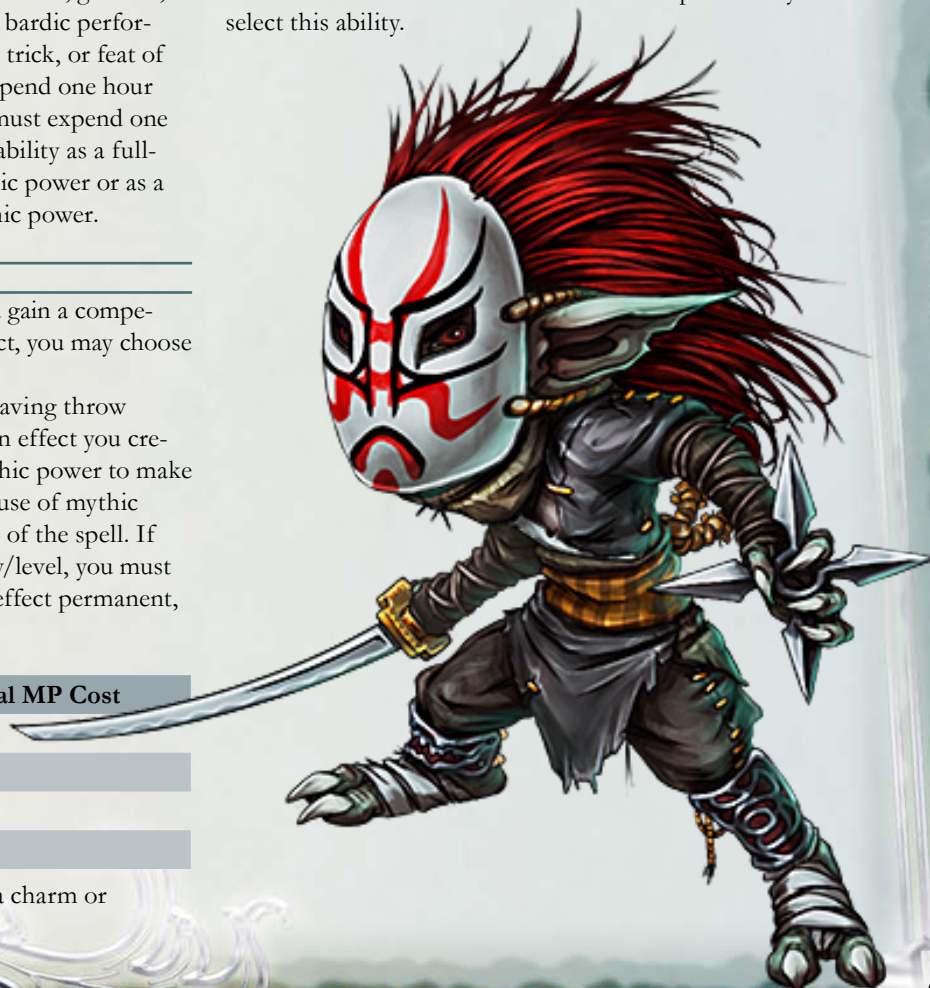
**Mindthrall (Su):** When a creature fails its saving throw against a charm effect or harmful compulsion effect you create, you can expend one or more uses of mythic power to make the effect permanent. You must expend one use of mythic power, plus one additional use per two levels of the spell. If the effect's normal duration is less than 1 day/level, you must spend additional mythic power to make the effect permanent, depending on the effect's normal duration:

Normal Duration	Additional MP Cost
1 hour/level	+1 MP
10 minutes/level	+2 MP
1 minute/level	+4 MP
1 round/level	+6 MP

**Role Reversal (Su):** If an opponent uses a charm or

compulsion effect against you or attempts to influence your behavior with a Bluff, Diplomacy, or Intimidate check and you succeed on your saving throw or your opponent's check fails to meet the required DC, you may expend one use of your mythic power as an immediate action to negate the effect entirely, even if it normally affects multiple creatures or an area, or if it normally has a partial effect on a successful save. You may also spend a second use of mythic power to reverse the effect and target your opponent with the same effect it unsuccessfully used against you. All characteristics of the effect, including caster level, range, duration, skill modifier, and save DC, remain the same as when the creature uses the ability itself, but you are considered the caster or user of the effect. You must reverse the effect to include its creator in its area or as a target if it affects multiple creatures.

**Shadow Form (Su):** When you disappear into the shadows using shadow blend, you become invisible and incorporeal. Your speed is increased by 10 feet in normal light, by 20 feet in darkness, and by 30 feet in dim light. You cannot enter an area of bright light while using this ability, and you cannot pass through solid objects that are larger than your space. If you are inside a solid object, your shadowy silhouette appears on the surface of the object and moves as you move across the object's surface, allowing mythic creatures with darkvision to locate you if their mythic rank or tier equals or exceeds your own. You must have the shadow blend path ability to select this ability.





## UNIVERSAL PATH ABILITIES

The following path abilities are in addition to those described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

### 1st-Tier Universal Path Abilities

**Bound by Honor (Ex):** You may take a single monk's vow<sup>UM</sup> even if you are not a monk. If you are a monk (or other class with a ki pool), add your mythic tier to your class level to determine how many ki points you gain from your vow.

Rather than using the vow you take as part of this ability to add points to your ki pool (or if you do not have a ki pool), you may instead choose to add an equal number of uses of mythic power to your daily total, treating your mythic tier as your monk level for the purpose of determining how many uses of mythic power you gain.

As long as you remain true to your vow, you gain a +2 bonus on saving throws against mind-affecting effects that would cause you to violate your vow. If you have the **challenge**, **smite evil**, **quarry**, or **ranger's focus** class feature or a similar ability that involves swearing to defeat a specific enemy, this bonus on saving throws applies whenever you are using that ability. At the GM's option, this bonus can be applied more broadly against mind-affecting effects that would cause you to violate other types of promises, vows, oaths, or sworn duties.

You may select this ability more than once. Each time you select it, you may select an additional monk's vow and add 1 to the saving throw bonus against effects that would cause you to violate any of your vows. If you have taken multiple

vows, whether through taking this ability multiple times or from another source, add your mythic tier to your class level to determine how many ki points you gain from each of your vows. If you choose to gain uses of mythic power rather than ki points from your vows, you gain one additional daily use of mythic power for each vow after the first.

**Dramatic Reveal (Su):** You gain a striking personal feature for which you are famous. This could be a strangely shaped birthmark or scar, unusual hair or skin color, oddly or differently colored eyes, a distinctive voice or laugh, an extra digit on your hand, or even a distinctive article of clothing that is your trademark. If you wish to conceal this trademark, it goes unnoticed by those around you unless their mythic rank or tier exceeds yours, and your appearance and actions seem hard to describe, causing Sense Motive checks and Diplomacy checks to gather information about you to take a penalty equal to twice your mythic tier. In addition, once per day as a free action you can suddenly reveal yourself and your trademark while making a Diplomacy or Intimidate check, granting you a bonus on that check equal to your mythic tier.

**Ever Ready (Ex):** You can always act in a surprise round. In addition, when a creature uses a readied action that affects you, you gain an insight bonus equal to one-half your mythic tier to your Armor Class and on saving throws related to that action.

**Genre Savvy (Ex):** You are skilled at figuring out the tropes and tactics typically used in the dangerous world of adventure in which you live and are rarely caught unprepared.





You add your mythic tier on Knowledge checks to learn the abilities of creatures you observe, and you learn a number of creature abilities equal to your mythic tier. If a creature you identify with a Knowledge check has damage reduction or energy resistance, you can spend one use of your mythic power as a free action to ignore one type of damage reduction (other than DR/epic) or one type of energy resistance until the beginning of your next turn.

**Mythic Minor Magic:** You gain Mythic Minor Magic as a bonus mythic feat.

**Mythic Spell Scaling:** You gain Mythic Spell Scaling as a bonus mythic feat.

**Planar Scholar (Ex):** You have mastered the mysteries of planar codes, symbols, and portals that are inscrutable to most. Knowledge (planes) is always a class skill for you, and you gain a bonus on (Knowledge) planes checks equal to one-half your mythic tier. If you spend one use of your mythic power, for the next 24 hours you become sensitive to the presence of planar portals within 30 feet, and you can note their exact location even if hidden or deactivated if you pass within 5 feet. If you cast an *augury*, *contact other plane*, or *divination* to gain information about entering another plane, you may subtract your mythic tier from the percentile roll to determine a successful divination. In addition, if you cast *plane shift*, you may subtract your mythic tier from the percentile roll (before multiplying by 5) to determine how many miles away you appear from your intended destination.

In addition, you can decipher the subtle symbology of portals known as the Portal Code, which can be left intentionally to mark portals but which also forms natural patterns that reflect the portal's nature. Deciphering the true meaning of these planar symbols (and detecting forgeries or misleading symbols) requires a DC 20 Knowledge (planes) check and a DC 20 Linguistics check. If both checks fail, the code is indecipherable. If either check succeeds, you gain a +2 circumstance bonus on any ability checks, skill checks, caster level checks, or saving throws that must be made within the next minute as part of entering the entering or the plane to which the portal connects. This bonus does not apply against other creatures or effects created by other creatures. If both checks succeed, this bonus is equal to the higher of the two skill check results divided by 10 (rounding down, minimum +2). If you enter the plane to which the symbols refer, as long as you remain on that plane you can also apply this bonus on Survival skill checks and can determine the direction back to your point of entry of that plane as a standard action with a DC 20 Survival check.

**Versatile Skill Mastery (Ex):** You can select a number of skills equal to your mythic tier. You can now take 10 in these skills even when rushed or threatened, as if you had the skill mastery advanced rogue talent. If you have that advanced rogue talent, these skills are in addition to those you are normally allowed. In addition, you can spend one use of mythic power and one hour of practice to permanently exchange a skill in which you have chosen skill mastery, either through the

rogue talent or this path ability, for a different skill.

If you are at least 3rd mythic tier, you can exchange a skill by practicing for 1 minute rather than one hour. If you are at least 6th mythic tier, you can exchange a skill by practicing for 1 full round, or as an immediate action by spending two uses of your mythic power.

## 3rd-Tier Universal Path Abilities

**Bon Vivant (Ex):** Your fame brings with it a taste for the finer things in life, and you always seem to be invited to the best parties or have people offer to take care of your expenses. You enjoy the benefits of *extravagant living expenses* at no cost to you. In addition, since people love telling you rumors and gossip, you gain a bonus equal to one-half your mythic tier on Knowledge (local) and Knowledge (nobility) checks, as well as Diplomacy checks made to gather information.

**Contingency Plan (Sp):** By spending one use of your mythic power, you can use *contingency* as a spell-like ability, treating your mythic tier as your caster level. The companion spell for your *contingency* can be a spell you cast or a spell from a scroll or other spell-completion item. If you expend two uses of your mythic power, you treat your character level plus your mythic tier as your caster level for the *contingency* spell.

If you are at least 6th mythic tier, you can expend one additional use of your mythic power to cast *mythic contingency*, as well as spending additional uses of mythic power to augment the effect of your *mythic contingency*.

**Eternal Youth (Ex/Su):** You look youthful and ignore aging penalties to Strength, Dexterity, and Constitution for being middle-aged, as if using the *lesser age resistance*<sup>UM</sup> spell. While you do not suffer the penalties for aging, you do continue to age and can eventually die of old age. At 6th tier and above, you ignore penalties for middle age and old age, as if using the *age resistance*<sup>UM</sup> spell. At 9th tier, when you gain the immortal base mythic ability, you ignore penalties from venerable age as if using the *greater age resistance*<sup>UM</sup> spell. You cease aging, and gain immunity to effects that cause unnatural aging, such as the *curse of the ages*, and cannot die of old age. This effect is not magical and cannot be dispelled or suppressed.

In addition, as a full-round action you can spend one use of your mythic power to change your appearance to match any age you wish. Your appearance is still your own; only your apparent age is changed. This change in your appearance is permanent until you spend another use of your mythic power to adopt a different apparent age. This is a supernatural polymorph effect that is suppressed whenever you use another polymorph effect.

**Planar Savant (Sp):** When you travel to another plane that is not your home plane, you gain the benefits of *endure elements* and one-half your mythic tier on saving throws against effects that would banish, dismiss, or otherwise involuntarily transport you off that plane.

While on planes other than your own, you can use *know direction* at will, except that instead of learning the direction



of north you learns the direction to the portal through which you entered the plane (or your point of entry, if you arrived via *plane shift* or a similar effect). In addition, when you are preparing to enter a new plane of existence, whether through an existing portal or by some other means, you can spend one use of your mythic power to perform an *augury* or two uses of your mythic power to perform a *divination*; either divination must be related to your entry to that plane.

At 6th tier and above, if you are within 30 feet of a portal to another plane, you may spend two uses of your mythic power to use *contact other plane*, though the plane you contact must be the one to which the portal leads. You may also spend three uses of your mythic power to use *find the path* to a location on that plane.

These spell-like abilities have a caster level equal to your mythic tier.

## 6th-Tier Universal Path Abilities

**Companion Mythic Ability (Su):** You can awaken the mythic nature within your animal companion, cohort, eidolon, familiar, or bonded mount. It is considered a mythic creature and gains the following abilities based on your mythic tier:

Tier	Mythic Ability
6th	hard to kill base mythic ability
7th	a mythic feat or any one mythic monster special ability that a mythic or advanced mythic creature of its type possesses
8th	recuperation base mythic ability
9th	a mythic feat or any one mythic monster special ability that a mythic or advanced mythic creature of its type possesses
10th	mythic saving throws base mythic ability

Your companion gains a number of uses of mythic power equal to one-half your mythic tier, and it may use this mythic power to use a mythic surge (adding 1d6 to a die roll) or to use any of the above abilities.

**I Wish (Sp):** You can use *limited wish* as a spell-like ability by expending five uses of your mythic power. You may expend additional uses of mythic power to use *mythic limited wish* or its augmented version, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

This ability can be taken again at 9th or 10th tier, allowing you to expend 20 uses of mythic power to use *wish* (or *miracle*, at the GM's option), as a spell-like ability. Granting a *wish* causes you to gain a permanent negative level, which supersede normal immunity to negative levels and can even harm non-living creatures, and which cannot be removed for at least 1 week. You can reduce the cost in mythic power to 10 uses, though in this case you gain two negative levels as above. You may expend additional uses of mythic power to use *mythic wish* or its augmented version, as described in *Pathfinder Roleplaying*

*Game Mythic Adventures*. Granting a *mythic wish* causes a permanent reduction by 1 of your daily uses of mythic power. This reduction in mythic power can be repaired only by *mythic miracle* or *mythic wish*.

**Ravaging Time (Su):** When a creature within 60 feet of you uses *time stop*, you can expend one use of mythic power as an immediate action (or two uses of mythic power as a free action) to join the creature in its *time stop*. You and that creature can interact with each other normally during the *time stop*, even as other creatures remain frozen in time relative to you. You must expend one additional use of mythic power as a swift action (or two uses as a free action) each round of the *time stop* at the beginning of your turn or you slip out of the *time stop* and become frozen in time. You cannot re-enter the *time stop* if you leave it. While in the *time stop*, you can expend one use of mythic power as a move action to attempt to dispel the *time stop* (using your Hit Dice plus your mythic tier as your caster level against a DC equal to 15 plus the caster level of the *time stop*). If your check succeeds, the *time stop* ends and you and the *time stop* caster are shunted back into the normal flow of time.

You can also enter a *time stop* of your own, without the need for another creature to begin a *time stop* near you, by expending three uses of mythic power as a standard action. You can maintain the *time stop* for a number of rounds equal to one-half your mythic tier by expending three additional uses of mythic power as a free action at the beginning of your turn during each round of apparent time.

When you are acting in a *time stop*, you can expend additional mythic power to affect a creature that is frozen in time. The target is considered helpless against your attack, but is not considered a willing target for the purpose of saving throws. You must expend one use of mythic power to allow a standard action you take while *time stopped* to affect a non-mythic creature whose CR is lower than your mythic tier, or two uses if the target is a mythic creature. If you create an effect that affects multiple targets, you must spend this mythic power for each target you wish to affect. If the creature's CR equals or exceeds your CR, the cost is doubled. You cannot affect a creature whose CR is twice your mythic tier or greater.

**Spectacular Death (Ex):** If you are killed or permanently incapacitated (including being petrified, disintegrated, or subject to a spell like *binding*, *imprisonment*, *temporal stasis*, or *trap the soul*), you may expend all of your remaining points of mythic power to fuel a final rampage before succumbing. This rampage occurs immediately, regardless of normal initiative order. Expending one use of your mythic power allows you to take a move action or a 5-foot step, two points allows an immediate or swift action, three points allows a standard action, four points allows a full-round action (this may include a 5-foot step, which does not increase the cost of taking additional 5-foot steps that are made as separate actions), and five points allows an action that normally requires one round to complete. This is in addition to any mythic point cost associated with the actions you take.



# Chapter 1: Mythic Paths

You can take more than one of each type of action during your spectacular death; however, each time you take an action of the same type as an action you have already taken, its cost increases by one point for each such action after the first. Hence, your first move action (or 5-foot step) costs one point of mythic power, your second costs two, your third three, and so on. You can take attacks of opportunity during your spectacular death without spending uses of your mythic power.

When you run out of uses of your mythic power or do not have enough uses of mythic power to trigger another action, this ability ends. Any leftover uses of mythic power are wasted. After using this ability, you die (or are disintegrated, petrified, or otherwise permanently imprisoned or incapacitated, as appropriate to the effect that triggered this ability), even if you take an action that would normally negate the effect that triggered your spectacular death. You may not use or be affected by conjuration (teleportation) effects while using this ability. You may use this ability even if you are helpless or otherwise unable to take actions before being killed or permanently incapacitated, such as being asleep or paralyzed, though you must first spend one use of your mythic power if the effect that left you helpless or unable to take actions was a non-mythic effect and 2 points if it was a mythic effect.

## PATH OF THE GENIUS

A genius is a figure of soaring intellect and astonishing accomplishments. From child prodigies in the arts and sciences to aged sages prowling the dusty shelves of ancient archives and unfurling the elder scrolls of forgotten lore. A genius lives a life in quest of knowledge, but that mission is never satisfied with uncovering the knowledge developed by others. A genius has an unquenchable thirst to discover and devise new knowledge, taking theory and inspiration and blending it with relentless experimentation and rigorous retesting of every hypothesis until he can synthesize a cohesive and unassailable proof. Some geniuses seek the adulation of the masses, craving praise for their brilliance or simply an ostentatious public display of their craft and ingenuity. Others could not care less about such approbation, and if they notice it at all it is only as a vexing distraction from time better spent on their great work. Obsessive focus is a hallmark of most geniuses, and perhaps it is the heart of their success, in that they do not give up in the face of disappointing failures that most would take as ample evidence that their ideas will not work. For a genius, it is proof only that they have learned another way not to accomplish their goals, and their objective is ever within reach if only a sufficient weight of intellect and industry can be welded into a conquering sword before which every intellectual challenge must eventually fall. Some call them fools, dreamers, or even madmen, but none can deny that a genius intellect is truly dizzying.

**Role:** As a genius, your role in the party is as a problem solver, anticipating and overcoming obstacles and difficulties in which the party finds themselves and helping them to think their way out of trouble. You have great facility at working with—and even creating your own—allies, and as a team you can demolish the opposition before you. You are an experimenter and able to break many of the rules that commonly proscribe options unavailable to your fellow adventurers. You are an unconventional opponent, always able to surprise enemies with your latest stratagem.

**Classes:** Members of any class that relies on thinking and skills make good geniuses, such as alchemists, bards, inquisitors, investigators, rogues, and wizards, as would any class that emphasizes the value of brains over brawn. Their unique skills are not always tailored towards melee combat, though they are cunning and clever allies and their ability to plan and seemingly always come up with a helpful solution makes them ideal members of an adventuring group.

**Bonus Hit Points:** Whenever you gain a genius tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.





**Table 2: Genius**

Tier	Path Features
1st	Path ability, genius idea
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Supragenius, path ability

## Genius Features

As you gain tiers, you gain the following abilities.

**Genius Idea:** Select one of the following abilities. Once chosen, it can't be changed.

*Brilliant Distraction (Ex):* As a swift action, you can expend one use of mythic power to make a melee attack or ranged attack against a creature within 30 feet, using your Intelligence modifier in place of your Strength and Dexterity modifiers to determine your attack and damage bonus for that attack. If the attack hits, one ally that threatens the same target can take an attack of opportunity against that target, adding your Intelligence modifier as a bonus on its attack roll.

*Deadly Throw (Ex):* As a swift action, you can expend one use of mythic power to draw a thrown weapon or alchemical item and make a ranged attack with it. This attack doesn't provoke attacks of opportunity. When making a deadly throw, roll twice for the attack, take the higher result, and add your tier to the roll. If the attack misses, the weapon or alchemical item lands adjacent to the target, regardless of the range.

*Perfect Solution (Ex):* As an immediate action when an ally fails a saving throw, you can expend one use of mythic power to allow your ally to reroll that saving throw, using your Intelligence modifier in place of its Constitution, Dexterity, or Wisdom modifier.

**Path Ability:** At 1st tier and every tier thereafter, select one new path ability from the genius path abilities lists or from the universal path abilities lists. Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them. Path abilities marked with a superscript also appear in *Pathfinder Roleplaying Game Mythic Adventures* as abilities for the guardian<sup>G</sup>, marshal<sup>M</sup>, or trickster<sup>T</sup> paths.

**Tinker Supplies:** The genius path has a number of path abilities that involve implanting mechanical or technological devices in another creature, such as shortwave implant and cybernetic drone. To use these abilities, she must have on hand a supply of components worth 1d6 gp times the Hit Dice of the

creature upon who the ability is being used. This cost is doubled for 3rd-tier path abilities and multiplied by 5 for 6th-tier path abilities. The cost can be reduced by half by expending one additional use of mythic power when using an ability.

A genius may purchase or create supplies whenever he has access to a laboratory or town, and can allocate as much wealth as he desires to his supplies. Tinker supplies have the same weight as gold (50 gp value per pound). The following path abilities require the use of supplies: clockwork creation, cybernetic drone, genegineer, rapid robotics, shortwave implant, stealth drone, and technomagical conversion. These abilities are marked with an asterisk.

**Supragenius (Ex):** At 10th tier, you may roll twice and select the better result on all Intelligence and Wisdom checks, Intelligence- and Wisdom-based skill checks, caster level checks, concentration checks, and initiative rolls. If you already have an ability that allows you to roll twice, you gain one additional roll. You can expend one use of mythic power when making such checks to treat the result as a natural 20; if you also expend a mythic surge on that check, the result on the surge die is always the maximum possible. Any weapon you wield, including natural weapons and unarmed strikes, is treated as a *cunning*<sup>APG</sup> *bane* weapon if you have at least 5 ranks in the Knowledge skill appropriate for the creature type. Against such creatures, the save DC of any effect you use is also increased by 2, and you can expend one use of mythic power as a free action to force a creature to roll twice and take the worse result on its saving throw.

## 1st-Tier Genius Path Abilities

You can select these path abilities at any tier.

**A Dizzying Intellect (Ex):** You can use your Intelligence modifier in place of your Charisma modifier on Bluff and Intimidate checks, and add a bonus equal to one-half your mythic tier (minimum 1) on each check. When using Intimidate to demoralize an opponent, you may choose for the target to become fascinated rather than shaken by your rapid-fire witty patter. When conversing with a fascinated creature, you can attempt to trick that creature into revealing the answer to a question with a successful Bluff check opposed by the target's Sense Motive check. If your check succeeds, the target gives a truthful answer a few words long to your question. If your Bluff check beats the target's Sense Motive check by 5 or more, the target is unaware that it has revealed the answer to your question and you may continue asking questions each round. If your check succeeds by less than 5, the target realizes it has breached a confidence in revealing the answer to your question and the fascinate effect ends.

**Additional Idea (Ex):** You learn an additional genius idea ability. You can select this ability twice.

**Analytical Eye (Ex):** When a creature you can see makes an attack, you can spend one use of mythic power as an immediate action to analyze its fighting style and capabilities. You learn all combat feats (including mythic versions of combat



feats) that creature possesses, and may identify feats it didn't use if it did not use some one or more feats you possess. You gain an insight bonus equal to one-half your tier (minimum +1) to AC against that opponent until the end of your next turn. If you use the aid another action, your ally adds this insight bonus to the bonus they gain to their AC or on their next attack roll against that opponent.

**Assured Drinker<sup>T</sup> (Ex):** No one can stop you from imbibing, even in combat. You don't provoke attacks of opportunity when drinking an elixir, extract, or potion. As a swift action, you can expend one use of mythic power to retrieve and drink an elixir, extract, or potion.

**Assured Skill<sup>T</sup> (Ex):** In times of need, you're virtually assured success when using skills. As a free action before you roll a skill check, you can expend one use of mythic power to roll that skill check twice, take the higher result, and add your tier to the total.

**Brilliant Inspiration (Ex):** When determining the effect of your *inspiration*<sup>ACG</sup> class feature or your *investigator talents*<sup>ACG</sup>, you are considered 4 levels higher. This increases the effect of talents you have access to but does not grant you additional talents nor allow you to qualify for them at a lower level than normal. Talents that can normally be used a limited number of times per day gain an additional number of uses equal to one-half your mythic tier (minimum 1). You must have the *inspiration* class feature or have learned at least one investigator talent to select this ability.

**Bulletproof (Su):** You are protected by an aura of deflective force that deflects projectiles. This effect grants you a deflection bonus to AC equal to your mythic tier. This bonus applies only against ranged attacks made by corporeal creatures wielding solid objects, not against melee attacks, rays, and energy attacks. If a critical hit is confirmed against you with a ranged attack with a solid object, you can expend one use of your mythic power as a free action to have a 50% chance to treat that as a normal hit. This chance increases by 5% times your mythic tier.

**Crafting Mastery<sup>A</sup> (Ex):** You can craft any magic item as if you had the necessary item creation feats. If you actually have the item creation feat needed for a magic item you're crafting, whenever you attempt a skill check to create that item, roll twice and use the higher result, and you make twice as much progress on the item for any time spent. This ability does not reduce the item's cost or any other requirements.

**Deadly Guidance<sup>M</sup> (Ex):** You are able to point out the weak points in an enemy's defenses, and your allies benefit from your tactical insight. As a swift action, you can expend one use of mythic power to designate a single opponent

within 30 feet of you. All allies within 30 feet of that opponent gain the sneak attack ability when attacking it, and can thus deal +1d6 points of damage when flanking that opponent or when the opponent is otherwise denied its Dexterity bonus to AC. This sneak attack damage stacks with sneak attack damage from other sources. This ability lasts a number of rounds equal to half your tier (minimum 1). You can take this ability up to four times. Each time you take it, the sneak attack damage from this ability increases by 1d6.

**Directed Assault<sup>M</sup> (Ex):** By finding a gap in your enemy's defenses, you allow your allies to take advantage of your discovery. When you confirm a critical hit with a melee or ranged weapon against an opponent, allies within 30 feet of that opponent add your tier to their critical confirmation rolls against that opponent. This bonus lasts for a number of rounds equal to your tier. During this duration, you can expend one use of mythic power to convert an ally's successful attack into a critical threat. The ally must be within 30 feet, and can also gain the bonus to its confirmation roll. Only one opponent can be the focus of your directed assault at a time. If you confirm a critical hit against another creature, you may make it the new focus (immediately ending the previous focus) or maintain the current focus.

**Eidetic Research (Ex):** You can remember virtually anything you read or see and access it later to help find answers to questions, or to use existing resources like libraries and laboratories to further your pursuit of knowledge. When you have access to a library (or a laboratory, if dealing with alchemy, constructs, medicine, and item creation), you gain a +2 circumstance bonus on all Knowledge checks, with an additional +2 circumstance bonus if the library or laboratory has a specific focus on the subject of your question. An exceptionally large or well-stocked library or laboratory offers you double these bonuses.

In addition, you can spend 1d4 hours in a library or laboratory poring over texts, tomes, and experiments, expending one use of mythic power to commit the data within to memory. This creates a latent mythic surge stored within your mind, which you can trigger later without expending mythic power at any time within one month when you are making an Intelligence check or a Craft, Knowledge, or Profession skill check.

You can store a number of these latent mythic surges equal to your Intelligence modifier plus your mythic tier. If you are faced with a riddle or similar puzzle, you can expend one of these stored mythic surges to gain an additional guess at the correct answer; you do not actually make this guess, but rather are able to successfully evaluate whether or not the guess would be correct.

**Electroshock (Su):** You can





expend one use of your mythic power to deliver a *shocking grasp* (treating your mythic tier as your caster level). Against living creatures, this deals half damage and the damage is nonlethal and can jolt a creature to its senses, granting a new saving throw to remove one of the following conditions (if more than one is present, determine randomly): confused, dazed, fascinated, frightened, panicked, shaken, staggered, stunned, or unconscious. You cannot remove instantaneous or permanent conditions, nor effects that do not allow a saving throw. A dying creature takes no damage from your *shocking grasp* but can make an immediate stabilization roll with a +4 bonus. You must have the technological tinker path ability to select this ability.

**Engineer (Ex):** You can leverage your knowledge of engineering to solve tasks that normally require brute strength, keen eyes, or deft movements. If you spend one minute examining an object or area, you can make a Knowledge (engineering) check in place of a Strength check to break the object or in place of a Perception check to locate hidden doors or compartments in that area, or to add a bonus equal to 1/5 the result of your Knowledge (engineering) check on a Disable Device check. You can spend one use of mythic power to use this ability as a move action. You add your mythic tier as a bonus on typical Knowledge (engineering) checks.

**Explosive Alchemy (Su):** If you expend one use of mythic power, any bombs or alchemical splash weapons you use for a number of rounds equal to your tier explode with greater effect, increasing the radius of your splash damage by 5 feet, plus 5 feet per 5 mythic tiers. Add your mythic tier to the damage dealt by a direct hit and one-half your tier to the splash damage dealt by your bomb or splash weapon.

**Field Surgeon (Ex):** You can treat deadly wounds with the Heal skill even if you lack a healing kit. In addition, if you have a healing kit and expend one use of it along with one use of mythic power, you can spend 1 minute to heal a living creature as if you had cast *cure light wounds* (caster level equals your mythic tier). This effect is non-magical and does not use positive energy or require material components. It can be used to cure corporeal undead as if they were living creatures. However, you cannot heal amorphous creatures or creatures that do not have physical bodies made of flesh and blood. Your ability to heal increases with your mythic tier, as described below.

Tier	MP Cost	Healing Kit	Effect
3rd	1 MP	2 Uses	cure moderate wounds
5th	1 MP	3 Uses	cure moderate wounds
7th	1 MP	4 Uses	cure critical wounds
9th	1 MP	5 Uses	breath of life
10th	2 MP	10 Uses	regenerate

You can spend one additional use of your mythic power to use this ability as a full-round action. If you double the cost in mythic power and uses of your healing kit, you can use the mythic version of the above-listed spell.

**Flash of Omniscience<sup>A</sup> (Ex):** Your ability to recall information is astounding. When you take 10 on any Intelligence-based skill check, add your tier to the result. As a free action, you can expend one use of mythic power to ask one question as if using *divination*. The base chance for a correct answer is 70% + your highest arcane caster level + your tier (maximum 100%). The answer doesn't come from a divine agent, but from your own native understanding; therefore, the answer is never cryptic. If you don't get a correct answer, it's like failing a Knowledge check, and you can't use this ability on this question again.

**Helpful Rebuke<sup>M</sup> (Ex):** You are quick with stern yet helpful words of advice. Whenever an ally within line of sight fails a skill check with a skill you're trained in, you can expend one use of mythic power as an immediate action to allow that ally to reroll that skill check with a bonus equal to your tier. If the new roll is successful, your ally succeeds at that check instead of failing it. The ally who failed the skill check must be able to see and hear you to gain this reroll. You can use this ability with a skill you aren't trained in, but you must expend two uses of mythic power to do so, and the ally doesn't gain your tier as a bonus on the reroll.

**Hypnotist (Su):** You have learned the subtle secrets of mental mesmerism, allowing you to influence the weak-minded. You can use *hypnotism* at will as a supernatural ability that duplicates the spell, with a caster level equal to your mythic tier. You can expend a mythic surge when using *hypnotism*, adding the result of the surge die to the save DC. A creature that saves against your *hypnotism* is immune to your hypnotic power for 24 hours. If the creature fails its save, however, you can expend one use of mythic power as a standard action to use any of the following effects: *discern lies*, *modify memory*, *nightmare*, *suggestion*. Like *hypnotism*, these are supernatural abilities that duplicate the spell effects. You may use Intelligence, Wisdom, or Charisma to set the save DC for these effects. If you expend one additional use of mythic power when using this ability, you can duplicate the effect of the mythic version of one of the above spells. In addition, if you can cast one of the listed spells, you can also use the mythic version of that spell, as if you had learned it using Mythic Spell Lore.

**Imprinting Hand<sup>C</sup> (Su):** By touching a foe, you can gain knowledge about it, including its weaknesses. To use this ability, you must first successfully hit a foe with an unarmed strike, natural weapon, or melee touch attack to make contact, then use this ability as a free action. As long as the target remains within 1 mile of you, you always know the direction and approximate distance to it. If the foe has any weaknesses or vulnerabilities (including a mythic flaw), you immediately know this information. You can maintain this connection with only one creature at a time; if you use this ability on another creature, your connection with the previous creature is lost.

**Insightful Calculus (Ex):** You use your Intelligence modifier when making Disable Device, Perception, Profession, Sense Motive, and Use Magic Device skill checks, as well as



Diplomacy checks to gather information, and you may attempt skill checks in these skills even if untrained. If you gain a competence or insight bonus to one of those skills, that bonus is increased by 2.

**Knowledgeable Guardian<sup>G</sup> (Ex):** Add double your tier as a bonus on Knowledge checks you attempt to identify monsters, including checks made to learn any special powers and vulnerabilities. As a free action, you can expend one use of mythic power to telepathically communicate the knowledge you obtain from this check to all allies within 100 feet.

**Lesson Learned<sup>G</sup> (Ex):** Whenever you fail a saving throw against a supernatural or spell-like ability, you gain a +5 bonus on all further saving throws against that ability, including subsequent saves against an ongoing effect, or against the same effect produced by a different source or creature. This bonus lasts for a number of minutes equal to your tier. For example, if you fail a save against a demon's *fireball* spell-like ability, you gain this bonus against a *fireball* spell-like ability from any creature; if you fail a save against a blue dragon's electricity breath weapon, you gain this bonus against all blue dragon electricity breath weapons, but not against a black dragon's acid breath weapon or a gorgon's petrification breath weapon. If you fail another saving throw against the same ability, the duration of lesson learned resets but the bonus doesn't stack with itself.

**Maestro Composer (Ex):** Any feats or class abilities you possess that apply to bardic performance also apply to any bardic masterpieces<sup>UM</sup> you know, and you are considered 4 levels higher for determining the effects of any of your bardic masterpieces. In addition, you can learn bardic masterpieces without sacrificing spell slots, functioning as if you had a number of bonus spell levels equal to your number of mythic tiers and allocating a number of these bonus spell levels equal to cost of the masterpiece (e.g., expending 2 levels to learn *the cat step*, rather than a 2nd-level bard spell slot). When you gain a new mythic tier, you can "lose" a previously learned masterpiece in order to learn a different one. You must have learned at least one bardic masterpiece to select this ability.

**Manufactory (Ex):** When you are crafting magic items, you add 1,000 gp times your mythic tier to the maximum gp value of items you can create each day, and you can work simultaneously on a number of items equal to one-half your mythic tier (minimum 1). When using the Craft skill, you may roll twice and select the better result for determining your weekly progress, and the result of the skill check indicates your progress in gp rather than sp.

**Master Dilettante<sup>T</sup> (Ex):** You are passingly familiar with almost every subject and have dabbled in numerous fields and activities. You gain a competence bonus equal to your tier on all untrained skill checks. You can attempt all skill checks untrained, even if the skill normally cannot be used untrained.

**Multiple Mutagen (Su):** You can create multiple mutagens (including *cognatogens*<sup>UM</sup>) per day, dividing the total duration of your mutagen into 1-hour increments. The mutagens you create may be of the same type or different types. You may use

more than one mutagen simultaneously; however, the ability score bonuses for each mutagen after the first are reduced by 2 and penalties increased by 2. The natural armor bonus to AC does not stack for multiple mutagens.

**Mythic Discoveries (Ex):** When determining the effect of your alchemist discoveries<sup>APG</sup>, wizard arcane discoveries<sup>UM</sup>, or machinesmith tricks<sup>CNE</sup>, you are considered 4 levels higher. This increases the effect of discoveries you have access to but does not grant you additional discoveries nor allow you to qualify for them at a lower level than normal. This does not increase the damage or save DC of alchemist bombs. Discoveries that can normally be used a limited number of times per day gain an additional number of uses equal to one-half your mythic tier (minimum 1). You must have the discovery class feature or have learned at least one arcane discovery or machinesmith trick to select this ability.

**Mythic Mutagen (Su):** When using your mutagen, your unarmed strike (and natural attacks, if your mutagen grants them) are treated as epic weapons for the purpose of overcoming damage reduction, and you gain DR/epic equal to your tier.

**Mythic Trapster (Ex):** When determining the effect of your trapfinding, trap sense, or trap<sup>UM</sup> class features, or any effects of your ranger traps<sup>UM</sup>, you are considered 4 levels higher. You gain a bonus equal to your tier on Craft (trap) checks, and when you create a trap, you may expend a mythic surge. When the trap is triggered, add your surge die to the trap's attack and damage rolls and add one-half your mythic tier (minimum 1) to the save DC. You also gain the ability to craft mythic traps.

**Nanite Antibodies (Su):** You have tiny techno-organic nanobots flowing through your bloodstream, allowing you to control the flow of your blood and filter toxins in your system. You gain immunity to bleed effects and gain a bonus equal to one-half your mythic tier (minimum +1) against disease, poison, and effects that would cause you to become sickened or nauseated. When you fail a save against such an effect, you can expend one use of mythic power as a free action to reroll the save; you may use only one reroll per save. You must have the technological tinker path ability in order to select this ability.

**Path Dabbling<sup>T</sup> (Ex):** Select one path ability from another mythic path. You must meet any other requirements that path ability has, including a minimum tier restriction.

**Perfect Aid<sup>M</sup> (Ex):** Whenever you successfully use the aid another action, your ally also adds your tier to the aid another bonus. If you use your surge ability on the aid another roll, add the result of the surge die to this bonus as well.

**Perfect Polyglot (Ex/Sp):** Whenever you encounter a language you don't know, you can absorb its nuances at incredible speed, and you think fluidly in all languages you know. Attempts to read your thoughts automatically fail unless a creature understands all languages you know. You add your mythic tier on Linguistics checks, and when you use a language-dependent effect, you are considered 4 levels higher. This improves the effect of language-dependent effects that you use but does not allow you to use abilities that for which



your actual level does not qualify you. You can expend one use of mythic power to use *comprehend languages*, *share language*, or *tongues* as spell-like abilities, using your mythic tier as your caster level. You can expend additional mythic power to use the mythic version of those spells.

**Probable Path (Ex):** You have an amazing knack for combining careful analysis with intuitive leaps to puzzle your way through difficult situations. You never become hopelessly lost, and once per day per mythic tier, you can add both your Intelligence and Wisdom modifiers to the result of any Intelligence or Wisdom check, Intelligence or Wisdom-based skill check, or Will save. If you add a mythic surge to a roll of these types, you roll the surge die twice and select the better result. As a swift action, you can expend one use of mythic power to apply your Intelligence modifier in place of your Dexterity modifier to your AC and on Reflex saves for a number of rounds equal to your mythic tier.

**Purging Alchemy (Su):** You can use Craft (alchemy) checks in place of Heal checks to treat diseases or poisons. You also can create *alchemical remedies* (as described in the Gear chapter of *Pathfinder Roleplaying Game Ultimate Equipment*) in 1/10 the normal amount of time, and you may manufacture a number of doses of the same alchemical remedy simultaneously equal to your mythic tier. Finally, you may select a number of conjuration (healing) spells or extracts equal to your mythic tier and can expend mythic power when using them to enhance the results. To select a mythic spell or extract, you must be able to cast the non-mythic version or have it on your list of spells or extracts known. Every time you gain a new tier, you can select an additional conjuration (healing) spell or extract.

**Repair (Ex/Su):** You can repair objects and constructs with minimal effort. As a full-round action, you can attempt a DC 20 Disable Device check to repair 2d4 points of damage to an adjacent damaged object, adding an additional 1d4 points of damage for every 5 points by which you exceed the DC. You cannot repair objects that have been completely destroyed. You add your mythic tier as a bonus on this check. If you expend one use of mythic power, you can make a repair as a swift action on an adjacent object, or as a full-round action on an object up to 5 feet times your mythic tier away from you, or you may repair a destroyed object as if using *make whole*, with a caster level equal to your mythic tier.

**Sage Scholar (Ex):** You can select a number of specialized areas of knowledge equal to your mythic tier. You gain a bonus equal to your mythic tier on Appraise, Knowledge, Linguistics, and Perform checks related to that specialty, as well as Diplomacy checks to gather information about it. Your specific area of knowledge is typically a single kind of creature (such as frost giants, not all giants or all humanoids), nation or region, religion, culture, or type of object or artifact. You also apply this bonus on Spellcraft and Use Magic Device checks made with magic items associated with your specialty, and you can expend one use of mythic power to *identify* objects of that type.

At 3rd tier and above you can take this ability a second time,

allowing you to take 10 on any of the above skill checks related to your specialties. You can expend one use of mythic power to treat the result of such a skill check as a natural 20, and you can expend three uses of mythic power to use *legend lore* to uncover information about your specialty. Your *identify* and *legend lore* abilities function as those spells, using your mythic tier as your caster level, but are extraordinary abilities.

**She May Not Look Like Much (Ex/Sp):** You take no penalty on attack rolls when using an improvised weapon, and when you attack with a broken weapon, it functions as if it were not broken. In addition, if you have a mount or animal companion, or if you are riding an ordinary mount whose CR does not exceed your mythic tier, that creature is immune to fatigue and exhaustion, and you can expend one use of mythic power as a swift action to use any of the following spell-like abilities on that mount, using your Hit Dice as your caster level: *ant haul*, *cure moderate wounds*, *expeditious retreat*, *false life*, *greater magic fang*, *longstrider*. You may expend additional uses of mythic power to grant that creature the mythic version of those spells. You can expend one use of mythic power plus the cost listed above to use this ability on the mount of an ally.

**Shortwave Implant (Ex)\*:** You can spend 1 minute and one use of mythic power to implant a technomagical transponder in a willing or helpless creature. The implant lasts a number of days equal to your mythic tier and allows you to communicate with that creature as if using *message*. You can expend an additional minute and an additional use of mythic power to gain the effect of *status* as long as the implant functions.

If you are at least 3rd tier, you can expend one use of mythic power to send and receive a message as *sending*, or if the creature is within 30 feet you can expend one use of mythic power to give it a *suggestion*.

If you are at least 6th tier, you can expend one use of mythic power to establish a *telepathic bond* or two uses of mythic power to establish a *battlemind link* with the implanted creature, and if you expend two uses of mythic power, you can issue a *demand*.

While the effects of the shortwave implant duplicate spells, they are considered extraordinary abilities and cannot be detected or dispelled by magic. Where applicable, the save DC is Intelligence-based.

**Skeptical Eye (Ex):** You gain a bonus equal to your mythic tier on Sense Motive checks and on Perception checks made to oppose Disguise or Sleight of Hand checks. You gain a bonus equal to one-half your mythic tier (minimum +1) on saves against illusions, and against illusions that allow disbelief you are automatically allowed a saving throw to disbelieve if the spell's level is lower than your mythic tier.

**Stealth Drone (Su)\*:** You can spend 1 minute and one use of mythic power to create an invisible force construct that acts as both servant and spy for you. Your *stealth drone* functions like an *unseen servant*, but it can travel up to 500 feet times your mythic tier away from you. You can command it to record up to 1 hour of nearby sounds, though since it is unintelligent it must be given simple commands as to when it is to start





recording sounds. A stealth drone can differentiate between creature types and subtypes, but not between specific individuals. Once the drone begins recording sound, it cannot cease recording early. It continues recording for the duration you stipulated when you gave it its instructions, and then returns to you with the recording. Playing back the recording takes the same amount of time as the original sound did, and you can start or stop playback as a swift action. You can erase the recording as a swift action.

At 3rd tier, you can expend one use of mythic power to transform your stealth drone into an *arcane eye* for a number of minutes equal to your mythic tier, allowing you to control its movements completely. When this duration expires, the stealth drone reforms into its *unseen servant* form.

At 6th tier, you gain a constant mental link with your stealth drone, allowing you to issue it new commands at any time. You can also spend two uses of mythic power to cause it to disincorporate into a set of *prying eyes*. When the *prying eyes* effect expires, the stealth drone can reform into its *unseen servant* form at the location of any of the *prying eyes*. While your stealth drone remains in *unseen servant* form and is within 200 feet, you can cast spells through it as if it were a *project image* spell by expending one use of mythic power with each spell you cast.

**Strange Style (Ex):** You gain proficiency in a number of exotic weapons equal to your mythic tier. In addition, you can practice with an exotic weapon for 1 hour in order to wield it as if it had one of the following special features for the next 24 hours: blocking, brace, deadly, disarm, distracting, monk, nonlethal, performance, or trip. Alternatively, you may treat

the weapon as if it did not have the fragile or nonlethal feature. If you expend one use of mythic power, you may practice as a full-round action to gain the above benefit. If you spend an hour practicing and expend one use of mythic power, you may add the grapple or reach special feature to an exotic weapon, or you may add (or subtract) a number of special features listed above when using that exotic weapon equal to one-half your mythic tier (minimum 1).

**Sure Shot (Ex):** When you are using a firearm and have a misfire, you can expend one use of mythic power as a swift action to negate that misfire. If you are throwing a splash weapon and miss your target, you can roll twice to determine the direction and distance it lands from the intended target and select the better result. You can also expend one use of mythic power to cause the splash weapon to land intact, without breaking or exploding and able to be used again once it is retrieved.

**Technological Tinker (Ex):** You gain *Technologist*<sup>TG</sup> as a bonus feat, and you add your mythic tier as a bonus on Craft, Disable Device, Knowledge (engineering), Linguistics, and Perception checks related to robots, technological objects, or technological traps. Any *timeworn technology*<sup>TG</sup> items you use do not automatically glitch on a natural 1, and you reduce the chance of glitches at other times by 5% times your mythic tier. If a glitch does occur, you can add or subtract twice your mythic tier from the d% roll to determine the effect of the glitch. When crafting an item using a technological crafting lab, you reduce the necessary energy expenditure of the facility by 5% times your mythic tier.



**This Might Just Work<sup>T</sup> (Ex):** You're adept at combining optimistic resourcefulness with natural skill. You can attempt a skill check with a class skill in place of a skill that uses the same ability score modifier. For example, you could attempt an Acrobatics check in place of a Stealth check because both skills are based on Dexterity. You take a -5 penalty on this check and can't take 10 or 20 on it. The GM can disallow certain uses of this ability when the skill can't possibly be applied to the task.

**Trap Taker<sup>T</sup> (Ex):** You can use the Use Magic Device skill instead of Disable Device to disable magical traps. If your Use Magic Device check overcomes the DC to disable the trap by 5 or more, you can instead leave the trap in place, but change it so that you and your allies can bypass it. You can also alter the trap so the original creator and any creatures he might have designated as safe instead set off the trap. If you expend one use of mythic power when altering a trap in this way, you can move the trap to any point within 100 feet that is in line of sight.

**Unwavering Skill<sup>M</sup> (Ex):** You can always take 10 or 20 on checks using class skills, even if threatened or in a hazardous situation. You can't use this ability with skill checks that don't normally allow you to take 10 or take 20.

### 3rd-Tier Genius Path Abilities

You must be at least 3rd tier to select these path abilities.

**Advanced Gunnery (Ex):** You are an expert in maintaining even primitive firearms in pristine condition. If you spend one hour field-stripping and cleaning a firearm, it functions as an advanced firearm in your hands for 24 hours. Its misfire chance is treated as if using alchemical cartridges, even if you are using black powder, and you can load 6 pieces of ammunition in 1 minute. A firearm you misfire can become broken but not destroyed by a misfire. If you are 3rd tier or above and wielding a firearm, you can expend one use of mythic power to imbue one of the following properties onto your firearm for a number of rounds equal to your mythic tier: *lesser designating*<sup>UC</sup>, *limning*, *seeking*. If your firearm is already magical, these properties are in addition to any other properties the item possesses. You must have the *Gunsmithing*<sup>UC</sup> feat or the *gunsmith*<sup>UC</sup> class feature to select this ability.

**Blade of Reason (Ex):** When you successfully identify a creature with a Knowledge check, attacks you make against that creature are treated as if you were wielding a weapon with the *bane* property against that opponent for a number of rounds equal to one-half your mythic tier. If you expend one use of your mythic power when using this ability, this *bane* property applies against all creatures of the same type (and subtype, if applicable) as the creature you identified. You must have the knowledgeable guardian path ability as described in *Pathfinder Roleplaying Game Mythic Adventures* in order to select this ability.

**Clockwork Creation (Su)\*:** You add your mythic tier on Craft checks involving clockworks, and you can create

constructs with the *clockwork* subtype as if you had the Craft Construct feat. In addition, you can expend one use of mythic power to *animate objects* (as the spell), treating your mythic tier as your caster level. The constructs you create gain the clockwork subtype and require 1 full-round action to create a Small or smaller construct, plus 1 round for each size larger than Large. You can continue creating clockwork constructs each round until you have made all constructs allowed; if more than 1 round passes without working on a construct, you forfeit any remaining Hit Dice of constructs you could have created.

If you are at least 6th tier, you treat your caster level as if it were twice your mythic tier for the purpose of crafting clockwork constructs or using your *animate objects* ability. In addition, you can expend an additional use of mythic power to use *mythic animate objects*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. When creating clockwork constructs, you are treated as if you had the Mythic Craft Construct feat.

You must have the repair ability to select this ability.

**Combat Saboteur<sup>T</sup> (Ex):** You can sabotage an opponent's gear with a simple touch. This sabotage is a sunder combat maneuver that doesn't provoke attacks of opportunity, and you use your Intelligence modifier in place of your Strength modifier for determining your CMB. You may add your tier to your CMB when attempting this maneuver against a non-mythic creature. If you succeed, you can give the broken condition to a single item the opponent is wielding or carrying. If the item creates an effect that grants a saving throw, the DC of that save is decreased by 2. This attack doesn't deal any damage to the object. The condition can be removed by spending 1 minute undoing the sabotage, or instantaneously with *mending* or a similar spell.

**Critical Skill<sup>T</sup> (Ex):** Whenever you roll a natural 20 on a skill check, you perform that skill with exceptional proficiency. Typically, this means that the task takes half the normal amount of time to accomplish. If the skill would normally take a full-round action, it instead takes a standard action. If it would normally take a standard or move action, it instead takes a swift action. If it would normally take a swift or free action, it instead takes no time at all. The GM might rule that instead of reducing the amount of time needed, using the skill takes the normal amount of time but the critical success results in some other added benefit, depending on the skill being used and the situation.

**Cybernetic Drone (Ex)\*:** You can create cybernetic and neuromantic implants that allow you to control another creature as *dominate person*, using your mythic tier as your caster level. You must spend 1 hour and one use of mythic power to implant the control circuitry into your target; you can reduce this to 1 minute by spending one additional use of mythic power, or 1 round by spending two additional uses. The target must be helpless or willing. If the creature's Will save succeeds, the cybernetic implant fails and has no effect. You can extend the duration of the *dominate person* effect (as though you had cast it again) by expending one use of mythic power; the target



is not entitled to a new saving throw when you extend the effect. If the target takes more than 5 points times your mythic tier of electricity damage from a single effect, it is allowed a new saving throw to end the effect.

Once you have controlled a creature, you can implant weapons, shields, or armor into its flesh by spending one hour and one use of mythic power. Once these items are implanted, your cybernetic drone can wield or wear them as though proficient and does not provoke attacks of opportunity when making ranged attacks with ranged weapons that use ammunition. Implanted weapons are considered primary natural weapons, although effects that affect manufactured weapons, like *magic weapon* and sunder combat maneuvers, still affect them. If the *dominate* effect is ended, the target loses proficiency with the implanted weapons, shields, and armor, even if they are normally proficient with weapons, shields, or armor of that type. Removing implanted armor requires a 1d4 hours of surgery and a successful DC 30 Heal check. Each Heal check, whether successful or not, deals 1d4 points of Strength and Dexterity damage to the target.

At 6th tier or above you can take this ability a second time, allowing it to function as *geas/quest* rather than *dominate person*, though the cost in mythic power is doubled. You may also take it a third time, functioning as *dominate monster* at triple the cost in mythic power.

This is an extraordinary ability and is non-magical, though it can be removed by effects that remove permanent transmutation effects. A successful Sense Motive check detects the domination created with this effect. The save DC is Intelligence-based. You must have the field surgeon and shortwave implant abilities to select this ability.

**Dirty Bombs (Su):** Your base bomb damage die is increased by d8's instead of d6's. In addition, if you expend one use of mythic power while using a bomb to attack, its damage dice are increased to d10s and they ignore energy resistance or immunity.

**Elementary Deduction (Ex):** You can learn enough about a creature through observation to deduce what it is likely to do and the most effective way to deal with it. You may use your Intelligence modifier in place of your Wisdom modifier on Sense Motive and Survival checks, and if you add a mythic surge to a Knowledge check to identify the creature you roll the surge die twice and take the better result. When attempting to follow a creature that you have observed for at least 1 round during the past 24 hours, you can expend one use of your mythic power to gain a bonus equal to one-half your mythic tier on Bluff, Diplomacy, Intimidate, Knowledge, Perception, Sense Motive, and Survival checks against or about that creature, as well as on attack rolls or caster level checks made against that creature. This bonus lasts for 24 hours or until you select a new creature upon which to focus.

**Escape Plan (Ex):** When you use the withdraw action, you can take an additional move action at any point during the withdraw action. If you expend one use of mythic power, you

can take a number of additional move actions equal to one-half your mythic rank or tier. You can use this move action to move as well as to open or close a door or perform any other move action desired. While using this ability, you can use move actions to drink potions, extracts, and elixirs. Until the beginning of your next turn, you gain the benefits of the Mobility and Wind Stance feats, and at the end of your movement you can make a Stealth check even if under direct observation.

If you are at least 6th tier, you can expend three uses of mythic power as a swift action at any point during your turn to cast a spell or use a spell-like or supernatural ability you have available for use to aid in your escape. This effect affects only you, even if it is normally an effect that affects an area or multiple creatures.

**Genegineer (Su)\*:** You gain *Brew Fleshcrafting Poison*<sup>AP</sup> as a bonus feat, and spells, spell-like abilities, and supernatural effects that you create are more effective against creatures with warped or altered physiology. Your caster level and save DC are each increased by 1 against aberrations, magical beasts, monstrous humanoids, and any creature using a mutagen, polymorph effect, or *fleshwarped* creatures. When using *summon monster* spells, you may elect to grant a summoned creature the *fleshwarped* template in place of the celestial or fiendish template.

If you have the mutagen class feature, you may double the cost of your mutagen, allowing you to inject it into a willing or helpless creature as a full-round action that provokes attacks of opportunity. The recipient succeed on a DC 20 Fortitude save to benefit from the infused mutagen, but you may expend one use of your mythic power to allow the target to add your mythic surge die on its saving throw. A failed save indicates that the mutagen does not work and the target is nauseated for 1d10 rounds.

**Handy Souvenir (Ex):** You collect a miscellany of items in the course of your travels, allowing you to carry unspecified equipment worth up to 100 gp times your mythic tier. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, you may dig through your pockets to retrieve an item you specify at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, you can retrieve no more items until you pick up more souvenirs, requiring spending several hours shopping and spending allocating the requisite amount of gold to bring you up to your total of 100 gp per tier. You can expend one or more uses of mythic power while shopping, adding 100 gp times the result of your surge die to the amount of additional unspecified equipment you can carry.

You add your mythic tier as a bonus on Sleight of Hand checks to hide small objects on your person, and you add one-half your tier to your Strength score to determine the maximum amount you can carry while remaining at light encumbrance; this does not increase your total carrying capacity.



**Mend Flesh (Ex):** You can use the Heal skill to treat disease or poison without penalty if you do not have a healing kit. In addition, if you have a healing kit and expend one use of it along with one use of mythic power, you can spend 1 minute to heal a living creature as if you had cast *lesser restoration* (caster level equals your mythic tier). This effect is non-magical and does not use positive energy or require material components. It can be used to cure corporeal undead as if they were living creatures. However, you cannot heal amorphous creatures or creatures that do not have physical bodies made of flesh and blood. Your ability to heal increases with your mythic tier, as described below.

Tier	MP Cost	Healing Kit	Effect
5th	1 MP	2 uses	remove blindness/deafness or remove disease
7th	1 MP	4 uses	neutralize poison
9th	1 MP	5 uses	restoration
10th	2 MP	10 uses	heal

You can spend one additional use of your mythic power to use this ability as a full-round action. If you double the cost in mythic power and uses of your healing kit, you can use the mythic version of the above-listed spell. You must have the field surgeon ability to select this ability.

**Nanite Replication (Ex):** The nanobots in your bloodstream are capable of replicating themselves and your vital tissues, allowing you to heal wounds and regrow missing limbs and sensory organs. You gain regeneration equal to one-half your mythic tier; your regeneration is suppressed by acid or electricity damage. If you are blinded, dazzled, or deafened, you can expend one use of mythic power as a full-round action to negate that condition if it is from a temporary effect, or two uses of mythic power if it is a permanent effect. You cannot negate these conditions if you have taken electricity damage within the previous minute. You must have the nanite antibody ability to select this ability.

**One Step Ahead (Su):** Whenever you are targeted with a spell or effect (including being included in the area of a harmful area effect) that can be directly and specifically countered or defended by an ability you possesses and have ready for use, such as a prepared spell (or spell slot for a spontaneous caster), you can expend one use of your mythic power to use that ability as an immediate action upon yourself before resolving the original effect. The effect must target you, not other creatures or an area.

This ability can only be used during combat, but it may be used while you are unaware of your attacker or are flat-footed. If you are affected by a condition that prevents you from taking actions, such as being dazed, stunned, or unconscious, you can still use this ability by expending an additional use of your mythic power. You can also use this ability to use a potion, scroll, or other magical item with a suitable effect by expending an additional use of your mythic power.

Examples of spells that could be cast using this ability include: *resist elements* or *protection from elements* spell when targeted by an effect dealing that type of damage; *shield spell* when targeted by *magic missile*; *protection from evil* against a charm, compulsion, or dominate effect; *stoneskin* against a weapon or natural weapon attack; *death ward* against an energy drain attack or death effect; *freedom of movement* when grappled or held; *water breathing* when forcibly submerged underwater; *mind blank* or *nonetection* against a divination; or *see invisibility*, *true seeing*, or *invisibility purge* when attacked by an invisible creature. Spells or effects that are generally useful as defensive abilities but not specific to the attack being used, such as *mirror image*, *invisibility*, or *displacement*, and multi-function effects that are only partly related to the attack being used, such as using *elemental form I* or *fire shield* to gain resistance to fire, are not suitable for use with this ability.

**Predictive Analysis (Ex):** You may apply your Intelligence modifier instead of your Dexterity modifier when making initiative checks. You may also spend one use of mythic power as a full-round action contemplating a creature, object, location, or idea associated with one type of Knowledge skill. This grants you the effect of *moment of prescience*, with a caster level equal to the number of ranks you have in that Knowledge skill; however, the *moment of prescience* can be triggered only as part of a die roll relating to that Knowledge skill, such as an attack roll against a dragon if the related skill was Knowledge (arcana).

**Robot Fighter (Ex):** When fighting constructs, you add one-half your mythic tier as an insight bonus on attack and damage rolls, caster level checks, and opposed skill checks. If the construct has the robot subtype, these bonuses also apply to your AC and on saving throws against any of the robot's abilities. You can expend one use of mythic power as a swift action to grant the *construct bane* property to a weapon you touch, lasting a number of rounds equal to your mythic tier.

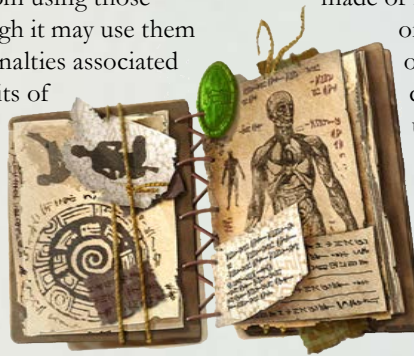
**Sizing Serum (Ex):** You can channel the power of strange alchemical mixtures, unstable isotopes, cosmic rays, and sub-space particles to cause yourself or another creature to grow or shrink. You can use *enlarge person* or *reduce person* on yourself for a number of minutes per day equal to your tier. This duration need not be continuous but must be used in 1-minute increments, and using either ability counts against the same total duration per day. You may expend mythic power to gain the effects of *mythic enlarge person* or *mythic reduce person*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

You may use your sizing serum on another creature by expending one use of mythic power (or two uses to use the mythic version of the effect), though you must hit a creature with a ranged touch attack (range 30 feet) in order to affect it, and the effect lasts only 1d4 rounds on a failed save (or for a willing target). Sizing serum affects all creatures with a physical body, including constructs and corporeal undead, though amorphous and non-living creatures gain a +2 circumstance bonus on their saving throw. The save DC for sizing serum is Intelligence-based.



**Studied Striker (Ex):** When determining the effect of your studied combat or studied strike<sup>ACG</sup>, you are considered 4 levels higher, and you can study a single enemy as a swift action or a number of enemies equal to your mythic tier as a move action. The effect of your studied combat applies to only one successful attack against each target, up to a maximum number of rounds equal to your Intelligence modifier.

**That Trick Doesn't Work on Me Anymore (Ex):** When you learn a creature's combat feats using the analytical eye path ability and that creature attacks you, you can select a number of its combat feats equal to one-half your mythic tier as an immediate action, spending one use of mythic power per feat you select. Your attacker gains no benefit from using those feats against you for the next 24 hours, though it may use them against other creatures and still takes any penalties associated with using those feats. If negating the benefits of these feats results in your opponent provoking an attack of opportunity from you, such as negating the Improved Trip feat, you gain a bonus equal to one-half your mythic tier to your attack roll on your attack of opportunity. You must have the analytical eye path ability to select this path ability.



## 6th-Tier Genius Path Abilities

You must be at least 6th tier to select these path abilities.

**Class Mimic<sup>T</sup> (Ex):** The abilities of your allies are available to you with a touch. As a standard action, you can expend one use of mythic power and touch a willing creature to copy one of that creature's class features. You gain the use of this class feature for 10 minutes per tier, using the level of the creature touched as your level for any effects based on level. You can't copy an ability that has a limited number of uses per day (such as rage, smite evil, or spellcasting) or an ability that involves a companion (such as eidolon, hunter's bond, or nature bond). You can have only one use of this ability in effect at one time. If you use this ability again, any previous use immediately ends. You can't copy the same ability more than once per day.

**Dispassionate Insight (Ex):** Whenever you would receive a luck, morale, profane, or sacred bonus, you may choose to treat that bonus as an insight bonus instead.

**Enduring Elixir<sup>T</sup> (Ex):** Whenever you drink an elixir, extract, or potion with a duration of 10 minutes per level or longer, you can change its duration to 1 day. You can have this ability in effect on only one elixir, extract, or potion at a time. Using it on a second one causes the duration of the first to revert to normal—and to end immediately if the normal duration would have expired. If you're at least 9th tier, you can select this ability a second time to have it work on extracts and potions with a duration of 1 minute or longer.

**It's Alive (Ex):** You can create constructs of flesh, blood, and bone as if you had the Mythic Craft Construct feat, and you also can use the Heal skill to treat negative levels in the same way you can treat disease or poison, , granting a +4 bo-

nus on saving throws to remove negative levels with a successful Heal check against the DC of the energy drain effect that inflicted the negative levels. In addition, if you have a healing kit and expend it along with one or more uses of mythic power, you can spend 1 minute to bring a creature back to life, as *raise dead* (caster level equals your mythic tier). This effect is non-magical and does not use positive energy or require material components; however, raising a creature from the dead is very taxing and causes you to gain one negative level, plus one additional negative level for every 5 Hit Dice, plus one for every 2 mythic ranks or tiers it possesses. You cannot raise amorphous creatures or creatures that do not have physical bodies made of flesh and blood. You must expend a number

of uses of mythic power equal to the Hit Dice of the creature to be raised. If you lack sufficient mythic power, you can gain temporary use of mythic power for the purpose of this ability by choosing to gain one additional negative level for every additional use of mythic power you require. You may also draw life energy from an adjacent willing or helpless creature. Each such creature gains two negative levels for each point of temporary mythic power you provide. You

cannot use this mythic power for any purpose other than using this ability. Negative levels gained in this fashion are removed at a rate of one negative level per day of rest. As your tier advances, so too does your ability to raise the dead.

At 8th tier, you can duplicate *resurrection*, using the rules as described above. If you use this ability to *raise dead*, you regain negative levels at a rate of one per hour rather than one per day.

At 10th tier, you can duplicate the effects of *true resurrection*, using the rules as described above. If you use this ability to duplicate *resurrection*, you regain negative levels at a rate of one per hour rather than one per day. If you *raise dead*, your negative levels are restored at a rate of one per minute.

You can spend one additional use of your mythic power to use this ability as a full-round action. If you double the cost in mythic power, you can use the mythic version of the above-listed spell. You must have the mend flesh ability to select this ability.

**Nanovirus (Ex):** As a standard action, you can expend one use of mythic power to infect a creature you touch with a corrupted virus comprised of hostile nanites. The nanites deal the target 1d4 points of Wisdom damage (Fortitude half), and as long as the target has any Wisdom damage its mental reactions, insight, and instincts become stilted and mechanical; the target gains a +2 bonus on saving throws against mind-affecting effects but takes a -2 penalty on Charisma checks and Charisma-based skill checks when interacting with living creatures.

If the target takes Wisdom damage equal to its Wisdom score and at least half of that Wisdom damage is caused by



your nanovirus, its mind is consumed by the nanovirus and it becomes helpless for 1 hour, after which it rises as a nanite zombie under your control. A nanite zombie is identical to a standard zombie or fast zombie, but it is a construct and its construct traits replace its undead traits. As a construct, it is unaffected by positive or negative energy, though it gains vulnerability to electricity. A nanite zombie remains active and under your control for a number of days equal to your mythic tier. You may control a total of 4 Hit Dice of nanite zombies per mythic tier. If you create new nanite zombies in excess of this limit, the oldest remaining zombies become uncontrolled and hostile to all living things. You must have the nanite replication ability to select this ability.

**Rapid Robotics (Su)\*:** This ability functions like the clockwork creation ability, but allows you to craft constructs with the *robot* subtype in the same way, including force fields and integrated weaponry, laser beams, and plasma weapons. When using your *animate objects* ability, you can add a force field to your robots at a cost of 3 CP. Adding integrated weaponry carries no CP cost; however, you must provide the weapons you wish to integrate. You must have the clockwork creation ability to select this ability.

**Regression to the Mean (Su):** Whenever you or an ally makes a die roll, you can expend one use of mythic power after the die roll to treat the result of that roll as if it were the mathematical average for that roll, whether it involves a single die or multiple dice, treating each d4 result as 2.5, each d6 as 3.5, each d8 as 4.5, each d10 as 5.5, each d12 as 6.5, and each d20 as 10.5, rounding down if the die roll involves an odd number of dice (including a single die). This does not require an action. You can expend one use of mythic power (two uses if the target is a mythic creature) as an immediate action to use this ability to affect an opponent's die roll. You cannot affect an opponent whose mythic rank or tier exceeds yours with this ability.

**Technomagical Conversion (Ex)\*:** You can spend 8 hours tinkering with a magical item that produces a spell effect that creates a ray, cone, or line-shaped area, expending one use of mythic power per level of the spell effect in question. Once you have done this, the magical device becomes a non-magical technological device for a number of days equal to your mythic tier before reverting to normal. The item retains its normal function, including using charges or daily uses, though it cannot be recharged by magic and is considered non-magical for all purposes. Its effects no longer detect as magical and are not subject to spell resistance, *dispel magic*, or *antimagic field*. You also may use this ability in reverse to turn a technological item into a magical item. You must have the technological tinker path ability to select this ability.

## Genius Builds

When selecting your genius's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations

about what it means to be a mysterious mythic scholar.

**Battlemind:** You apply a powerful intellect to the field of battle, using your mind to anticipate and counter your enemies as you analyze them for weaknesses you can exploit. *1st-Tier Path Abilities*—analytical eye, deadly guidance, directed assault, imprinting hand, knowledgeable guardian, lesson learned, perfect aid, strange style; *3rd-Tier Path Abilities*—blade of reason, studied striker, that trick doesn't work on me anymore; *6th-Tier Path Abilities*—regression to the mean.

**Curious Professor:** You are a student of lore, a broad-based scholar of all things and an obsessive specialist in your particular areas of interest. Your keen mind is always questioning and reasoning out solutions before some are even aware there is a problem. *1st-Tier Path Abilities*—eidetic research, helpful rebuke, hypnotist, maestro composer, mythic discoveries, perfect polyglot, probable path, sage scholar, skeptical eye, this just might work; *3rd-Tier Path Abilities*—elementary deduction, escape plan, handy souvenir, predictive analysis; *6th-Tier Path Abilities*—dispassionate insight.

**Inventor:** You are an innovator into future technologies, combining impossible insights into quantum energies, robotics, and advanced technology that strives beyond the puerile mechanics clung to by lesser minds. *1st-Tier Path Abilities*—bulletproof, crafting mastery, electroshock, engineer, manufactory, nanite antibodies, repair, shortwave implant, stealth drone, technological tinker; *3rd-Tier Path Abilities*—advanced gunnery, cybernetic drone, nanite replication, robot fighter; *6th-Tier Path Abilities*—nanovirus, rapid robotics

**Mad Doctor:** You plumb the scientific secrets of life and death, blending alchemy and anatomy in a deadly and volatile mixture that warps and blends flesh and bone. *1st-Tier Path Abilities*—assured drinker, electroshock, explosive alchemy, field surgeon, multiple mutagen, mythic discoveries, mythic mutagen, purging alchemy, shortwave implant; *3rd-Tier Path Abilities*—dirty bombs, escape plan, genegineer, mend flesh, sizing serum; *6th-Tier Path Abilities*—enduring elixir, it's alive.

**Polymath:** You are a student of every field and a master of many. Your ability to rapidly process, digest, and synthesize information and insight makes you good at virtually everything. *1st-Tier Path Abilities*—a dizzying intellect, assured skill, brilliant inspiration, flash of omniscience, insightful calculus, master dilettante, path dabbling, perfect polyglot, probable path, unwavering skill; *3rd-Tier Path Abilities*—critical skill, one step ahead, predictive analysis; *6th-Tier Path Abilities*—class mimic, regression to the mean.

**Tinker:** You are a master mechanic, working with all manner of gears and wheels to construct functioning machines out of whatever is available, often far more effectively than their appearance would suggest. *1st-Tier Path Abilities*—engineer, crafting mastery, manufactory, mythic discoveries, mythic trapster, repair, she may not look like much, sure shot, technological tinker, trap taker; *3rd-Tier Path Abilities*—clockwork creation, combat saboteur, dirty bombs, handy souvenir; *6th-Tier Path Abilities*—technomagical conversion.



## PATH OF THE LIVING SAINT

A saint devotes herself, body and soul, to a deity or pantheon. Her service is exemplary. Her commitment never wavers. She exudes confidence in divine wisdom, and she never falls to temptation. When entrusted with a divine mission, she eagerly and selflessly carries it out in the name of her god, even if it requires her martyrdom. So say the scribes and evangelists. The full truth is far less perfect, for the angelic mortal that evangelists describe is merely an excerpt from the final chapter in the life of a saint. Earlier chapters are rife with missteps, inner conflict, and high-impossible tests of faith and commitment. A divine spellcaster begins her mythic path not as a saint but as a “soul of promise.” Blessed with nascent powers and cursed with temptations and difficulties, a soul of promise is a mortal whom fate has destined for legendary deeds in the service of the gods. Though she may not realize her critical role at first, more powerful forces certainly recognize the spark of potential

greatness. Angels watch over her. Devils lay pitfalls in her path. Serendipitous events and formative figures enter her life for a reason, and the fates watch her every step.

During the early tiers of her path to sainthood, the gods—both good and evil—regularly test her devotion. Even her selections of new path abilities are wrought with temptation, for some are clearly rewards of lesser holy power, while others feature greater powers of darker descent. Starting at the third mythic tier, souls of promise undergo a multi-tier test of devotion during which their connection to their god ends. The GM decides the exact reason based on the campaign’s storyline, but it might be the intervention of other gods (e.g. the imprisonment of her god), exposure to an artifact (e.g. a known or unknown consequence of destroying the artifact), or even voluntary separation (e.g. to undertake transcendent missions for the pantheon itself). During this “forsaken” period, other gods provide her with access to their domain spells and powers in subtle and blatant bids for her allegiance. It is a small price to pay for a renowned figure willing to perform great deeds for their causes and in their names. Of course, opposing deities likewise attempt to undermine those gifts with equally significant obstacles. Even good deities cross paths, with interventions designed to steer the soul of promise toward their particular domains. The forsaken period ends at a mythic tier of the GM’s choosing (typically tier 6) when the soul of promise accepts a divine being and rejects the powers and temptations of all others. The deity she ultimately chooses need not be the one from which she was forsaken. She becomes a living saint of her deity, or—if she chooses a consortium of deities, a force of nature, or another, non-deific power—she becomes a saint of the pantheon, a saint of nature, or a saint of the appropriate power. Once sainted, her mythic path only increases in difficulty. Mythic servants of rejected and opposing deities seek to foil and discredit her deeds, destroy her, or recruit her to their side. Temptations persist, and more than one saint has doomed to soul only to face the daunting prospect of trying to redeem it again.



Table 3: Living Saint

Tier	Path Features
1st	Fate’s blessing, path ability
2nd	Path ability, mythic spells
3rd	Path ability, forsaken, temptations
4th	Path ability
5th	Path ability
6th	Path ability, sainthood (typically; see text)
7th	Path ability
8th	Path ability
9th	Path ability
10th	Divine vessel, path ability



## Living Saint Features

As you increase in tier, you gain the following abilities.

**Bonus Hit Points:** Whenever you gain a tier, you gain 4 bonus hp, which stack with themselves but do not affect your overall Hit Dice or other statistics.

**Mythic Spells:** At 2nd tier, you may select one mythic spell (see the *Mythic Adventures* chapter on mythic spells and the Mythic Spells section of this chapter) and expend your mythic power to cast that spell with enhanced results. You must be able to cast the normal, divine version of the spell or have it on your list of spells known. At 4th tier and every two tiers thereafter, you can select another mythic spell.

**Fate's Blessing:** Select one of the following abilities at 1st tier. Once chosen, you can only change it when you become forsaken, achieve sainthood, or formally change deities.

*Aura of Divine Favor (Su):* You can expend one use of mythic power to create a 20-ft. radius aura of divine favor around your person for one hour per mythic tier. The aura affects all allies in range and grants them the benefits of the *divine favor* spell, cast at your caster level and with a maximum luck bonus of +6. Allies remain affected only while in range.

*Spontaneous Metamagic (Su):* You can expend one use of mythic power to spontaneously apply a metamagic feat of your choice to a spell you cast, whether you cast the mythic version or not. This spell must be one that you prepared for the day or be from your list of spells known (if you cast spells spontaneously). You need not possess the metamagic feat you wish to apply. For each use of mythic power expended, application of the feat increases the spell slot of the spell by one less than the metamagic feat normally would. If you do not expend enough mythic power to reduce the slot increase to zero, application of the metamagic feat fails. If the spell targets a single creature and allows a saving throw, the target must roll twice and take the worse result.

*Generate Spell (Su):* Once per day, you can expend one use of mythic power to cast any one divine spell, regardless of whether you know it or have it prepared. This spell must be on one of your divine spell lists and must be no greater than one level higher than spells you can normally cast using that divine spellcasting class. When you cast a spell using this ability, treat your caster level as the minimal level required to cast the spell or two levels higher than your current level (whichever is greater). You cannot apply any metamagic feats to a generated spell.

**Path Ability:** At 1st tier and every tier thereafter, select one new path ability from the following list or from the list of *Mythic Adventures* universal path abilities. Unless otherwise noted, you can select each ability only once and cannot thereafter change your selection. You must meet the stated minimum tier requirement to select the path ability.

**Forsaken (Ex):** At 3rd tier, your connection to your god ends. You lose all spells and class features as if you were an ex-cleric (or ex-druid, including your animal companion if applicable). However, you need not atone. Rather, the pantheon itself has plans for your potential and immediately reinstates

everything except your domain spells, domain powers, and animal companion. Until you are no longer forsaken, you become a child of the entire pantheon. Instead of just receiving power from multiple deities, however, the gods may also petition you, as well. For example, two gods may ask you to undertake two different, time-sensitive, and possibly conflicting missions. Which god will you disappoint?

Although you lose all access to domains of your original god, other gods steer you toward their causes with access to their domains. Each day you may choose any two domains (or one domain if you are a druid), and you gain the corresponding domain spells and powers for that day. You may not select your original domains even if they also belong to another deity. For each domain you choose each day, you must name and pray to a deity to which the domain belongs. This occurs during the normal period when you regain your daily allotment of spells. If you are a druid, you may forego your daily domain selection to summon a daily animal companion instead. The animal must be indigenous to your locale. It arrives immediately after you regain your daily spells.

Your relationship with a god determines whether that god grants you access to his domains. When you become forsaken, gods that share your alignment are initially friendly, gods of diametrically opposed alignment are unfriendly, and

## Lesser Trials

The GM decides upon the living saint's greater trials as a function of the overall campaign and storyline. Examples of lesser trials include:

- **Convert Heathen:** Convert a divine spellcaster of an opposing faith or belief system (and of equal or higher level) to join your faith or cause.
- **Disjoin Artifact:** Destroy an artifact in the name of a god.
- **Fell Heretic:** Reduce a well-known follower of an opposing faith or belief system from full hp to dying or dead with a single domain spell or domain ability.
- **Foil Nemesis:** Undermine the divine mission of another mythic character of an opposing faith or belief system.
- **Inspired Creation:** Invent a spell or craft a novel magic weapon or wondrous item related to one of your current domains.
- **Perform Miracle:** With or without magic, save a village or larger community from a natural disaster or other form of assured destruction.
- **Redeem Fallen:** Help restore an uninterested ex-cleric, ex-druid, or ex-paladin to her former standing, replete with full class features and powers.

all others are indifferent. You may endeavor to change these initial attitudes as described in the "Changing Deity Attitudes"



sidebar. Only indifferent, friendly, and helpful gods grant you domain access. You add +1 to the DC of all saving throws granted to targets by domain spells and powers you receive from helpful deities. This stacks with the Spell Focus feat. You take a –1 penalty on all saving throws against domain spells and powers granted to an enemy spellcaster by a deity that is hostile toward you.

**Temptations (Ex):** You gain one temptation spell slot per spell level, even for spell levels you cannot yet cast. Each day any god (most often a hostile god) may prepare a spell in some, none, or all of those slots for you. The GM chooses these temptation spells and may apply metamagic feats to them without raising their slot level. The GM may make you aware of the temptation spell names immediately, as an ominous fore shadowing of what the day will bring, or the GM may tell you the names during some dire circumstance, just in time for you to cast one. The GM must also tell you the granting god's name. If the spell has a verbal component, you must voice aloud the god's name when casting the spell. Having *miracle* at your fingertips can be quite tempting, regardless of the grantor. Each time you cast a temptation spell from a hostile or unfriendly god, you lose favor with all helpful and friendly gods. For more information, see the "Changing Deity Attitudes" sidebar below.

**Sainthood (Ex):** Any deity to whom you have ever prayed may champion or oppose your sainthood. At a tier of the GM's choosing, after completing a major trial and in accordance with your campaign's storyline, you achieve sainthood. If you become a traditional saint by pledging yourself to the service of a single helpful god, you are no longer forsaken. You lose access to all other gods' domains in terms of domain powers or domain slot spells. If you are a cleric, you may choose any three domains of your chosen god and gain the corresponding domain spells and powers of each. Druids gain two domains or one domain plus an animal companion. All classes gain two domain spell slots for each spell level instead of one. If you do not pledge yourself to one deity, the effects of forsaken continue under your new title as "Saint of the Pantheon," "Saint of Nature," or another appropriate title. Additionally, you gain two domain spell slots for each spell level instead of one, and you may select a bonus path ability for which you qualify (see below). If you become an evil saint, you may wield incredible power, but in your deity's eyes, you are forever a tool, never a partner, and you are always dispensable.

## 1st-Tier Saint Path Abilities

You can select the following path abilities at any tier.

**Displaced Pain (Su):** You may expend one use of mythic power as a standard action to gain DR 3/ epic or DR 5/epic for 1 hr. per tier. Electing the latter causes nearby plants to wither and blacken and the critically infirm to weaken and die as nature and non-combatants within a 10-ft. radius share the damage you ignore. This DR does not stack with any other form of DR.

**Divine Blessing (Su):** Whenever you cast a divine spell, you and your allies also receive the benefits of the *bless* spell, as if you cast that also.

**Faith's Reach (Su):** Whenever you cast a divine spell with a range of touch, you can instead cast the spell with a range of 15 ft. If the spell requires a melee touch attack, it instead requires a ranged touch attack. If you deliver a touch spell in this way, you receive a –2 penalty to your ranged touch attack.

**Mythic Companion (Su):** Your animal companion can call upon mythic power (as the base mythic ability) a number of times per day equal to your tier. This mythic power can be used only to add to a d20 roll, and uses the same type of die you use for your mythic power.

**Piercing Domain (Su):** You add +1 per tier to the DC of saving throws made against spells you cast from your domain spell slots. You also add +1 per tier to your caster level checks to overcome a target's spell resistance when you cast a spell from a domain spell slot. These bonuses stack with Spell Focus and Spell Penetration feats.

**Sacred Boons (Su):** Add your mythic tier to your class level to determine the effects of your current domain abilities. This does not grant you access to domain abilities earlier, it simply increases the effect of domain abilities that you have access to. Additionally, once per day you may expend one use of mythic power as a standard action to regain the use of all of your domain abilities as if you had rested for 8 hrs. If you are forsaken and have not achieved sainthood, you regain the use of the same domain abilities you originally selected for that day.

If you selected an animal companion that day, you may summon a new (and possibly different) creature, provided that you first dismiss your current companion.

**Servant's Blessing (Su):** Whenever you take at least 8 hp damage/2 levels





from an enemy's single attack or effect, you gain a 1st-level domain spell slot. You may either select a domain spell to place in that slot immediately or you may "bank" the gained slot. Whenever you bank a slot, the next time you take at least 8 hp damage from an enemy's single attack or effect, you increase the banked slot by one level. Each time this occurs, you must choose immediately whether to select a domain spell for the slot or bank it. You may continue banking as long as you can cast a domain spell of the next higher level. The domain spell you select for the slot may be one augmented with a metamagic feat. Damage inflicted by your allies does not count toward this ability.

**Spontaneous Domain (Su):** You may spontaneously convert a non-domain spell into a domain spell of the same level (or lower) in the same way a cleric can spontaneously convert spells to cure or inflict spells.

**Sustained by Faith (Su):** If you spend at least 1 hr. of prayer or meditation, you require no food, water, or sleep for 24 hrs. This time can be the same time you use to prepare spells. You must still rest 8 hrs. to regain spells but you are not subject to fatigue or exhaustion due to a lack of sleep. Additionally, once per day you may expend one use of mythic power as a full-round action to refresh yourself as if you had rested for 8 hrs. for the purposes of regaining spells and healing heal hp and ability damage, including to your animal companion if you have one. If you are forsaken and have not achieved sainthood, you regain domain spell for that day. Also, you may summon a new animal companion, but only if the first has perished.

### 3rd-Tier Saint Path Abilities

You must be at least 6th tier to select these path abilities.

**Deliverance (Su):** Whenever you would die as the result of a failed save, you may expend one use of mythic power to automatically succeed on that save.

**Divine Weapon (Su):** You may sacrifice a spell to attack a long-range target with a force weapon. The weapon takes the shape of the favorite weapon of the deity whose domain spells you most recently selected. The attack requires a ranged touch attack and deals 4d6 hp damage, plus 1d6 hp damage per level of the sacrificed spell. The weapon determines whether the damage is slashing, bludgeoning, etc.

**Domain Deflection (Su):** You are immune to any harmful effects of spells granted by any of your current domains, even those of levels you are not yet able to cast. If you are targeted by any of these spells you may, as an immediate action, expend one use of mythic power to deflect the spell back to its caster as if with spell turning.

**Domain Siphon (Su):** If another spellcaster casts a spell from one of your current domains, you may, as a free action, expend one use of mythic power to immediately transfer that spell effect to yourself, as if you were the target of the spell, even if the spell had a range of personal. If you do, the spell does not affect the original targets. The spellcaster must be

within medium range (100 ft. + 10 ft./level).

**Durable Companion (Ex):** Your animal companion (or

## Changing Deity Attitudes

Unlike shifting an NPC's attitude with a charming smile, quick wit, and a Diplomacy check, it is far more difficult to improve a god's attitude toward you. Actions that improve a god's attitude toward you by one step include:

- Changing your alignment at least one step closer to the god's alignment.
- Vowing to permanently revere and pray to the god solely.
- Destroying an artifact that the god opposes.
- Completing a mission that the god or his proxies assigned to you.
- Casting miracle or performing an equally grand task for the sole benefit of the god's followers.
- Inventing a spell or crafting a novel magic weapon or wondrous item related to the god's domains.

Actions that worsen a god's attitude toward you include:

- Changing your alignment at least one step further from the god's alignment. The god's attitude toward you worsens by one step for every step your alignment moves away from the god's alignment.
- Breaking any single vow to the god for any reason. This worsens the god's attitude toward you by one step.
- Murdering a known worshipper of the god. This act worsens the deity's attitude toward you by at least one step, at the GM's discretion.
- Refusing to undertake a divine mission that is particularly important to the deity. This act worsens the deity's attitude toward you by one step.
- Abandoning a divine mission you have already agreed to complete. This act worsens the deity's attitude toward you by two steps (you are essentially both refusing a quest and breaking a vow).
- Foiling a worshipper's divine mission. This act worsens the deity's attitude toward you by one step.
- If the god is friendly or helpful, casting a temptation spell granted by an unfriendly or hostile god. This act worsens the deity's attitude toward you by one step. At the GM's discretion, your alignment may gravitate toward the alignment of the deities to which you consistently pray for domain spells and powers. This in turn can affect the attitudes that those deities and other deities have toward you.

any replacement) gains DR 5/epic. This ability can be taken a second time at 6th tier or higher and a third time at 9th tier or higher. Each additional time it is taken, the DR increases by 5, to a maximum of DR 15/epic.

**Power Current (Su):** Whenever you cast a cure or inflict spell or use a class feature that uses positive or negative energy



(such as channel energy), treat any natural 1s on the dice you rolled as 2s. This applies only to dice rolled to heal or deal damage. This ability can be selected up to four times. Each additional time it is selected, the range of natural results increased to the next highest result goes up by one (for example, selecting this twice treats any natural 1s or 2s as if they were 3s).

**Spell Slot Accretion (Ex):** You may sacrifice two spell slots of the same level to gain one spell slot of the next level. You may repeat this process as often as desired. Thus you could sacrifice four 2nd-level spell slots to gain two 3rd-level slots and then sacrifice those two 3rd-level slots to gain a single 4th-level slot. Any gained slot must be of a spell level you can cast.

## 6th-Tier Saint Path Abilities

You must be at least 6th tier to select these path abilities.

**Blessed Sanctuary (Su):** An aura of protection surrounds you. You and all allies within a 10-ft. radius of you gain the effect of the *sanctuary* spell. Furthermore, as a free action, you can elect to take up to half of the hp damage that would otherwise be dealt to a creature in your aura, as if you had cast *shield other* on that creature. Any damage you receive as a result of shielding another creature is taken as nonlethal rather than lethal damage.

**Endless Power (Su):** You gain the ability to cast spells without expending your power. If you are capable of casting divine spells of 5th level or higher, whenever you cast a 1st-level divine spell, it is either not expended (if you prepare spells) or doesn't use up a spell slot (if you casts spells spontaneously). You can select this ability more than once. Each time you do, the level of divine spells you can cast without expending the spell or using up the spell slot increases by one, to a maximum of 3rd level.

**Greater Planar Ally (Su):** Once per day, you may call a *greater planar ally* (as the spell) or three *lesser planar allies* (as the spell). The allies refuse to perform any task exceeding 1 hr. per tier. The allies do not require a return favor, but may request one.

You may only select this path ability if you have achieved sainthood.

**Sudden Death (Su):** Any time you confirm a critical hit on an enemy of your deity, that enemy must make a Fortitude save (DC 10 + half your divine class level + your mythic tier + your Wisdom modifier) or die instantly. This is a death effect.

**Divine Vessel (Ex):** At 10th tier, whenever you cast a spell that affects one or more non-mythic creatures or objects, those creatures or objects must roll any saving throws associated with the spell twice and take the worse result. In addition, whenever you are healed of hp damage by a spell or effect, you are healed for the maximum possible amount. You also gain DR 10/epic. Once per

round when an enemy inflicts more than 20 hp damage on you (after your damage reduction has been applied), you regain one use of mythic power. Damage inflicted by your allies does not count toward this ability.





## PATH OF THE STRANGER

A stranger prowls the fringes of society, a seeker of secrets and a keeper of the same. Strangers may be mendicant monks, curious seekers of the obscure, violent marauders, forgotten scions of fallen houses or kingdoms, or any other kind of peripatetic traveler, yet in the eyes of others each is a mysterious stranger whose only companion is silence, who seems to appear out of nowhere with their first step into a dusty street or a shadowed alley. Unheralded and unremarkable but carrying a hint of coiled menace with every movement, a stranger draws the wordless gaze of onlookers who scurry for a place to hide but cannot tear their eyes away from whatever is about to go down. Conversation dies and windows are shuttered as all eyes follow their slow steps. Their words are few though their deeds are many, but when calm and normalcy returns in their wake few have marked their passage or can quite recall their name or face.

**Role:** As a stranger, your role in the party can be as scout or skirmisher, combining movement with attack. You have access to a wide range of movement and travel abilities both exceptional and supernatural, allowing you to get into position to make your move and also get out of trouble quickly and easily. You also have excellent social skills and make an excellent investigator able to draw out the information you need without exposing yourself or your allies to reprisal.

**Classes:** Members of any class that relies on skills or movement make good strangers, such as barbarians, monks, rangers, and rogues, as would any class that is skilled at magical or mundane subterfuge. Their movement skills work well with melee or ranged combat, and gunslingers and spellcasters alike can make good use of their ability to flow through a battlefield, outmaneuvering their enemies and diverting attention from themselves even while they deal out death and destruction.

**Bonus Hit Points:** Whenever you gain a stranger tier, you gain 4 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

Table 4: Stranger

Tier	Path Features
1st	Path ability, stranger maneuver
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Go where you wish, path ability

## Stranger Features

As you gain tiers, you gain the following abilities.

**Stranger Maneuver:** Select one of the following abilities. Once chosen, it can't be changed.

*Fleet Charge (Ex):* As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.

*Painful Reckoning (Ex):* As an immediate action, whenever you take hit point damage dealt to you by a single creature, you can expend one use of mythic power to convert 5 points of damage per tier to nonlethal damage (or to ignore that amount of nonlethal damage, if the attack deals nonlethal damage already), and for 1 minute thereafter you gain a luck bonus equal to one-half your tier (minimum 1) on attack rolls and to AC and a bonus equal to your mythic tier on damage rolls and Intimidate checks against that opponent.

*Surprise Strike (Ex):* As a swift action, you can expend one use of mythic power to make a melee attack or ranged attack against a target within 30 feet, in addition to any other attacks





you make this round. When you make a surprise strike, the target is considered flat-footed regardless of any class features or abilities it might have, and you add your tier to the attack roll. Damage from this attack bypasses damage reduction.

**Path Ability:** At 1st tier and every tier thereafter, select one new path ability from the stranger path abilities lists or from the universal path abilities lists. Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them. Path abilities marked with a superscript also appear in *Pathfinder Roleplaying Game Mythic Adventures* as abilities for the guardian<sup>G</sup>, marshal<sup>M</sup>, or trickster<sup>T</sup> paths.

**Go Where You Wish (Ex):** At 10th tier, you cannot be entangled, grappled, or paralyzed, even by mythic creatures or effects, and your movement is not slowed by difficult terrain. You gain immunity to any effect that would force you to move from your position, including awesome blow, bull rush, drag, and reposition combat maneuvers, as well as teleportation effects unless you are willing to be moved. Effects that cause damage or have some other effect in addition to forcibly moving you still have their other effects; your immunity is only against being moved against your will.

## 1st-Tier Stranger Path Abilities

You can select these path abilities at any tier.

**Additional Maneuver (Ex):** You learn an additional stranger maneuver ability. You can select this ability twice.

**Avenging Maneuver<sup>G</sup> (Ex):** Taking grievous wounds only empowers you. Any creature that confirms a critical hit with a melee attack against you provokes an attack of opportunity from you. You can use this attack of opportunity only to attempt a bull rush, disarm, sunder, or trip combat maneuver check. You don't provoke attacks of opportunity for attempting this combat maneuver check.

**Call In a Favor (Ex):** While you keep to yourself, you have made a few close connections that can help you in a pinch. Once per month, you can get a loan of up to 200 gp times your character level times your mythic tier, which may be a loan in cash or in the form of a magical item. Alternatively, you can gain the temporary service of a cohort or a group of followers as if you had the Leadership feat. This cohort or these followers accompany you and follow your directions for a number of days equal to your mythic tier. You can retain the services of these allies by expending one use of mythic power per day for the cohort and for every 10 followers.

The limits on what you can acquire with a loan or what kind of cohorts or followers are available are at the GM's discretion. Except in unusual cases, you must be in an urban area to use this ability, and the size of the area will influence what is available. You do not need to pay interest on the loan or pay the temporary cohort and followers you gain, though you must meet their living expenses. You cannot get a new loan until you repay your previous loan.

If you are using the Contacts rules in *Pathfinder Roleplaying Game Ultimate Campaign*, you add your mythic tier as a bonus on all negotiation checks, and if you use a mythic surge to assist a negotiation check you may roll the surge die twice and select the better result. Your contacts also never lose trust based on how long you are away.

**Carve Your Initials (Ex):** As a swift action, you can use any piercing or slashing weapon melee weapon to draw your personal symbol, which may be your initials or any other sigil, onto any surface you can reach, including a creature or its gear. This functions as *arcane mark* but is nonmagical. As part of the action to carve your initials, you can also make a Bluff check to feint or create a distraction to hide or make an Intimidate check to demoralize a creature you threaten.

**Clear Your Heads (Ex):** When you fire a shot from a firearm or attack with an alchemist bomb, you can expend one use of mythic power to dispel a mind-affecting effect within 30 feet. This functions as a targeted *dispel magic*, using your base attack bonus as your caster level (adding your mythic tier, if the effect is non-mythic), affecting the mind-affecting effect you designate. You can dispel supernatural mind-affecting effects with this ability, treating the DC of the dispel check as 15 + the Hit Dice of the effect's creator.

**Deadly Dodge<sup>T</sup> (Ex):** As a swift action, you can expend one use of mythic power to gain a +4 dodge bonus to your AC until the start of your next turn. During this time, whenever a creature misses on a melee attack against you, it provokes an attack of opportunity from you. You can choose to either take this attack of opportunity or force that creature to reroll the attack and change the target to a creature of your choice that is adjacent to you and within the attacker's reach. This reroll uses the same modifiers as the initial attack roll.

**Defensive Move<sup>T</sup> (Ex):** Once per round, you can designate one opponent. Unless you attempt to move through that opponent's space, your movement (including standing up from a prone position) doesn't provoke attacks of opportunity from that opponent. If you move through the opponent's space, you can still attempt an Acrobatics check to do so without provoking an attack of opportunity. You can take this ability more than once. Each additional time you select it, you can designate one additional opponent when you move.

**Endless Ammunition (Su):** Whenever you make a ranged attack with a weapon that uses ammunition, you may expend one use of mythic power to reload the weapon with new ammunition (including a charge of powder, if using a firearm) as a free action. This ammunition (and powder) must be used before the end of your next turn or it disappears. If you expend one additional use of mythic power, the ammunition you create never misfires and can be cold iron, silver, or adamantite, with an enhancement bonus equal to one-half your mythic tier (minimum +1).

**Flag of Convenience (Ex):** You are adept at aligning yourself with the winning side and have mastered the art of shifting or switching allegiance when convenient. You can dis



When selecting your stranger's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations about what it means to be a mysterious mythic wanderer.

**Charming Smuggler:** You keep a low profile but are always ready for action with a quip. 1st-Tier Path Abilities—call in a favor, flag of convenience, none of your business, she may not look like much, skeptical eye, snatch and dash, streetwise seeker, swift swap; 3rd-Tier Path Abilities—confidence, sardonic wit, vanishing move, watching the watchmen; 6th-Tier Path Abilities—apparent demise, nothing to say.

**Farstrider:** You have wandered everywhere across the world but call no place your home. You are light and quick on your feet in every fray. 1st-Tier Path Abilities—deadly dodge, flag of convenience, granted stride, handy souvenir, mythic hunter, mythic ki, nimble glide, speed surge, strange style; 3rd-Tier Path Abilities—can't touch this, flexible ethics, handy souvenir, shared alertness; 6th-Tier Path Abilities—ghost rider, harrier.

**Flamboyant Masquerader:** Living a double life, your secret identity keeps your loved ones safe as you pursue a life of charismatic crime or dashing heroics. 1st-Tier Path Abilities—carve your initials, forget it ever happened, impeccable balance, mythic panache, no one of consequence, streetwise seeker, whiplash; 3rd-Tier Path Abilities—cape glider, flexible ethics, memento, mirror dodge, use your own words against you; 6th-Tier Path Abilities—harrier, nemesis.

**Last of Your Line:** The fortunes and glory of your family or people are a fading memory, yet you maintain their proud traditions. 1st-Tier Path Abilities—call in a favor, defensive move, flag of convenience, forget it ever happened, hear heartbeat, heirloom, mythic hunter, mythic ki, no one of consequence, steadfast resolve; 3rd-Tier Path Abilities—confidence, memento, no time for love, shared alertness; 6th-Tier Path Abilities—apparent demise, cling to life.

**Man with No Name:** You are a high plains drifter, with little to say unless someone crosses you or pushes too far but always rough and ready for a brawl. 1st-Tier Path Abilities—clear your heads, endless ammunition, horse puncher, mythic grit, no one of consequence, none of your business, quick recovery, ricochet, sure shot; 3rd-Tier Path Abilities—menacing whisper, take your best shot, unflinching; 6th-Tier Path Abilities—inscrutable, nemesis.

**Spirit of Vengeance:** You are the living avatar of righteous revenge and undying grudges. 1st-Tier Path Abilities—avenging maneuver, menacing presence, smell of fear, supreme tracker; 3rd-Tier Path Abilities—an eye for an eye, menacing whisper, strange suppression; 6th-Tier Path Abilities—ghost rider, roaring rampage of revenge.

appear in one place and appear in another with new affiliations and associations, yet without besmirching your reputation. Even when caught in illicit acts, you easily evade blame. You gain a +2 bonus on all Bluff and Disguise checks, and on Linguistics checks made to create forgeries. You never take a penalty to your Leadership score for moving around frequently, aloofness, cruelty, or the loss of prior cohorts or followers, and can replace lost followers in half the normal amount of time.

If you are a cavalier, you may belong to two orders at once. You gain the benefits only one order at a time but can switch between orders as a full-round action. In addition, you may choose a different set of teamwork feats for each order to use with your tactician class feature.

If you have access to domains, you may select one domain that is not normally granted by your deity or religion. Each day when you prepare spells or renew your spell slots, you may choose to replace one of your normal domains with this alternate domain. You may resume using your normal domain (or switch which of your normal domains is replaced by the alternate domain) at any point in the future when preparing or renewing spells.

**Forget It Ever Happened (Sp):** You can use *memory lapse*<sup>APG</sup> as a spell-like ability a number of times per day equal to your tier. You can expend one use of your mythic power to use the mythic version of the spell, or to cast it as a swift or immediate action, or both if you expend two uses of mythic power. If you are at least 3rd tier, you can expend one additional use of mythic power to use *modify memory* in place of *memory lapse*. The save DC for these effects is Charisma-based, and the DC is increased by an amount equal to one-half your tier (minimum 1) if the target is non-mythic.

**Granted Stride<sup>M</sup> (Ex):** Your mythic grace means that you and your allies easily pass through undergrowth at full speed. Allies within 30 feet of you gain the benefits of woodland stride (as the ranger class feature), as long as they can see and hear you. As a swift action, you can expend one use of mythic power to allow allies within 30 feet to ignore naturally occurring difficult terrain in any of your favored terrains for 1 minute per tier. You must have the woodland stride and favored terrain class features to select this ability.

**Hear Heartbeat (Ex):** You can hear the heartbeat of living creatures that have a heartbeat within 5 feet times your mythic tier, allowing you to pinpoint their location as if you had blindsense. You cannot detect oozes, plants, or amorphous or incorporeal creatures with this ability. Being able to hear a creature's heartbeat grants you a +2 circumstance bonus on Sense Motive checks, and you can expend one use of mythic power as a standard action to use *discern lies* (DC 14 + your Wisdom modifier + your mythic tier), using your mythic tier as your caster level; this functions as the spell but is non-magical.

**Heirloom (Ex):** You gain a legendary item that is an ancestral relic of your house, family, or culture. This functions as the *legendary item* universal path ability described in *Pathfinder Roleplaying Game Mythic Adventures*, but you are so protective of





this item that you add your mythic tier as a bonus to CMD against disarm, steal, and sunder combat maneuvers directed at the item, and one-half your mythic tier as a bonus on saving throws made by the item. You can take this ability again at 3rd and 6th tier to grant additional abilities to your heirloom item. You can have both an heirloom and a legendary item; however, the total number of legendary abilities between the two items combined cannot exceed your mythic tier +3.

**Horse Puncher (Ex):** You gain Improved Unarmed Strike as a bonus feat, and you can use Stunning Fist but only against creatures at least one size category larger than you. If you successfully stun a creature being used as a mount, the mount falls prone and the rider is dismounted.

**Impeccable Balance<sup>T</sup> (Ex):** Even the smallest of handholds and outcroppings are more than sufficient for your purposes. You automatically succeed at all Acrobatics checks to walk along narrow ledges. Your Acrobatics checks never take a penalty because of obstructed, slippery, sloped, or unsteady surfaces, and you can move at full speed across such surfaces with no penalty. You also gain a +10 bonus to CMD against trip attacks.

**Menacing Presence<sup>M</sup> (Su):** Something about you puts others on edge. You can attempt an Intimidate check to influence a creature's attitude as full-round action instead of it taking 1 minute. In combat, you can attempt an Intimidate check to demoralize an opponent as a move action. If you expend one use of mythic power, you can attempt to use Intimidate to demoralize all enemies within 30 feet as a standard action, or as a move action if using the Dazzling Display feat.

**Mythic Grit (Su):** You can use points of mythic power interchangeably with **grit<sup>UC</sup>**. If you spend a use of mythic power and a grit point, the effect is considered a mythic effect and bypasses DR/epic. If the effect allows a saving throw, the save DC is increased by an amount equal to one-half your tier (minimum 1).

**Mythic Hunter (Ex):** You gain a number of bonus feats equal to one-half your mythic tier (minimum 1). These feats must be feats for which the bane, favored enemy, or quarry class features are a prerequisite, such as Favored Defense or Intimidating Bane. In place of selecting a new feat of this type, you may select the mythic version of one of these feats you already possess.

**Mythic Ki (Su):** You can use points of mythic power interchangeably with points from his ki pool. If you spend a use of mythic power and a point from his ki pool, the effect is considered a mythic effect and bypasses DR/epic. If the effect allows a saving throw, the save DC is increased by an amount equal to one-half your tier (minimum 1).

**Mythic Panache (Su):** You can use points of mythic power interchangeably with **panache<sup>ACG</sup>**. If you spend a use of mythic power and a grit point, the effect is considered a mythic effect and bypasses DR/epic. If the effect allows a saving throw, the save DC is increased by an amount equal to one-half your tier (minimum 1).

**Nimble Glide<sup>T</sup> (Ex):** Whenever you fall, you don't take any damage and you land on your feet. When using this ability, you fall at a rate of 150 feet per round, and can move up to 5 feet horizontally for every 10 feet you fall.



**No One of Consequence<sup>T</sup> (Ex):** Your mythic nature is a cloak that can shield you from the minds and memories of others. Creatures struggle to recognize you, recall your appearance, remember the nature of conversations they had with you, and recount the actions you took when you were in their presence. If a creature makes a deliberate attempt to recall details about time spent with you, it must succeed at a Will save (DC 10 + your tier + your Charisma modifier) to recall anything beyond vague details. In addition, you're under a permanent *nondetection* effect with a caster level equal to your character level plus your tier. You can end this effect at any time, and can resume it as a swift action.

**None of Your Business (Su)** When a creature uses a divination effect against you, you are aware of it and can make an Intimidate check as an immediate action to demoralize the creator of the effect. If you succeed, the creator of the effect must succeed on a concentration check with a DC equal to the result of your Intimidate check or the divination spell ends. In addition, you can expend one use of your mythic power as an immediate action to use *misdirection* or *nondetection* on yourself, using character level plus your mythic tier as your caster level.

**Quick Recovery<sup>G</sup> (Ex):** Whenever you are dazed, dazzled, deafened, sickened, or stunned, reduce the duration of that condition by half (minimum 1 round). Any other effects relating to the source of that condition are unaffected; for example, if you are panicked and sickened from an eyebite spell, the panicked effect has the normal duration even though you are sickened for only half as long. You can select this ability twice. The second time you select it, you also reduce the duration of the blinded, nauseated, and paralyzed conditions by half.

**Ricochet<sup>T</sup> (Ex):** Whenever a creature has cover from your ranged attack, you can deflect the shot off a nearby surface, treating that surface as the origin point of the attack to determine whether the target receives a cover bonus to its AC. You can use this ability to attack a creature with total concealment from you if you know what square it occupies, but the attack still has a 50% miss chance.

**She May Not Look Like Much (Ex/Sp):** You take no penalty on attack rolls when using an improvised weapon, and when you attack with a broken weapon, it functions as if it were not broken. In addition, if you have a mount or animal companion, or if you are riding an ordinary mount whose CR does not exceed your mythic tier, that creature is immune to fatigue and exhaustion, and you can expend one use of mythic power to use any of the following spell-like abilities on that mount, using your Hit Dice as your caster level: *ant haul*, *expeditions retreat*, *false life*, *greater magic fang*, *longstrider*. You may expend additional uses of mythic power to grant that creature the mythic version of those spells.

**Skeptical Eye (Ex):** You gain a bonus equal to your mythic tier on Sense Motive checks and on Perception checks made to oppose Disguise or Sleight of Hand checks. You gain a bonus equal to one-half your mythic tier (minimum +1) on saves against illusions, and against illusions that allow disbelief you

are automatically allowed a saving throw to disbelieve if the spell's level is lower than your mythic tier.

**Smell of Fear (Ex):** You gain a limited form of the *scent* special quality, allowing you to detect the presence of creatures with one-half or fewer their normal hit points and creatures with the shaken condition. You can pinpoint the location of frightened or dying creatures as if you had blindsense, and you can clearly see (as if you possessed blindsight) panicked and cowering creatures, as well as creatures that possess *frightful presence*, an *unnatural aura*, or that have created a fear effect or attempted an Intimidate check within since the beginning of your last turn. The range of your blindsense or blindsight is 30 feet, plus 10 feet per 3 mythic tiers.

**Snatch and Dash (Ex):** When you use the withdraw action, you can attempt a combat maneuver check to disarm or steal at any point during your movement. This maneuver does not provoke an attack of opportunity.

**Speed Surge (Ex):** As a free action, you can expend one use of your mythic power to take an additional move action or to increase your speed by 10 feet times your mythic tier when you use the charge, run, or withdraw action.

**Steadfast Resolve (Su):** You can use points of mythic power interchangeably with uses of his *resolve<sup>UC</sup>* class feature. If you spend a use of mythic power in addition to one or more uses of your resolve, you gain the following enhanced effects:

*Determined:* You may also remove the dazzled or deafened condition, or if you are at least an 8th-level samurai you can remove the blinded, panicked, or stunned condition.

*Greater Resolve:* You can use this ability as a free action rather than an immediate action.

*Resolute:* You may use this ability to force an opponent using a combat maneuver or Intimidate check against you to roll twice and select the worse result.

*True Resolve:* You can use this ability to negate an energy drain attack by expending one use of resolve per negative level. You may also use it to negate a death effect by expending two uses of resolve (four uses if it is a mythic death effect).

*Unstoppable:* Each time you spend a use of resolve, you negate the staggered condition when at or below 0 hit points for 1 round.

**Strange Style (Ex):** You gain proficiency in a number of exotic weapons equal to your mythic tier. In addition, you can practice with an exotic weapon for 1 hour in order to wield it as if it had one of the following special features for the next 24 hours: blocking, brace, deadly, disarm, distracting, monk, nonlethal, performance, or trip. Alternatively, you may treat the weapon if it did not have the fragile or nonlethal feature. If you expend one use of mythic power, you may practice as a full-round action to gain the above benefit. If you spend an hour practicing and expend one use of mythic power, you may add the grapple or reach special feature to an exotic weapon, or you may add (or subtract) a number of special features listed above when using that exotic weapon equal to one-half your mythic tier (minimum 1).



**Streetwise Seeker (Ex):** You are a master at finding your way through crowds and tracking down people inside a city. You gain a bonus equal to your mythic tier (minimum 1) on Diplomacy checks made to gather information or to convince a crowd to move. Your movement is not slowed when moving through a crowd, and crowds do not provide cover to your enemies. Thus, they cannot use crowds to attempt Stealth checks against you. *Rules for crowds* are found in Chapter 12 of the *Pathfinder Roleplaying Game Core Rulebook*.

In addition, you can locate a creature or group of creatures in an urban area by making Diplomacy checks to gather information. Each check takes 1 hour, and the number of successful checks required to find your quarry depends on the size of the community, modified by other factors. If you fail a check, you can retry it. In a village or smaller settlement, the Diplomacy DC is 10 and finding your target requires 1d3 hours. The DC increases by 5 and the number of successful checks an additional 1d3 when locating a creature in a town, by the same amount again in a city, and the same amount again in a metropolis. The DC is increased by 5 if the creature(s) you are tracking are lying low and remaining indoors, and it increases by 1 for each 24 hours the creature has been out of sight. You take a –2 penalty on checks to locate creatures that match the predominant racial demographics of the city but gain a +2 circumstance bonus if they are substantially different, and you gain a cumulative +1 bonus for every 3 creatures in the group you are seeking.

**Supreme Tracker<sup>6</sup> (Ex):** If you have something that carries a creature's scent (such as a personal item or piece of flesh), you can expend one use of mythic power to create a supernatural bond that allows you track that individual. As a free action, you can sense the creature's general direction and distance, as well as know whether it is alive, dead, destroyed, dying, or undead. The creature must be on the same plane as you for this ability to function. For the purpose of spells and effects that block scrying and divination, your caster level for this effect is a number equal to double your tier. At 6th tier, you can track the creature if it's on a different plane than you.

**Sure Shot (Ex):** When you are using a firearm and have a misfire, you can expend one use of mythic power as a swift action to negate that misfire. If you are throwing a splash weapon and miss with your target, you can roll twice to determine the direction and distance it lands from the intended target and select the better result. You can also expend one use of mythic power to cause the splash weapon to land intact, without breaking or exploding and able to be used again once it is retrieved.

**Swift Swap (Ex):** As a move action, you can sheathe a weapon or remove a shield and draw a new weapon, don a shield, or pick up an item from the ground without provoking attacks of opportunity, including as part of a move action to move 10 feet or more. If you expend one use of mythic power, you can do this as a free action.

**Wall Run<sup>T</sup> (Ex):** When you move, you can travel across ver-

tical surfaces as if they were floors. If your movement doesn't end on a horizontal surface, you fall at the end of your move unless you are able to remain in place using another ability (such as using the Climb skill to cling to a handhold). The vertical surface must be capable of supporting your weight—for example, you couldn't move across a windowpane or curtain.

**Whiplash (Ex):** You are proficient with whips, and you can use them to deal lethal or nonlethal damage regardless of the target's armor bonus or natural armor bonus. As a standard action, you can use a whip to grab an unattended Small or smaller object within 15 feet and transfer that object into your hand. You can also use a whip to grab onto an object or structure of your size or larger within 15 feet and use the whip to assist an Acrobatics or Climb check, granting you a circumstance bonus equal to 2 plus your mythic tier. You can use your whip in conjunction with an Intimidate check to demoralize a creature with Intelligence 1 or 2. You add a +2 circumstance bonus on this check, and if successful the creature will not attack you as long as it remains shaken by your Intimidate check unless magically controlled or unless you first attack it.

## 3rd-Tier Stranger Path Abilities

You must be at least 3rd tier to select these path abilities.

**An Eye for an Eye (Ex):** When a creature confirms a critical hit against you, the next successful attack you make against that creature before the end of your next turn is automatically a critical threat. In addition, if your attacker used a *critical feat* against you, you can apply the effects of that feat against your opponent if you confirm a critical hit, even if you would not normally qualify for that feat. You use your own base attack bonus, ability scores, and other characteristics to determine any effects of the critical feat that are dependent on them.

**Can't Touch This (Ex):** When you use Combat Expertise, fight defensively, or total defense and all attack rolls against you since the beginning of your last turn have missed and all combat maneuver checks have failed, you can make an Intimidate check as a free action to demoralize every creature you threaten. You cannot use this ability if you have not been attacked, or have only been attacked by effects that do not require attack rolls or combat maneuver checks.

**Cape Glider (Ex):** When wearing a cape or cloak, you can control the speed of your fall, increasing or decreasing it by up to 10 feet per round times your mythic tier. If you hold your cape with both hands, you can move horizontally while flying as if you had a fly speed of 15 feet times your mythic tier (average maneuverability), and can turn in flight as if you had the *Wingover* feat. If you hold your cape with only one hand, your speed is reduced to 10 feet times your mythic tier (poor maneuverability), and with no hands your speed is 5 feet times your mythic tier (clumsy maneuverability); you cannot use *Wingover* without using both hands. You can change how many hands you use to glide as a free action each round at the beginning of your turn. If you expend one use of your mythic power, you can hover for 1 round or swoop 5 feet times your mythic tier upwards, allowing you to gain altitude and con-





tinue gliding. You must have the *nimble glide* path ability (as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*) to select this path ability.

**Confidence<sup>M</sup> (Su):** You can draw upon a deep reserve of confidence in times of need. You can call on confidence three times per day to use the surge mythic ability without expending one use of mythic power. You can select this ability up to three times. Each additional time you select it, you gain three additional uses of confidence per day.

**Flexible Ethics (Ex):** As a standard action, you can mask your alignment, making it undetectable, or you can choose to radiate a false alignment of your choice that fools divination effects that discern alignment. Your alignment remains masked until you spend a standard action to unmask it. If you expend one use of mythic power when masking your alignment, you are treated as if you actually were that alignment for the purpose of other alignment-based effects, such as *holy* and *unholy weapons* and spells such as *forbiddance* and *dictum*.

**Handy Souvenir (Ex):** You collect a miscellany of items in the course of your travels, allowing you to carry unspecified equipment worth up to 100 gp times your mythic tier. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of

magic item). As a full-round action, you may dig through your pockets to retrieve an item you specify at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, you can retrieve no more items until you pick up more souvenirs, requiring spending several hours shopping and spending allocating the requisite amount of gold to bring you up to your total of 100 gp per tier. You can expend one or more uses of mythic power while shopping, adding 100 gp times the result of your surge die to the amount of additional unspecified equipment you can carry.

You add your mythic tier as a bonus on Sleight of Hand checks to hide small objects on your person, and you add one-half your tier to your Strength score to determine the maximum amount you can carry while remaining at light encumbrance; this does not increase your total carrying capacity.

**Memento (Su):** You can expend one use of mythic power to imbue a Tiny or smaller object with a *status* effect that connects you to a creature you designate. As long as that creature possesses that object, whether it is on its person or stored in its home, you are aware of their location and condition as *status*. The memento also contains a single-use *sending*, which the only the designated owner can use to send a message to you. If the



designated owner dies, the effect ends but you may expend one use of mythic power to learn the circumstances of its death, as if you had cast *blood biography*<sup>APG</sup>. If the owner was killed by a creature, or if the item was stolen without killing the owner, you may spend two uses of mythic power as an immediate action to *scry* on the killer or the thief (DC 14 + your Wisdom or Charisma modifier (your choice) + your mythic tier), and if your *scrying* is successful you may expend two uses of mythic power to declare that creature as your quarry, as the ranger class feature.

**Menacing Whisper<sup>T</sup> (Ex):** Whenever you're adjacent to a creature that can't see you (whether through Stealth, magic, or the creature being unable to see) but can hear you, as a swift action you can attempt an Intimidate check to demoralize that creature. You can expend one use of mythic power as a free action to give such a creature a *suggestion*. The save DC against this effect is 10 + your tier + your Charisma modifier.

**Mirror Dodge<sup>T</sup> (Su):** When hit by a melee or ranged attack, you can expend one use of mythic power as an immediate action to replace yourself with an illusory duplicate and teleport to any open square within 30 feet of your current position. You take no damage from this attack, which instead destroys your illusory duplicate (similar to *mirror image*). Using this ability requires a line of effect to the teleportation target square.

**No Time for Love (Ex):** You gain immunity to charm effects and add a bonus equal to one-half your mythic tier on saving throws against effects with the emotion descriptor. When you succeed in a saving throw against an emotion effect, you are completely unaffected, even if it is from a mythic source. If an ally adjacent to you fails a saving throw against a charm or emotion effect, you can expend one use of mythic power as a standard action or two uses of mythic power as an immediate action to grant that ally a new saving throw, adding your mythic surge die to the result.

**Sardonic Wit<sup>T</sup> (Su):** You know exactly when to lighten the mood and help shake off the doldrums. As a move action, you can expend one use of mythic power to remove a single mind-affecting effect from one creature within 30 feet. This ability doesn't work on effects with an instantaneous or permanent duration.

**Shared Alertness<sup>M</sup> (Ex):** Your presence and guidance allow others to avoid traps and other dangers. Allies within 30 feet of you that can clearly see and hear you gain your trap sense ability. If you have evasion or improved evasion, you can expend one use of your mythic power as an immediate action to grant that ability to one ally within 30 feet until the beginning of your next turn.

**Strange Suppression (Su):** When an opponent you threaten expends mythic power, as an immediate action you can expend an equal number of uses of mythic power to negate the opponent's mythic ability. If you have already used your immediate action for the round, you can still use this ability but must spend an additional use of its mythic power. If the opponent was attempting to use a power with limited uses per

day, the negated use does not count against that number. You must be aware of the opponent, and the opponent's mythic rank or tier must be lower than the stranger's or this ability has no effect.

**Take Your Best Shot (Su):** If you are targeted by a harmful spell, spell-like ability, or supernatural ability and suffer no harm from it, whether because of a successful saving throw, spell resistance, the attack missing, or some other protection, as an immediate action you can make an Intimidate check to demoralize the creature that produced the effect, adding a bonus on the check equal to your mythic tier. The creature you attempt to demoralize must be within 10 feet times your mythic tier and must have line of sight to you. At 6th tier, you can use this ability after succeeding at a saving throw to reduce the effects of an attack (if no save is allowed, you cannot use this ability).

**Unflinching (Ex):** You gain immunity to pain effects and add a bonus equal to one-half your mythic tier on saving throws against effects that deal nonlethal damage or that would cause you to become staggered or stunned. When you succeed on a saving throw against such an effect, you are completely unaffected, even if it is from a mythic source. Even if you fail your save against a staggering or stunning effect, you can negate the effect as an immediate action by expending one use of mythic power, or two uses of mythic power if it is a mythic effect, including an exceptional ability or feat used by a mythic creature.

**Use Your Own Words Against You (Su):** When a creature uses a language-dependent effect against the you, you can expend one use of mythic power to store that effect for a number of days equal to your mythic tier. At any point you can trigger that ability with the same effect when it was originally used. If the creature that originally created the effect is affected by it, you add one-half your mythic tier to the save DC and the effective caster level of the effect for that creature only.

**Vanishing Move<sup>T</sup> (Su):** When you wish to not be seen, you aren't. As a swift action, you can make yourself invisible until the end of your turn. This effect ends if you do anything other than move. If you expend one use of mythic power when using this ability, it instead acts as *greater invisibility* using double your tier as your caster level.

**Watching the Watchmen (Sp):** You gain permanent *detect scrying*, and you automatically notice the presence of remote sensors such as those created by *arcane eye*, *prying eyes*, and effects that allow a creature to use another creature's senses, such as a psionic *sense link*<sup>PU</sup>. When you notice such an effect, you can expend one use of mythic power as an immediate action to use *nondetection* on yourself or *dispel magic* upon the scrying or magical observation effect, using your Hit Dice plus your mythic tier as your caster level. If you are at least 6th tier, you can expend two uses of mythic power to use *false vision* or *private sanctum* as an immediate action. When you use any of these spell-like abilities, you can expend additional mythic power to duplicate the mythic versions of these spells.



## 6th-Tier Stranger Path Abilities

You must be at least 6th tier to select these path abilities.

**Apparent Demise (Su):** When you would be killed by any attack or effect, you may expend three uses of your mythic power to gain the effect of *breath of life*, with a caster level equal to your Hit Dice plus her mythic rank or tier. In addition to receiving this healing, you become invisible (as *invisibility*) while a *persistent illusion* is triggered to simulate your death. The illusion is a quasi-real shadow effect tailored to the situation of your apparent demise, so your remains and possessions feel solid and have apparent weight. Divinations used on your illusory remains reveal results as though cast on your actual body and objects, including magic item auras. Your illusory body and items dissolve into nothingness 24 hours after being created. Any creature closely examining them can attempt a Will save to disbelieve the illusion (DC 10 + 1/2 the stranger's Hit Dice + her mythic rank or tier + her Charisma modifier).

**Cling to Life<sup>c</sup> (Su):** When you die, as long as your body remains, you can be healed by any spell or effect that heals damage, though you regain only half the normal number of hit points. If you're healed to full hit points, you come back to life and gain 1 permanent negative level for each minute you were dead (these negative levels can be removed as normal). Until you're healed to full hit points, you don't regain consciousness and are still dead no matter what other abilities you might have. If you aren't brought back to life within a number of minutes equal to your total character level, your death is permanent (although you can still be brought back by spells such as *raise dead*).

**Ghost Rider (Su):** You can expend one use of mythic power to cause yourself (and your mount, if you are mounted) to become incorporeal for a number of rounds equal to your mythic tier. If you expend two uses of your mythic power, you and your mount can race across the sky at great speed as if using *wind walk*, though you are incorporeal (rather than gaseous, as usual with *wind walk*) and you are surrounded by *faerie fire*. You can share this ability with adjacent allies and their mounts by expending one use of mythic power per mount and one use per rider, though they must remain within 60 feet of you or they become corporeal once more.

As long as you are incorporeal, you and your mount gain an **unnatural aura**. If you expend one use of your mythic power, you also gain **frightful presence** (DC 10 + 1/2 your Hit Dice + your Charisma modifier) for a number of minutes equal to your mythic tier or until you resume your corporeal form.

**Harrier (Ex):** You gain a bonus on attack rolls equal to one-half your mythic tier when making attacks of opportunity. In addition, whenever an opponent you threaten performs an action that normally provokes attacks of opportunity, such as

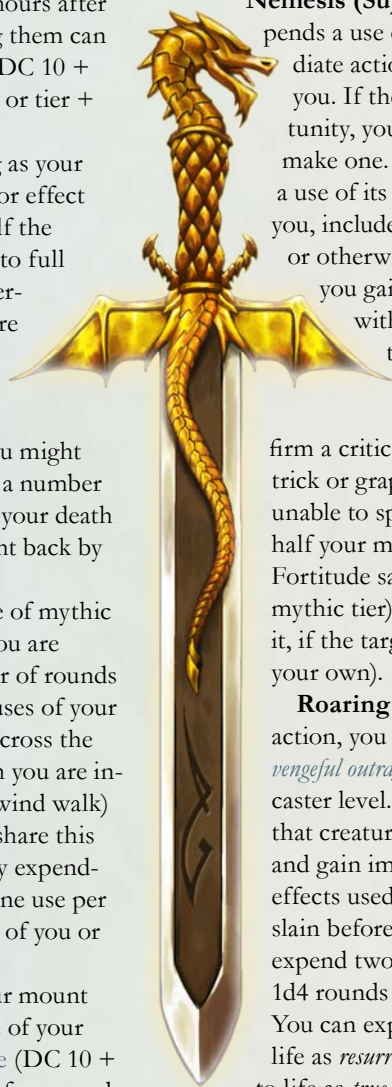
spellcasting or using a combat maneuver, you can always make an attack of opportunity even if your opponent uses an ability or takes an action that would normally avoid provoking that attack of opportunity, such as casting a spell defensively or as a swift action, making a combat maneuver with a feat such as Improved Trip, or grappling with the grab ability.

**Inscrutable (Sp):** You gain the benefits of permanent *mind blank*, with a caster level equal to your character level plus your tier. You can suppress this effect as a standard action; if you do so (or if the *mind blank* is dispelled), you can resume it as a standard action. Non-mythic creatures automatically fail Diplomacy checks or Knowledge checks to learn information about you.

**Nemesis (Su):** Whenever an opponent you threaten expends a use of mythic power as part of a swift or immediate action, it provokes an attack of opportunity from you. If the you have no remaining attacks of opportunity, you can expend one use of its mythic power to make one. In addition, whenever an opponent expends a use of its mythic power as part of an action that targets you, includes you in the area of effect of a harmful effect, or otherwise directly affects you (GM's discretion), you gain a bonus mythic surge which you can use without expending mythic power. You must use this mythic surge before the end of your next turn or it is lost.

**Nothing to Say (Ex):** When you confirm a critical hit against a creature or succeed on a dirty trick or grapple combat maneuver check, the target is unable to speak for a number of rounds equal to one-half your mythic tier. A mythic creature can attempt a Fortitude save (DC 10 + your base attack bonus + your mythic tier) to reduce the duration to 1 round (or negate it, if the target's mythic rank or tier equals or exceeds your own).

**Roaring Rampage of Revenge (Sp):** As a standard action, you can expend two uses of mythic power to cast *vengeful outrage*<sup>UM</sup> on yourself, using your Hit Dice as your caster level. As long as the *vengeful outrage* lasts, you treat that creature as your **quarry**, as the ranger class feature, and gain immunity to charm, compulsion, and fear effects used by the target of your vengeance. If you are slain before killing the target of your vengeance, you may expend two uses of mythic power to rise from the dead 1d4 rounds later, as if brought back to life with *raise dead*. You can expend four uses of mythic power to return to life as *resurrection* and six uses of mythic power to return to life as *true resurrection*. When you return to life, the *vengeful outrage* spell becomes permanent until you slay your target, and until you do so you gain the baleful shriek, reason to hate, self-loathing, and sense murderer abilities of a **revenant**<sup>B2</sup>. These abilities apply against the target of your revenge as well as the creature that killed you, if that is a different creature.







# 2

## Mythic Class Abilities



# Chapter 2: Mythic Class Abilities

While there are numerous mythic spells and a long list of mythic feats to help mythic characters develop their amazing powers, the actual class features of each class do not have mythic upgrades available. There are heroic path abilities that tie into some class abilities and common skills, but no upgrades for the classes' main abilities and talents themselves. This is unfortunate, because many characters focus much more on their core class abilities and powers than on feats. To alleviate this lack, in this section, we offer mythic upgrades for every class feature and talent for all the official core classes from the core rulebook. This allows characters to focus on classic abilities, such as armor mastery, evasion, uncanny dodge, and even bloodlines, domains, and arcane schools.

## Gaining Mythic Class Features

A mythic class feature is considered a 1st tier universal path ability, or may be taken in place of a mythic

feat. You must have a class feature in order to gain its mythic version. A mythic class feature cannot be taken more than once unless it says otherwise.

## MYTHIC BARBARIAN CLASS FEATURES

Mythic barbarians are masters of survival and possess legendary rages.

**Mythic Fast Movement:** The barbarian adds the additional 10 feet from fast movement to all her forms of movement, even temporary movement (such as gaining flight through a *fly* spell). In the case of movement based on the barbarian's normal speed (such as making a Climb check to move 1/4 the barbarian's speed), the additional movement is added both to the barbarian's normal speed and again after all other calculations. Thus an unarmored human barbarian with a 40 speed (30 feet, +10 feet for fast movement) can make a Climb check to climb 20 feet; 10 feet (1/4 of her 40 foot speed) +10 feet for mythic fast movement.

**Mythic Rage:** As the champion path ability of the same name.

**Mythic Uncanny Dodge:** As the mythic rogue class feature of the same name (see below).

**Mythic Trap Sense:** When the barbarian makes a successful saving throw against a trap, she takes no damage from that trap.

**Mythic Improved Uncanny Dodge:** The barbarian adds half her mythic tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

**Mythic Damage Resistance:** The barbarian applies DR she gains from the barbarian class to all damage she takes, from any source. This stacks with other damage-reducing abilities, such as energy resistance.

**Mythic Greater Rage:** The barbarian adds half her tier (minimum +1) to all weapon damage done while raging.

**Mythic Indomitable Will:** A number of times per day equal to half her mythic tier (minimum 1/day), as a free or immediate action, the barbarian may choose to be immune to a single mind-affecting effect while she is raging.

**Mythic Tireless Rage:** A number of times per day equal to half her mythic tier (minimum 1/day), as a free or immediate action the barbarian may choose to end any fatigued or exhausted condition she is suffering.

**Mythic Mighty Rage:** The barbarian confirms all critical threats when raging. If the barbarian also has the mighty swing rage power, once per rage she may turn any successful attack roll into a critical hit.

**Mythic Rage Powers:** To take a mythic rage power, a barbarian must have the non-mythic version of the rage power. No mythic rage power may be taken more than once.





## Chapter 2: Mythic Class Abilities

***Mythic Animal Fury:*** The barbarian's bite attack gained from animal fury does not suffer a -5 penalty to attack rolls, and the damage die is calculated as if the barbarian was one size category larger.

***Mythic Clear Mind:*** The barbarian may use clear mind a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

***Mythic Fearless Rage:*** While raging, the barbarian's fearless rage ability also applies to all her allies within 60 feet who can see and hear her.

***Mythic Increased Damage Reduction:*** The barbarian's increased damage reduction always applies, even when she is not raging.

***Mythic Guarded Stance:*** The barbarian adds a number of rounds equal to her mythic tier to the duration of her guarded stance.

***Mythic Internal Fortitude:*** The barbarian is immune to the sickened and nauseated conditions, even when she is not raging.

***Mythic Intimidating Glare:*** The barbarian adds her mythic tier to Intimidate checks made with intimidating glare.

***Mythic Knockback:*** The barbarian adds double her mythic tier to the bull rush CMB check made as part of the Knockback ability.

***Mythic Low-Light Vision:*** The barbarian gains low-light vision, even when not raging. When she is raging, her senses become so acute that she always treats an area as if it was at least dimly illuminated. A *darkness* spell negates this ability, but only if its spell level is greater than the barbarian's mythic tier.

***Mythic Mighty Swing:*** The barbarian may use mighty swing a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

***Mythic Moment of Clarity:*** The barbarian may use moment of clarity a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

***Mythic Night Vision:*** The barbarian gains darkvision 60 feet, even when not raging. When raging, her darkvision penetrates all darkness, even magic darkness, to a range of 10 feet.

***Mythic No Escape:*** The barbarian may use no escape a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

***Mythic Powerful Blow:*** The barbarian may use powerful blow a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

***Mythic Quick Reflexes:*** A number of times per rage, equal to half her mythic tier (minimum 1/rage), the barbarian may take a second attack of opportunity against a target for moving out of a space the barbarian threatens, even if the barbarian has already made such an attack for that reason in the same round. The target must move out of a second threatened space to provoke this second attack of opportunity. This counts against the barbarian's maximum number of attacks of opportunity per round.

***Mythic Raging Climber:*** The barbarian gains this rage power's bonus to skill checks, even when not raging.

***Mythic Raging Leaper:*** The barbarian gains this rage power's

bonus to skill checks, even when not raging.

***Mythic Raging Swimmer:*** The barbarian gains this rage power's bonus to skill checks, even when not raging.

***Mythic Renewed Vigor:*** The barbarian may use this ability a number of additional times per day equal to half her mythic tier (minimum +1/day), but no more than once per rage.

***Mythic Rolling Dodge:*** The barbarian adds a number of rounds equal to her mythic tier to the duration of her rolling dodge.

***Mythic Roused Anger:*** While raging, the barbarian adds half her mythic tier (minimum +1) to attack rolls made against creatures that use abilities that require the barbarian to make a saving throw or be fatigued or exhausted.

***Mythic Scent:*** The barbarian gains the scent ability, even when not raging.

***Mythic Strength Surge:*** The barbarian may use strength surge a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

***Mythic Superstition:*** While raging, a number of times per day equal to half her mythic tier (minimum 1/day), if the barbarian successfully makes a saving throw against a spell, supernatural ability, or spell ability, she may immediately take an attack against the creature that used the ability, as a free action.

***Mythic Surprise Accuracy:*** The barbarian may use surprise accuracy a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

***Mythic Swift Foot:*** The barbarian always gains the benefit of swift foot, even when not raging, and it applies to all her forms of movement (as mythic fast movement).

***Mythic Terrifying Howl:*** The barbarian may use terrifying howl as a swift action, rather than a standard action.

***Mythic Unexpected Strike:*** The barbarian may use unexpected strike a number of additional times per rage equal to half her mythic tier (minimum +1/rage).





## MYTHIC BARD CLASS FEATURES

A mythic bard may choose to have mythic bardic performance, or to have specific types of performance be mythic (such as mythic countersong or mythic inspire competence), or both. Each is treated as a separate mythic class feature – selecting mythic bardic performance only gives you the advantages listed under that entry, below. Each specific form of mythic performance must be selected as its own ability, and a bard may select any type of performance he has access to as a mythic class feature whether or not he has also selected the mythic bardic performance option.

**Mythic Spell List:** The bard can add one witch spell of a spell level he can cast to his bard class spell list. (He must still select it as a spell known if he wishes to be able to cast it.) If he is mythic tier 3, he can add one wizard spell of a spell level he can cast to his bard class spell list. If he is mythic tier 6, he can add one druid spell of a spell level he can cast to his bard class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the bard's class spell list.

### Mythic Bardic Knowledge:

The bard adds his mythic tier to all Knowledge checks.

### Mythic Bardic Performance:

The bard can begin a mythic bardic performance as a free or immediate action. Maintaining a mythic bardic performance is also a free action. This acts as a normal bardic performance, but the bard does not need to be able to perform. The music, words, or visuals needed for the performance appear around the bard through sheer mythic power. As long as he can take mental actions, he can use his mythic performance. He can maintain a mythic performance while also using normal bardic performance, even if using an ability to have multiple bardic performances at once (even if those abilities normally don't stack with other methods of maintaining multiple performances, such as *virtuoso performance*). The bard can perform a number of rounds of mythic bardic performance per day equal to his mythic tier. No item or ability that grants addi-

tional rounds of bardic performance can extend this number. However, all other options that apply to bardic performances (such as *Lingering Performance*) also apply to mythic bardic performance.

**Mythic Countersong:** The bard can expend one round of bardic performance as a standard action to attempt to counterspell any spell with verbal components. This works as if the bard was counterspelling using *dispel magic*, but only applies to spells with verbal components and only against targets able to see and hear the bard.

**Mythic Distraction:** The bard can expend one round of bardic performance as a standard action to attempt to distract a foe from noticing anything else. The target must be within 30 feet and able to see and hear the bard. The bard makes a Perform check opposed by the target's Perception check or level

check (whichever is higher). If the bard wins this opposed check, the target is flat-footed and does not count as an observer for purposes of other creatures making Stealth checks until the beginning of the creature's next round. This form of distracting performance cannot be maintained, but it can be repeated. Each additional use on the same target each day gives the bard a -1 penalty to the opposed Perform check.

**Mythic Fascinate:** The bard may attempt to use fascinate even against targets distracted by nearby combat or similar dangers, though they receive a +5 bonus to their saving throws. Obvious dangers do not break the fascinate, but targets do receive an immediate saving throw against it with a +5 bonus whenever a new obvious threat appears.

**Mythic Inspire Courage:** The bard's inspire courage bonus applies to all saving throws and damage dealt, including damage from spells and other abilities used by the bard and his allies.

**Mythic Inspire Competence:** The bard may expend 20 rounds of bardic performance and two minutes of time to inspire competence in the skill check an ally makes that takes up to 8 hours (such as a Craft check). If the check takes even longer than a day, the bard may use this ability each day to grant the bonus to the eventual skill check made.

**Mythic Suggestion:** The suggestion need not be worded to sound reasonable (though asking





## Chapter 2: Mythic Class Abilities

the creature to do some obviously harmful act still automatically negates the effect of the spell.) and the suggested course of action can include tasks that require up to 1 day per bard level.

**Mythic Dirge of Doom:** The bard's dirge of doom stacks normally with other fear effects (allowing it to cause creatures to become frightened or panicked).

**Mythic Inspire Greatness:** The number of bonus Hit Dice and value of the competence bonuses granted by the bard's inspire greatness increases by 1/3 the bard's mythic tier. The bard must be at least mythic tier 3 to select this mythic class feature.

**Mythic Soothing Performance:** The bard's performances can literally bring the dead to life. When using soothing performance, as a free action the bard may expend an additional 10 rounds of bardic performance to have a creature within range of his performance be affected as if the bard had cast *breath of life* on the target. This functions as long as the bard began the soothing performance within 1 round of the target's death. The *breath of life* heals damage equal to the normal amount for the spell plus the healing of the bard's soothing performance. The bard may affect multiple targets at once, but must expend 10 rounds of bardic performance for each.

**Mythic Frightening Tune:** The bard increases the radius of his frightening tune by 5 feet per mythic tier. If a creature rolls a natural 1 on its saving throw against a mythic frightening tune, it dies of fear.

**Mythic Inspire Heroics:** Targets of the bard's inspire heroics that have a mythic tier lower than the bard's (including creatures with no mythic tier) are treated as having a mythic tier equal to half that of the bard (minimum mythic tier 1) for purposes of abilities that affect creatures differently depending on their mythic tier. Affected creatures with a mythic tier at least equal to the bard's gain a +1 bonus to their mythic tier for the same purposes.

**Mythic Mass Suggestion:** The bard gains a number of follower slots equal to those he would gain if he had the Leadership feat, and adds his mythic tier to his Leadership score for this calculation. If a creature fails a save against the bard's mass suggestion performance, and the bard has an open follower slot of at least the level of the creature, the bard may turn that creature into a follower. Creatures with natural Hit Dice treat each natural Hit Die as two character levels for purpose of what level follower slot they use. If a follower is killed, or leaves due to mistreatment, the follower slot does not become vacant – the only way for the bard to gain new follower slots is to increase his Leadership score.

**Mythic Deadly Performance:** The bard adds his mythic tier to the saving throw of his deadly performance. If the target makes its save but has fewer mythic tiers than the bard, add the difference in mythic tiers to the number of rounds the target is staggered.

**Mythic Cantrips:** The bard adds his mythic tier to the number of cantrips he knows.

**Mythic Versatile Performance:** The bard selects one skill he has already selected with versatile performance. He may

select a second skill with the same key ability score to associate to the same Performance skill, and use the Performance skill in place of the new associated skill bonus. For example, a bard who has selected to associate Acrobatics with Perform (dance) may select any other Dex-based skill to also be associated with Perform (dance).

Mythic versatile performance may be selected a number of times equal to the number of skills the bard has selected with the versatile performance class feature.

**Mythic Well-Versed:** The bard becomes immune to bardic performance, sonic, and language-dependent effects from non-mythic sources.

**Mythic Lore Master:** The bard adds his mythic tier to all Knowledge checks (including when he takes 10 or takes 20).

**Mythic Jack of All Trades:** The bard treats all skills as if he had a minimum number of ranks in the skill equal to his mythic tier (to a maximum of half his level). If the bard already has a number of ranks in a skill equal to or greater than his tier, this ability has no effect on that skill.





## MYTHIC CLERIC CLASS FEATURES

Mythic clerics are powerful and renowned representatives of their deities, often with access to all of their god's available domains.

**Mythic Aura:** The cleric adds her mythic tier to the strength of her aura for all aspects of alignment where her own alignment and her deity's alignment match. Additionally, for one aspect of her alignment that matches, she gains SR equal to 5 + her tier + her class level against spells with the opposing descriptor. If the selected alignment is neutral the cleric may choose one opposing alignment—once this decision is made it cannot be changed.

For example, Xasha is a neutral good 10th level tier 4 cleric of a neutral good goddess. Xasha adds her tier to her level to determine the strength of her good aura. She also chooses to gain SR based on her Good alignment matching that of her deity, giving her SR 19 against spells with the evil descriptor.

**Mythic Orisons:** The cleric adds her mythic tier to the number of orisons she can prepare each day.

**Mythic Spell List:** The cleric can add one paladin spell of a spell level she can cast to her cleric class spell list. If she is mythic tier 3, she can add one spell from a domain available through her god to her cleric class spell list (even if it is not a

domain she has selected). If she is mythic tier 6, she can add one inquisitor or druid spell of a spell level she can cast to her cleric class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the cleric's class spell list.

**Mythic Channel Energy:** The cleric adds her tier to all damage dealt or healed with her channel energy ability.

**Mythic Domain (Power):** The cleric infuses her connection to divide power with her mythic energies. She adds her mythic tier to her cleric level when determining the effectiveness and duration of any domain powers (though this does not impact what domain powers or spells she has access to at each class level). If the cleric has more than two domains, this mythic class feature only increases the power of 2 of them, selected when the mythic class feature is taken. (A cleric with more than two domains may take this mythic class feature more than once, applying it to 2 more domains she has each time it is taken).

Additionally, if a domain grants a power that deals 1d6 points of damage + 1 point for every two class levels the cleric possesses, it deals an additional 1d6 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10.

If a domain grants a power that can be used 3 or more times per day, and the number of times per day does not add her class level or half her class level, the cleric adds her tier to the number of times per day it can be used. If it grants an ability that can be used once or twice per day, the cleric gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10.

Some domains gain other specific benefits when selected with mythic domain (power), as noted below.

*Mythic Air Domain:* At 6th level, the cleric can see through fog, mist, and smoke (including magic fog, mist, and smoke), ignoring any concealment such effects normally grant.

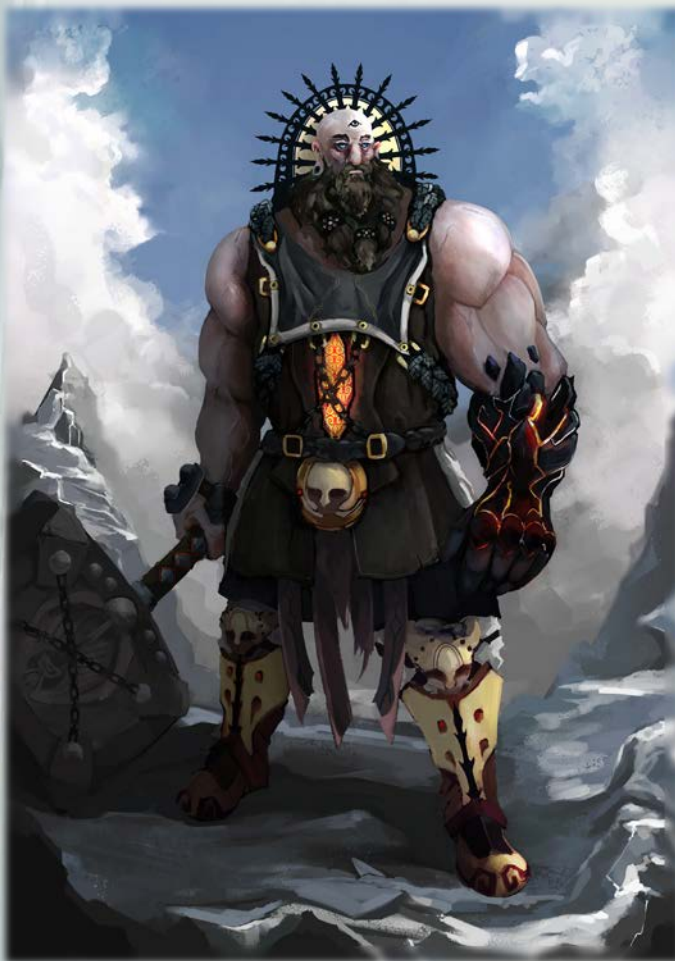
*Mythic Animal Domain:* At 4th level, the cleric adds her mythic tier to her effective druid level when determining the abilities of her animal companion. This cannot exceed her total cleric level.

*Mythic Death Domain:* At 8th level the cleric gains a bonus equal to her mythic tier against all death effects, and takes no effect from a death effect she successfully makes a saving throw against.

*Mythic Earth Domain:* At 6th level the cleric gains DR 1/—. This increases to DR 2/— at 12th level, and DR 3/— at 20th level.

*Mythic Fire Domain:* At 8th level, the cleric can give a weapon touched the *flaming* special weapon quality for a number of rounds equal to 1/2 her cleric level. This does not stack with any similar effects already on the weapon. She can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th.

*Mythic Healing Domain:* At 1st level, the cleric's rebuke death ability heals an additional number of hp equal to her mythic tier. At 6th level, her healer's blessing does stack with the Empower Spell feat.





## Chapter 2: Mythic Class Abilities



**Mythic Knowledge Domain:** At 1st level, the cleric adds her mythic tier to the effective Knowledge check of her lore keeper ability.

**Mythic Nobility Domain:** At 8th level, the cleric adds her mythic tier to her Leadership score.

**Mythic Rune Domain:** At 8th level, the cleric can attack an instantaneous spell with a radius to her blast rune. This spell affects its normal area when the blast rune is triggered, centered on the blast rune.

**Mythic Sun Domain:** At 1st level, whenever the cleric channels positive energy to harm undead creatures, she adds her mythic tier to the damage dealt.

**Mythic Travel Domain:** At 8th level, the cleric adds 10 feet per mythic tier per day to the distance she can dimensional hop.

**Mythic War Domain:** At 8th level, the cleric can gain the use of two non-mythic combat feats, or a single combat feat and its mythic version, for a number of rounds equal to the cleric's level plus her mythic tier.

**Mythic Water Domain:** At 8th level, the cleric can breathe water as easily as air.

**Mythic Weather Domain:** At 8th level, the cleric adds her mythic tier to the number of lightning bolts she can call down each day.

**Mythic Domain (Selection):** The cleric may select an additional domain from her deity's list of possible domains. This

does not increase the number of domain spell slots she gains, but it does give her more domain spells to choose from when preparing a domain spell.

This mythic class feature can be selected more than once, but not more than enough times to have access to all of a deity's domains.

**Mythic Domain (Spell Slots):** The cleric gains an additional domain spell slot for each spell level, 1st-9th, to a maximum of her mythic tier -1. If the cleric cannot yet prepare spells of an extra domain slot's level, she cannot yet use the additional domain slot for any purpose.

**Mythic Spontaneous Casting:** The cleric can channel stored spell energy into domain spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any spell from her domains of the same spell level or lower, up to a spell level equal to her mythic tier -1. Thus a tier 2 cleric of 7th level can sacrifice any prepared spell of first level or higher to cast a domain spell of the same or lower level, to a maximum of a 2nd level domain spell (based on her tier).

**Mythic Bonus Languages:** The cleric gains a number of bonus languages equal to her tier.



## MYTHIC DRUID CLASS FEATURES

Mythic druids are forces of nature no less feared than storms, earthquakes, and wild fires.

**Mythic Spell List:** The druid can add one ranger spell of a spell level she can cast to her druid class spell list. If she is mythic tier 3, she can add one spell from a domain available through nature's bond of a spell level she can cast, to her druid class spell list. If she is mythic tier 6, she can add one cleric spell of a spell level she can cast to her druid class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the druid's class spell list.

**Mythic Spontaneous Casting:** The druid selects one spell of a level she can cast from her class spell list. She can now cast this spell spontaneously, as she does *summon nature's ally* spells. This mythic class feature may be selected more than once. Each

time it is selected, it adds another appropriate spell to the druid's list of spells that may be cast spontaneously.

**Mythic Orisons:** The druid adds her mythic tier to the number of orisons she can prepare each day.

**Mythic Bonus Languages:** The druid can select a number of creature types equal to her Wisdom modifier. If she selects humanoids she must specify a subtype (elf, human, and so on). If she selects outsider, she must specify an alignment. The druid can speak to and understand any creature of the selected types as if she was under the effects of a *tongues* spell.

**Mythic Nature's Bond:** The druid's bond to nature is so strong, it can grant multiple benefits. If the druid has already selected the animal companion nature's bond, she can also select a domain. If she selects the animal domain, she may end up with two animal companions, in which case all feats and abilities that grant animal companions apply to only one

companion each time they are selected. Such feats and abilities may be selected multiple times (once per animal companion) applying to a different companion each time, even if they can't normally be selected more than once.

If the druid has already selected the domain nature's bond, she may either select a second domain (requiring her to decide which domain spells to prepare each day from among those available to her at each spell level, as a cleric does), or select an animal companion.

Alternatively, a druid with an animal companion may choose to receive a mythic animal companion (see below), while a druid who has gained a domain may choose to gain a mythic domain (see below).

**Mythic Animal Companion:** The druid's animal companion gains a portion of the druid's mythic power. The animal companion gains the hard to kill base mythic ability. If the druid is mythic tier 3, the animal companion also gains the amazing initiative base mythic ability. If the druid is mythic tier 5, the animal companion also gains the recuperation base mythic ability. If the druid is mythic tier 7, the animal companion also gains the mythic saves base mythic ability. If the druid is mythic tier 9, the animal companion also gains the immortal base mythic ability.

**Mythic Domain:** The druid infuses her connection to divide power with her mythic energies.

This acts as the mythic domain (power) cleric mythic class feature.

**Mythic Nature Sense:** Whenever the druid takes 10 on a Knowledge (nature) or Survival skill check, she gains a +10 bonus to the total.

**Mythic Wild Empathy:** The bard may use her wild empathy on animals, elementals, fey, humanoids, magical beasts, monstrous humanoids, and





## Chapter 2: Mythic Class Abilities



plants. If the creature affected does not have an Intelligence of 2 or more, she takes a -10 penalty to her wild empathy check. Creatures affected by the wild empathy with an Intelligence of 1 or no Intelligence score do not attack the druid if friendly, and actively defend her if helpful, but cannot be given any directions.

**Mythic Woodland Stride:** The druid's woodland stride allows her to move freely through any naturally occurring difficult terrain. Additionally, thorns, briars, and overgrown areas that have been magically manipulated to impede motion have no effect on her unless they are from a mythic source.

**Mythic Trackless Step:** The druid may choose to have any creature within 30 feet of her, per mythic tier, not leave a trail.

**Mythic Resist Nature's Lure:** The druid gains a +4 bonus on saving throws against supernatural abilities, spells, and spell-like abilities from creatures of the animal, elemental, fey, magical beast, and plant type. This replaces the +4 bonus gained from resist nature's lure.

**Mythic Wild Shape:** When the druid uses wild shape, she may choose to gain any one feat possessed by the form she takes, if she meets its prerequisites. She retains use of this feat only while in the appropriate form. At mythic tier 3, she gains two feats, and may use one as a prerequisite for the other. At mythic tier 6, she gains three feats, and at mythic tier 9 she gains four feats.

Instead of a feat, a druid may gain a +2 inherent bonus to an ability score. She must select an ability score that is lower than

that of the form she has taken.

**Mythic Venom Immunity:** As a swift or immediate action, the druid can absorb a poison used against her. This requires making a successful saving throw of the type and DC normally required by the poison (though the druid is still immune if she fails this save). The druid may then add this poison to the next natural bite attack she makes (normally from being in wild shape) within 1 minute per level. The druid may use this ability a number of times per day equal to her mythic tier.

**Mythic A Thousand Faces:** A thousand faces now works regardless of what form the druid is in.

**Mythic Timeless Body:** Any penalties the druid accrued from age are eliminated. The druid's maximum lifespan increases to 999 years or double the maximum lifespan of a creature of her race, whichever is longer.



## MYTHIC FIGHTER CLASS FEATURES

Mythic fighters are paragons of combat in all forms, often adapting to overcome foes who have previously defeated them.

**Mythic Bonus Combat Feat:** The fighter's mastery of combat feats is unmatched. Once each day, as a full-round action, he may change one combat feat he has selected. In essence, he loses one bonus feat, and gains a new bonus feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of combat feats the fighter has. Each time it is selected, it allows him to swap out a combat feat one additional time per day. He may swap out the same feat multiple times, or swap out different combat feats.

**Mythic Bravery (Ex):** Not only is the fighter extremely brave, but also, his steadfast nature can unnerve those who seek to daunt him. The fighter is never frightened or panicked. If circumstances would normally result in him being frightened or panicked, he is instead shaken for the same duration. This is true even if he is already shaken, and a new fear effect applies to the fighter.

If a creature attempts to demoralize the fighter (such as with the Intimidate skill) and fails, or tries to affect him with a fear effect that allows a saving throw, and he succeeds at his save, the fighter may expend one use of mythic power as a swift or immediate action to force that creature to make a Will save (DC 10 + 1/2 fighter level + mythic tier + bravery bonus) or be shaken for a number of rounds equal to the fighter's level + mythic tier. This is a mind-affecting fear effect.

**Mythic Armor Training (Ex):** The fighter has learned how to use his armor to help him avoid damage from most sources. The knowledge that he has this protection gives the fighter greater confidence and resolve.

When the fighter is wearing armor he adds his armor training bonus to any Reflex or Will save he makes (+1 at 3rd level, +2 at 7th, and so on). He also adds it to any Intimidate or Sense Motive check he makes while wearing armor.

**Mythic Weapon Training (Ex):**

The fighter is amazingly accurate and effective with the weapons for which he has received weapon training. When using a weapon from a group for which he have weapon training, whenever the fighter adds a mythic surge to his attack roll, he also adds the same value to the damage

done on a successful attack.

Additionally, the fighter may add a mythic surge to an attack roll with such a weapon without expending one use of mythic power. The fighter may do this a number of times per day equal to the number of weapon groups he has selected with weapon training (once per day at 5th, twice per day at 9th, and so on).

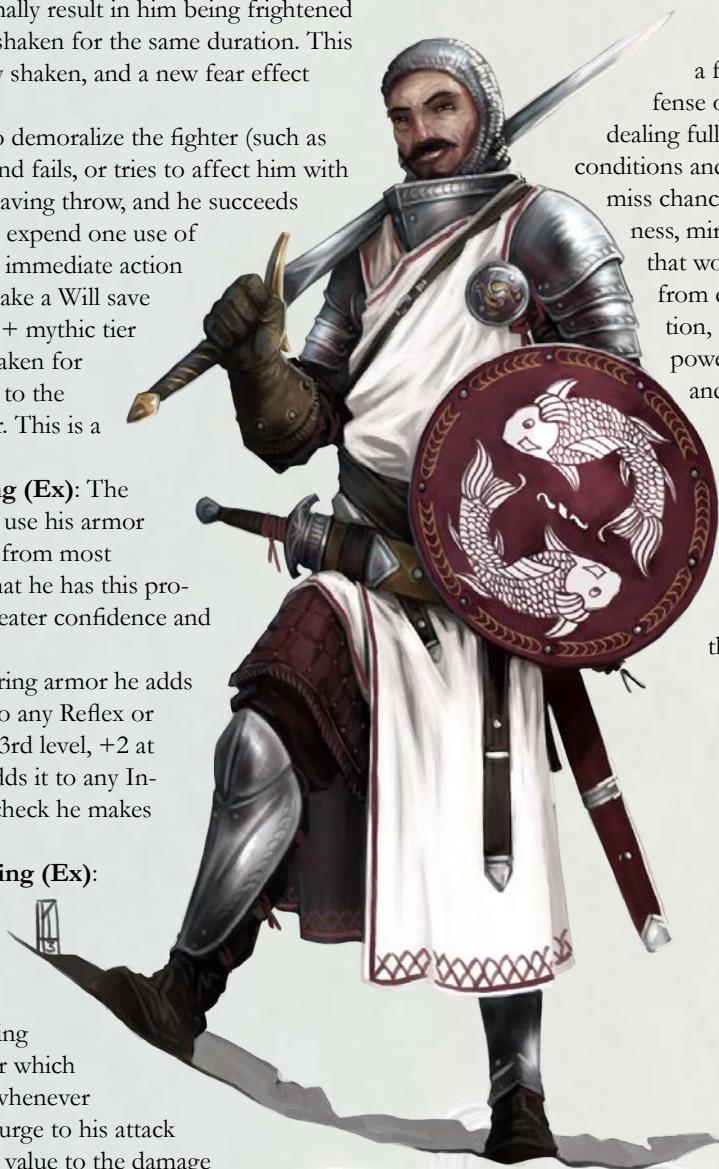
The fighter must have the weapon training class feature to take this mythic class feature.

**Mythic Armor Mastery (Ex):** The fighter's armor is almost a second skin, a part of him that can be sacrificed to save himself. If an attack, spell, or effect would kill the fighter while he is wearing armor or carrying a shield, as a free action he may negate the damage or effect and give his armor or shield the broken condition. The fighter cannot sacrifice armor or a shield with the broken condition to activate this mythic ability.

**Mythic Weapon Mastery (Ex):** The fighter is the ultimate wielder of the weapon he has selected for weapon mastery.

When wielding this weapon, if the fighter makes an attack roll against a foe that hits its AC, and any defense or effect prevents the fighter from dealing full damage to the target (including conditions and effects that create a percentile miss chance, DR, etherealness, incorporeality, mirror image, and any other effect that would prevent a successful attack roll from dealing full damage), as a free action, he may expend one use of mythic power to attempt to bypass the effect and deal full damage.

If the effect the fighter wishes to bypass is non-mythic, he automatically succeeds. If the effect is from a mythic source, he makes a mythic tier check (1d20 + mythic tier) against a DC of 10 + the mythic tier of the source of the ability he wishes to bypass.





# Chapter 2: Mythic Class Abilities

## MYTHIC MONK CLASS FEATURES

Mythic monks grow to be grand masters who establish their own schools of philosophy and combat.

**Mythic AC Bonus:** The monk adds his mythic tier to his monk level for purposes of determining his AC bonus.

**Mythic Flurry of Blows:** The monk may add the extra attacks gained from flurry of blows to the single melee attack he gains as an attack action. At mythic tiers 1-5 this is limited to a single extra attack from flurry of blows. At mythic tier 6-9, a monk of 8th or higher level may add two extra attacks from flurry of blows to a single melee attack taken as an attack action. At mythic tier 10, a monk of 8th or higher level may add three extra attacks from flurry of blows to a single melee attack taken as an attack action. This does not allow a monk to gain extra attacks from any other source when taking an attack action, and any abilities or attack options that normally apply to only a single attack (such as a charge taken as a partial action, or Vital Strike) do not apply to the additional attacks gained from flurry of blows.

**Mythic Unarmed Strike:** The monk may deal his unarmed damage dice in place of his weapon damage dice whenever he deals damage with a monk weapon. This does not change any other aspect of the attack (such as threat range).

**Mythic Bonus Feat:** Once each day, as a full-round action, the monk may change one bonus feat he has selected from his list of available combat feats. In essence, he loses one bonus feat, and gains a new bonus feat from his list of available combat feats to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite. This mythic class feature may be selected more than once, but not more times than the total number of bonus combat feats the monk has. Each time it is selected, it allows him to swap out a bonus feat one additional time per day. He may swap out the same feat multiple times, or swap out different bonus feats.

**Mythic Stunning Fist:** The monk adds his mythic tier to his monk level when determining how many times per day he may use his stunning fist, and what conditions he may apply to targets of such attacks.

**Mythic Evasion:** The monk is a master of evading attacks. When the monk takes damage, he may expend a use of mythic power to halve the amount of damage he takes. This applies to ability damage and ability drain as well, but

not to any ongoing damage from an effect the ranger failed to save against. Thus the ranger could use mythic evasion to halve the damage you take from a poison if he failed his save, but not any damage the poison deals after its initial effect.

**Mythic Fast Movement:** The monk adds the additional 10 feet from fast movement to all his forms of movement, even temporary movement (such as gaining flight through a *fly* spell). In the case of movement based on the monk's normal speed (such as making a Climb check to move 1/4 the monk's speed), the additional movement is added both to the monk's normal speed, and again after all other calculations. Thus, an unarmed human monk with a 40 speed (30 feet, +10 feet for fast movement) can make a Climb check to climb 20 feet; 10 feet (1/4 of her 40 foot speed) +10 feet for mythic fast movement.

**Mythic Maneuver Training:** As long as he is in his normal form, the monk adds his mythic tier to his Combat maneuver Bonus. If the monk's size or shape changes, he does not gain this bonus.

**Mythic Still Mind:** The monk adds his mythic tier to saving throws against enchantment spells and effects.

**Mythic Ki Pool:** The monk may expend one use of mythic power to fuel abilities that require ki points without spending a ki point. Once per day the monk may expend 3 points from his ki pool as a free action to recover one use of mythic power.

**Mythic Slow Fall:** The monk's slow fall works even when not within arm's reach of a wall.

**Mythic High Jump:** The monk adds his mythic tier to all Acrobatics checks made to jump.

**Mythic Purity of Body:** As a standard action, the monk may expend one use of mythic power to grant an adjacent ally immunity as the purity of body class feature, for a number of hours equal to his mythic tier.

**Mythic Wholeness of Body (Su):** The monk can heal himself a number of points of ability damage equal to his mythic tier by expending two points from his ki pool.

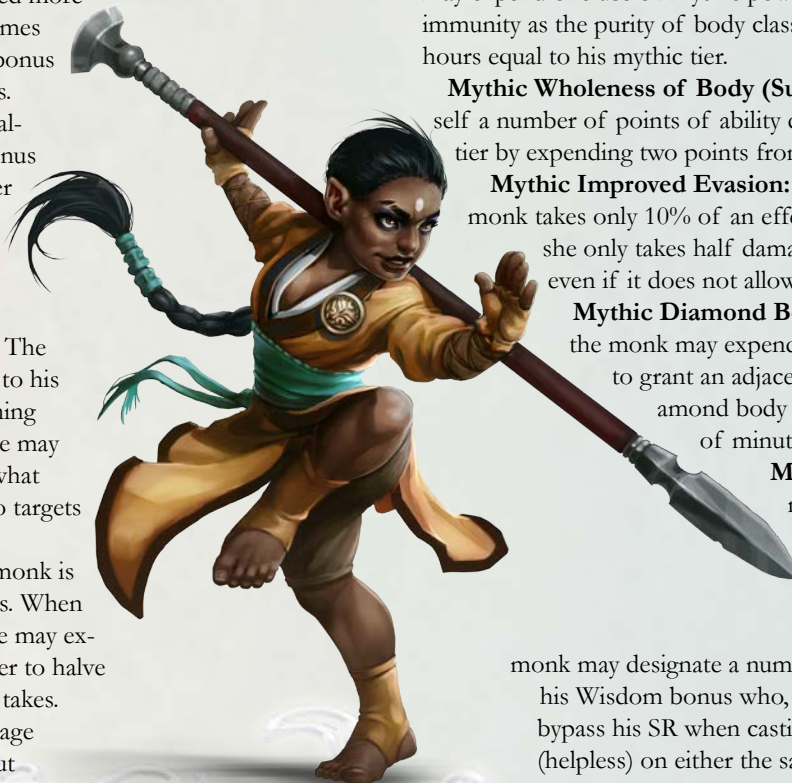
**Mythic Improved Evasion:** On a failed Reflex save, the monk takes only 10% of an effect's damage. Additionally, she only takes half damage from any area attack, even if it does not allow a Reflex save.

**Mythic Diamond Body:** As a standard action, the monk may expend one use of mythic power to grant an adjacent ally immunity as the diamond body class feature, for a number of minutes equal to his mythic tier.

**Mythic Abundant Step:** The monk may use abundant step as a swift action, rather than a move action.

**Mythic Diamond**

**Soul:** Once per day, the monk may designate a number of creatures equal to his Wisdom bonus who, for the next 24 hours, bypass his SR when casting spells that note they are (helpless) on either the saving throw or SR line of





the spell.

**Mythic Quivering Palm:** The monk may use his quivering palm a second time each day. If he is mythic tier 6 or higher, can use quivering palm a third time each day.

**Mythic Timeless Body:** The monk removes any penalties he already suffers from age, and his maximum lifespan is extended by a number of centuries equal to his mythic tier.

**Mythic Tongue of the Sun and the Moon:** The monk gains telepathy, as the telepathy universal monster ability, with a range of 100 feet per mythic tier.

**Mythic Empty Body:** The monk's empty body ability costs only 1 point from his ki pool.

**Mythic Perfect Self:** The monk can cast *plane shift* as a supernatural ability by expending 1 point from his ki pool.

## MYTHIC PALADIN CLASS FEATURES

Mythic paladins are icons of virtue, able to turn the tide of battle against the most monstrous of foes.

**Mythic Aura of Good:** The paladin may expend one use of mythic power to gain an aura of menace (as the ability of creatures of the archon subtype) for a number of minutes equal to her mythic tier. The save DC is 10 + 1/2 the paladin's level + 1/2 the paladin's mythic tier + the paladin's Charisma bonus. The paladin does not gain the racial bonus to DC a true archon gains.

**Mythic Detect Evil:** The paladin may use her *detect evil* ability as a swift action.

**Mythic Smite Evil:** If the paladin strikes a creature that is not evil with a smite evil attack, the paladin becomes aware the creature is not evil and may choose to deal no damage with the attack. If the paladin chooses to do this, the smite evil ends and does not count against the paladin's number of smite evils per day.

**Mythic Divine Grace:** As a standard action, the paladin may expend one use of mythic power to grant an adjacent ally a bonus to saving throws equal to her Charisma bonus (as the divine grace class feature), for a number of rounds equal to her mythic tier.

**Mythic Lay on Hands:** The paladin may expend one use of mythic power to lay on hands an adjacent creature as a swift action.

**Mythic Aura of Courage:** The range of paladin's aura of courage extends an additional five feet per mythic tier, and functions even if the paladin is unconscious (and for 24 hours after her death).

**Mythic Divine Health:** As a standard action, the paladin may expend one use of mythic power to grant an adjacent ally immunity as the divine health class feature, for a number of hours equal to her mythic tier.

**Mythic Mercy:** When the paladin uses her lay on hands, as a swift action, she may expend one use of mythic power to change her current mercies. She may switch any mercy she has for another mercy available to her at the same or lower level. The new selection of mercies last until she changes them again, or she next regains daily uses of lay on hands.

**Mythic Channel Energy:** As the cleric mythic class feature of the same name (see above).

**Mythic Spell List:** The paladin can add one cleric spell of a spell level she can cast to her paladin class spell list. If she is mythic tier 5 she can add one inquisitor or ranger spell of a spell level she can cast to her paladin class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the paladin's class spell list.

**Mythic Divine Bond:** The paladin's bond to her god is so strong, it can grant multiple benefits. If the paladin has already selected the steed divine bond, she can also select the





## Chapter 2: Mythic Class Abilities



weapon divine bond. If she selects the weapon divine bond, she can also select the steed divine bond.

Alternatively, a paladin with a steed divine bond may choose to receive a mythic steed (see below), while a paladin with the weapon divine bond may select the mythic weapon divine bond (see below).

**Mythic Steed:** The paladin's steed gains a portion of her mythic power. The steed gains the hard to kill base mythic ability. If the paladin is mythic tier 3, the steed also gains the amazing initiative base mythic ability. If the paladin is mythic tier 5, the steed also gains the recuperation base mythic ability. If the paladin is mythic tier 7, the steed also gains the mythic saves base mythic ability. If the paladin is mythic tier 9, the steed also gains the immortal base mythic ability.

**Mythic Weapon Divine Bond:** The paladin infuses her connection to divide power with her mythic energies. She adds her mythic tier to her paladin level when determining the effectiveness and duration of her divine weapon bond. Additionally, she may expend one use of mythic power to grant the *bane* weapon property to her bonded weapon (consuming an amount of bonus equal to the property's cost, as normal with a divine weapon

bond).

**Mythic Aura of Resolve:** The range of paladin's aura of resolve extends an additional five feet per mythic tier, and functions even if the paladin is unconscious (and for 24 hours after her death).

**Mythic Aura of Justice:** The range of paladin's aura of justice extends an additional five feet per mythic tier, and she may choose to active it by expending one use of mythic power.

**Mythic Aura of Faith:** The range of paladin's aura of faith extends an additional five feet per mythic tier, and causes weapons affected to strike as good and cold iron (as well as whatever material they are actually made of).

**Mythic Aura of Resolve:** The range of paladin's aura of righteousness extends an additional five feet per mythic tier, and functions even if the paladin is unconscious (and for 24 hours after her death).

**Mythic Holy Champion:** The paladin's DR become DR 10/–, and the *banishment* function of her smite evil does not end the smite evil ability (though it gains only one *banishment* effect per foe).



## MYTHIC RANGER CLASS FEATURES

Mythic rangers can cross any terrain, and hunt any foe.

**Mythic Favored Enemy:** The ranger adds half his favored enemy bonus to his saving throws against spells and abilities from favored enemies, and to his AC against attacks made by favored enemies to confirm critical threats.

**Mythic Track:** Whenever the ranger takes 10 on a Survival skill check to follow tracks, he gains a +10 bonus to the total.

**Mythic Wild Empathy:** As the druid mythic class feature of the same name.

**Mythic Combat Style Feat:** The ranger's mastery of his selected combat style is unmatched. Once each day, as a full-round action, he may change one bonus feat he has selected from his combat style. In essence, he loses one bonus feat, and gains a new bonus feat from his combat style to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number of bonus combat style feats the ranger has. Each time it is selected, it allows him to swap out a bonus combat style feat one additional time per day. He may swap out the same feat multiple times, or swap out different bonus combat feats.

**Mythic Endurance:** The ranger is immune to nonlethal damage from extreme heat and cold, and the penalties of the fatigued condition. He can still be fatigued (causing him to become exhausted if he gains a second fatigued condition), but does not suffer any drawbacks from the fatigued condition.

**Mythic Favored Terrain:** The ranger gains a bonus to movement in his favored terrain, equal to +5 feet to all movement types for every +2 favored terrain bonus he gains in that terrain.

**Mythic Hunter's Bond:** The ranger's power as a hunter is so strong, it can grant multiple benefits. If the ranger has already selected the animal companion nature's bond, he may gain a bond with his allied companions. If he already has a bond with his allied companions, he may gain an animal companion.

Alternatively, a ranger can make his existing hunter's bond stronger, gaining one of the mythic hunter's bonds below.

**Mythic Allied Companion Bond:** When the ranger takes a move action to grant half his favored enemy bonus to his allies, they also count as mythic creatures for purposes of how spells

and abilities from those favored enemies affect them.

**Mythic Animal Companion Bond:** As the druid mythic class feature (see above). A ranger must have an animal companion to select this mythic class feature.

**Mythic Spell List:** The ranger can add one druid spell of a spell level he can cast to his ranger class spell list. If he is mythic tier 5 he can add one paladin (if lawful good), antipaladin (if chaotic evil), or inquisitor (for any other alignment) spell of a spell level he can cast, to his ranger class spell list. This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the ranger's class spell list.

**Mythic Woodland Stride:** As the druid mythic class feature of the same name (see above).

**Mythic Swift Tracker:** The ranger never takes penalties to tracking based on movement, even if mounted or flying.

**Mythic Evasion:** The ranger is a master of evading attacks. When a ranger takes damage, he may expend a use of mythic power to halve the amount of damage he takes. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the ranger failed to save against. Thus the ranger could use mythic evasion to halve the damage you take from a poison if he failed his save, but not any damage the poison deals after its initial effect.

**Mythic Quarry:** The ranger adds half his mythic tier (minimum +1) to the number of creatures he may have designated as a quarry at a time. If the ranger has a current quarry, he still must wait an hour to designate a new quarry.

**Mythic Camouflage:** When in a favored terrain, if the ranger is in circumstances that allow him to make a Stealth check, he may also become *invisible* (as the spell) as a free action. His invisibility lasts until he attacks (per the spell's definition of an attack), or he is no longer in a circumstance that allows a Stealth check.

**Mythic Improved Evasion:** On a failed Reflex save, the ranger takes only 10% of an effect's damage. Additionally, she only takes half damage from any area attack, even if it does not allow a Reflex save.

**Mythic Hide in Plain Sight:** When in favored terrain, the ranger can cast *improved invisibility* at will, using his ranger level as its caster level. A ranger must have mythic camouflage to select this mythic class feature.

**Mythic Improved Quarry:** The ranger adds half his mythic tier (minimum +1) to Survival checks and attack rolls made against his quarry. If he also has mythic quarry (see above), he can add a new quarry after 10 minutes, up to his maximum number of designated quarries.

**Mythic Master Hunter:** The ranger adds half his mythic tier (minimum +1) to the save DC of attacks made using the master hunter ability.





# Chapter 2: Mythic Class Abilities

## MYTHIC ROGUE CLASS FEATURES

Mythic rogues are the source of urban legends and fairy tales of clever and mischievous heroes.

**Mythic Sneak Attack (Ex):** The rogue is an expert at creating situations where she can make an unexpected attack. Her first attack each round targeting a non-mythic creature is a sneak attack, even if the creature is not flanked or denied its Dex to AC. Additionally, when the rogue sneak attacks a creature that is immune to sneak attacks (such as an elemental) or negates sneak attack damage (such as a target with *armor of fortification*), she may expend one use of mythic power to still deal her sneak attack damage to the creature.

**Mythic Trapfinding (Ex):** The rogue has an amazingly sharp eye for details. She may search for something (such as a trap or hidden creature) as a swift action.

**Mythic Evasion (Ex):** The rogue is a master of evading attacks. When the rogue takes damage she may expend a use of mythic power to halve the amount of damage she takes. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the rogue failed to save against. Thus the rogue could use mythic evasion to halve the damage she takes from a poison if she fails her save, but not any damage the poison deals after its initial effect.

**Mythic Rogue Talents:** To take a mythic talent, a rogue must have the non-mythic version of the talent. No mythic talent may be taken more than once.

**Mythic Bleeding Attack (Ex):** The rogue adds half her tier to the amount of bleed damage she inflicts with bleeding attack (minimum +1), and adds her full tier to the DC of the Heal check required to stop the bleed.

**Mythic Combat Trick:** The rogue gains a bonus combat feat. She adds her tier to her fighter level for purposes of meeting this feat's prerequisites. (Thus a rogue with mythic tier 4 could take Weapon Specialization, if she also had Weapon Focus).

**Mythic Fast Stealth (Ex):** If people are observing the rogue using any of their senses, and the observers are momentarily distracted (such as by a Bluff check), the rogue can attempt a Stealth check if she can get to an unobserved place of some kind without taking the normal -10 penalty for having to move quickly.

If the rogue is sniping (having already successfully used Stealth at least 10 feet from her target) and she makes one ranged attack and then immediately use Stealth again, she takes only a -10 penalty on her Stealth check to maintain her obscured location (rather than the normal -20).

**Mythic Finesse Rogue (Ex):** The rogue adds her Dexterity bonus to damage instead of her Strength bonus when attacking with any melee weapon to which

Weapon Finesse applies.

**Mythic Ledge Walker (Ex):** The rogue need not make an Acrobatics check to avoid being knocked prone after taking damage when moving along a narrow surface, nor even to move along the narrow surface. The rogue treats narrow surfaces as normal terrain.

**Mythic Major Magic (Sp):** The rogue gains an additional number of 1st-level sorcerer/wizard spells equal to half her mythic tier (minimum +1). Each may be cast twice per day, following the rules for the major magic talent.

A rogue must have the mythic minor magic talent to take the mythic major magic talent.

**Mythic Minor Magic (Sp):** The rogue may cast the 0-level spell she gained through minor magic an unlimited number of times per day.

**Mythic Quick Disable (Ex):** The rogue can disable any trap as a full round action. If she also has the astounding disable trickster path ability, she can disable a device as a move action, or in place of a melee attack.

**Mythic Resiliency (Ex):** As an immediate or swift action, the rogue may expend a use of mythic power to use the resiliency talent, even if she has already used it that day. Additionally, any time she uses resiliency, she adds her tier to the number of temporary hit points gained.

**Mythic Rogue Crawl (Ex):** The rogue may move normally while prone, and does not have a -4 penalty on melee attack rolls or to AC against melee attacks when prone.

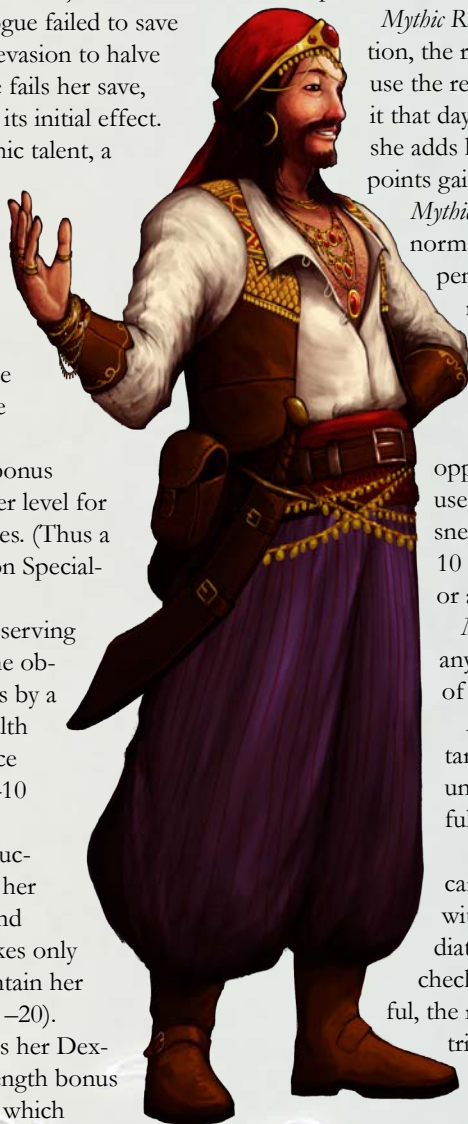
**Mythic Slow Reaction (Su):** The rogue adds half her tier (minimum +1) to the number of rounds during which a foe hit by her sneak attack cannot make attacks of opportunity. Additionally, she may expend a use of mythic power to force a foe hit by her sneak attack to attempt a Fortitude save (DC 10 +rogue's Int bonus + rogue's mythic tier) or also be *slowed* for this duration (as the spell).

**Mythic Stand Up (Ex):** Neither the rogue, nor any allies adjacent to her, provokes an attack of opportunity by standing from prone.

**Mythic Surprise Attack (Ex):** Non-mythic targets are considered flat-footed to the rogue until the end of the rogue's turn in the first full round of combat.

**Mythic Trap Spotter (Ex):** If an ally the rogue can see, who is within 60 feet of her, comes within 10 feet of a trap, she receives an immediate Perception check to notice the trap. This check is made in secret by the GM. If successful, the rogue notices the trap before the ally can trigger it, and may shout a warning as a free action (even if it is not the rogue's turn).

**Mythic Weapon Training (Ex):** The rogue's







Weapon Focus feat applies to all weapons she gains proficiency with as a rogue.

**Mythic Trap Sense (Ex):** The rogue's ability to sense traps even allows her to position and warn allies so they are less likely to be damaged by traps. All allies within 60 feet of the rogue that she can see gain the benefits of her trap sense class feature. Additionally, she adds her tier to her AC against attacks made by traps, and to any saving throw she makes against a trap's attack or effects.

**Mythic Uncanny Dodge (Ex):** Against attacks from non-mythic sources, the rogue is never considered to be flat-footed or to have lost her Dex bonus to AC unless she is helpless.

**Mythic Improved Uncanny Dodge (Ex):** The rogue adds half her tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

**Mythic Advanced Talents:** To take a mythic advanced talent, a rogue must have the non-mythic version of the talent. No mythic advanced talent may be taken more than once.

**Mythic Crippling Strike\* (Ex):** When the rogue uses her crippling strike talent, she may choose to deal 4 points of Strength damage, 4 points of Dexterity damage or 2 points of Strength and 2 points of Dexterity damage.

**Mythic Defensive Roll (Ex):** The rogue adds half her tier (minimum +1) to Reflex saves made as part of her defensive roll. If the rogue successfully uses her defensive roll advanced talent, she takes no damage from the attack she used it against. Additionally, she may expend 2 uses of mythic power to use her

defensive roll even if she has already used it that day.

**Mythic Dispel Attack\* (Su):** When the rogue uses her dispelling attack, it applies to every spell on her target. A rogue must have the major magic rogue talent and mythic major magic talent before choosing mythic dispelling attack.

**Mythic Improved Evasion (Ex):** On a failed Reflex save the rogue takes only 10% of an effect's damage. Additionally, she only takes half damage from any area attack, even if it does not allow a Reflex save. A rogue must have the mythic evasion class feature before choosing the mythic improved evasion advanced talent.

**Mythic Opportunist (Ex):** The rogue may continue to use the opportunity talent as long as she has attacks of opportunity left – she is not limited to only using opportunity once per round.

**Mythic Skill Mastery (Ex):** When the rogue takes 10 with a skill she has skill mastery for, she adds her tier to the result.

**Mythic Slippery Mind (Ex):** If a rogue with mythic slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again once per round. After her first additional attempt, the DC increases by a successive +1 on each additional attempt thereafter (+1 on her 3rd attempt, +2 on her 4th attempt, and so on).

**Mythic Feat:** The rogue may select a mythic feat. Treat her mythic tier as being 2 higher for purposes of meeting this feat's prerequisites, and for any tier-related calculations made for this feat.



# Chapter 2: Mythic Class Abilities

## MYTHIC SORCERER CLASS FEATURES

Mythic sorcerers grow to be more than human, and often establish dynasties that build and rule kingdoms.

**Mythic Spell List:** The sorcerer can add one witch spell of a spell level she can cast, to her sorcerer class spell list. If she is mythic tier 5 she can add one bard or summoner spell of a spell level she can cast, to her sorcerer class spell list. She must still choose the spell as a spell known (counting normally against her maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the sorcerer's class spell list.

**Mythic Bloodline (Power):** The sorcerer infuses her connection to the powers of her blood with mythic energies. She adds her mythic tier to her sorcerer level when determining the effectiveness and duration of any bloodline power (though this does not impact what bloodline powers or spells she has access to at each class level). Additionally, if a bloodline grants a power that deals 1d6 points of damage + 1 point for every two class levels the sorcerer possesses, it deals an additional 1d6 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10. If a bloodline grants a power that deals 1d4 points of damage + 1 point for every two class levels the sorcerer possesses, it deals an additional 1d4 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10.

If a bloodline grants a power that can be used 3 or more times per day, and the number of times per day does not add her class level or half her class level, the sorcerer adds her tier to the number of times per day it can be used. If it grants an ability that can be used once or twice per day, the sorcerer gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10.

Some bloodlines gain other specific benefits when selected with mythic bloodline (power), as noted below.

*Mythic Aberrant Bloodline:* At 1st level, the sorcerer's bloodline arcana stacks with Extend Spell.

At 9th level, the sorcerer adds her mythic tier to her % chance to ignore any critical hit or sneak attack scored against her.

At 11th level, the sorcerer's actual reach increases by 5 feet, extending her threatened area. At 17th level, the sorcerer's actual reach increases by another 10 feet. These increases do not stack with the extra reach gained from long limbs only when making a melee touch attack.

*Mythic Abyssal Bloodline:* At 3rd level, the sorcerer gains resist acid, cold, and fire equal to 1/2 her mythic

tier (minimum resist 1). At 9th level, it is equal to her mythic tier. This stacks with any other resist to acid, cold, or fire she has.

*Mythic Arcane Bloodline:* At 1st level, the sorcerer's bloodline arcana stacks with Heighten Spell. The arcane bond the sorcerer selects acts as the mythic arcane bond wizard mythic class feature.

At 9th, 13th, and 17th level, the sorcerer may choose to add a witch or magus spell with new arcana, rather than a wizard spell.

*Mythic Celestial Bloodline:* At 3rd level, the sorcerer gains a +2 bonus to saves against poison. This increases to +4 at 9th level.

*Mythic Destined Bloodline:* At 1st level, the luck bonus to saves gained from the bloodline arcana lasts for 2 rounds. At mythic tier 5, it lasts for 3 rounds. At mythic tier 10, it lasts for 4 rounds.

At 3rd level, the luck bonus to AC against attacks the sorcerer is unaware of increases by 1. It increases by another 1 at mythic tier 4, 7, and 10.

*Mythic Draconic Bloodline:* At 1st level, the sorcerer adds her mythic tier to damage done by spells she casts with an energy descriptor that matches her draconic bloodline's energy type.

At 3rd level, the sorcerer gains a +2 bonus to saves against paralysis and sleep. This increases to +4 at 9th level, and +6 at 15th level.

*Mythic Elemental Bloodline:* At 1st level, whenever the sorcerer casts a spell with an energy descriptor that matches her elemental bloodline's energy type, that spell deals +1 point of damage per die rolled.

At 3rd level, whenever the sorcerer is affected by a spell that deals damage that matches the sorcerer's elemental bloodline type, and the spell has a caster level no lower than the sorcerer's character level -2, if the spell does not successfully harm the sorcerer the sorcerer gains a +1 bonus to caster level for a number of rounds equal to half the spell's spell level. At mythic tier 6, if the spell is mythic and does not damage the sorcerer, the caster level bonus is +2.

*Mythic Fey Bloodline:* At 1st level, the sorcerer adds half her mythic tier (minimum +1) to her caster level when casting spells of the compulsion subschool.

At 3rd level, the sorcerer's woodland stride even works in undergrowth that has been magically manipulated, as long as the magic is not mythic.

At 15th level, the sorcerer can roll twice when attempting to overcome spell resistance, and use the best of the two results, rather than rerolling such rolls at will.







**Mythic Infernal Bloodline:** At 1st level, the sorcerer adds half her mythic tier (minimum +1) to her caster level when casting spells of the charm subschool.

At 3rd level and higher, the sorcerer's infernal resistance grants her resist cold of the same amount as resist fire.

At 20th level, the sorcerer gains cold resist 20.

**Mythic Undead Bloodline:** At 1st level, the sorcerer treats all undead as humanoids for purposes of what spells can affect them.

At 3rd level, the sorcerer gains a +2 bonus to saves against paralysis and sleep. This increases to +4 at 9th level, and +6 at 15th level.

**Mythic Bloodline (Selection):** The sorcerer may select an additional bloodline. Each day when she regains uses of the spells per day, she must select which bonus bloodline spell she knows at each spell level she has access to, selecting from the bloodline spells of all her bloodlines. This selection remains until she next regains spells per day. When she gains a bonus bloodline feat, she may select it from all her bonus feats from all bloodlines.

**Mythic Spontaneous Casting:** The sorcerer does not take additional time to cast spontaneous metamagic spells.

**Mythic Cantrips:** The sorcerer adds her mythic tier to the number of cantrips she knows.

**Mythic Eschew Materials:** The sorcerer gains the Mythic Eschew Materials feat.

**Mythic Bloodline Feat:** The power of the sorcerer's bloodline is augmented by the mythic abilities. Once each day, as a full-round action, she may change one bloodline feat she has selected from all her bloodlines. In essence, she loses one bonus feat, and gains a new bonus feat from a bloodline to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number of bloodline feats the sorcerer has. Each time it is selected, it allows her to swap out a bloodline feat one additional time per day. She may swap out the same feat multiple times, or swap out different bloodline feats.



# Chapter 2: Mythic Class Abilities

## MYTHIC WIZARD CLASS FEATURES

Mythic wizards are scholars without peer, and advisors to the most powerful mortals in their worlds.

**Mythic Skill Points:** The wizard gains 1 additional skill point per level, which must be spent on Craft, Knowledge, or Profession.

**Mythic Skills:** The wizard adds half his mythic tier (minimum +1) to all Craft, Knowledge, and Profession skills in has at least one rank in.

**Mythic Spell List:** The wizard can add one witch spell of a spell level he can cast, to his wizard class spell list. If he is mythic tier 5 he can add one bard or summoner spell of a spell level he can cast, to his wizard class spell list. If he is mythic tier 10 he can add one spell from any class list of a spell level he can cast, to his wizard class spell list. He must still take time and make a roll to learn the spell, but he is considered to always have access a source of the spell (as if he had another spellcaster's spellbook with the spell in it).

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the wizard's class spell list.

**Mythic Arcane Bond:** The wizard's arcane powers are greatly augmented by his mythic abilities, allowing his arcane bond to grant multiple benefits. If the wizard has already selected a familiar, he may also gain a bonded object. If he already has a bonded object, he may gain a familiar.

Alternatively, a wizard can make his existing arcane bond stronger, gaining one of the mythic arcane bonds below.

**Mythic Bonded Object:** The wizard suffers no penalties to cast spells when his bonded object is not worn or in hand. However, when it is worn or in hand, the wizard's caster level (for purposes of the effectiveness of spells and caster level checks) is increased by 2.

**Mythic Familiar:** The wizard's familiar is considered a mythic creature with a mythic tier equal to half its master's (minimum tier 1). The wizard may choose to have any spell he casts originate and calculate its range from his familiar, rather than from himself. He must either be able to see his familiar, or have line of effect to his familiar, to cast spells in this way.

**Mythic Scribe Scroll:** The wizard gains the Mythic Scribe Scroll feat (see page XX).

**Mythic Arcane School:** Each day, before preparing spells, the wizard selects one arcane school to specialize in, and two opposed schools. (Alternately, the wizard may specialize in the universalist school, in which case, no opposed schools are selected). The wizard retains selected specialized and opposed schools until he first prepares spells the next day.

When the wizard prepares spells, he may use his additional spell slots gained for specialization to prepare spells from the school he has specialized in for the day, and must expend higher-level spell slots to prepare schools from his opposed schools for the day. If any of those spells are still prepared when he next changes his school specialization, the prepared spells are dismissed and new spells must be prepared in those slots.

**Mythic Cantrips:** The wizard adds his mythic tier to the number of cantrips he can prepare.

**Mythic Bonus Languages:** The wizard gains a number of bonus languages equal to his tier.

**Mythic Bonus Feats:** The wizard's mastery of magic feats is unmatched. Once each day as a full-round action he may change one metamagic or item creation feat he has selected. In essence, he loses one metamagic or item creation feat, and gains a new metamagic or item creation feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number of metamagic or item creation feats the wizard has. Each time it is selected, it allows him to swap out a metamagic or item creation feat one additional time per day. He may swap out the same feat multiple times, or swap out different metamagic or item creation feats.

**Mythic Spellbooks:** The wizard creates one spellbook that contains the secret knowledge of a specific arcane school. If the wizard prepares spells from this spellbook when he first prepares spells for the day, he gains all the advantages of a specialist wizard of the selected arcane school. . He gains only one bonus spell slot of each level for specialist spells, though he may use this slot

for spells of his actual school or the school associated with his mythic spellbook. The wizard can only possess one such spellbook at a time, and no other wizard may learn or prepare spells from it. If it is destroyed, the wizard can create it without access to a spellbook containing the same spells by re-scribing all the spells it contained. It must contain at least one spell of every spell level the wizard can cast.

A wizard must have the mythic arcane school class feature before he can take this mythic class feature. A wizard may take this mythic class





feature more than once. Each time, it allows him to create a new spellbook with the secrets to another arcane school. No matter how many arcane schools he specializes in on a given day, he always has two (and only two) opposition school (determined each day when he prepares his spells). A wizard may never be specialized in an arcane school he has selected as an opposition school.

## Base Classes

The following mythic class features are for classes described in the *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Ultimate Combat*, and *Pathfinder Roleplaying Game Ultimate Magic*. If a mythic campaign allows these classes, it should also consider allowing their mythic class features, presented below. These mythic base class features follow all the rules for mythic core class features, presented above.



## MYTHIC ALCHEMIST CLASS FEATURES

Mythic alchemists bend the rules of reality, and sometimes of common sense.

**Mythic Alchemy:** As a standard action, the alchemist can expend one use of mythic power to create any one extract without expending any of his daily allotment of extracts. The extract must be on the alchemist class formula list, must be of a level that he can create, and must have a casting time of “1 standard action” (or less). The alchemist doesn’t need to have the formula prepared, nor does it need to be on his list of formulas known. When creating an extract in this way, the alchemist treats his caster level as 2 levels higher for the purpose of any effect dependent on level. The alchemist may apply any metamagic feats he knows to this extract, but its total adjusted level cannot be greater than that of the highest-level extract he can create.

**Mythic Bomb:** As a standard action, the alchemist can expend one use of mythic power to create any one bomb without expending any of his daily allotment of bombs. He doesn’t need to have the discoveries used to create the bomb, but they must be discoveries he meets all the prerequisites for. When creating a bomb in this way, he treats his alchemist level as 2 levels higher for the purpose of any effect dependent on level. The alchemist still cannot apply more than one discovery listed with an asterisk\* to this bomb.

**Mythic Brew Potion:** Once per day the alchemist can expend one use of mythic power and one use per day of bombs to create a magic potion as a standard action. The alchemist must spend the normal gp cost of material for this potion, and still must make a successful Craft (alchemy) check as normal for potion creation.

**Mythic Mutagen:** Each time the alchemist uses a mutagen, he gains a special surging power he can call on once during the duration of that mutagen. The surging power may be used one of three ways, determined when he uses it.

**Surging Attack (Ex):** As a swift action, the alchemist may make a ranged attack at his highest attack bonus. This is in addition to any other attacks he makes this round. When making this attack, he ignores the target’s cover and any concealment other than total cover, and adds his mythic tier to the attack roll. Damage from this attack bypasses all damage reduction.

**Surging Charge (Ex):** As a swift action, the alchemist may move up to his speed. At any point during this movement, he may make a single melee or ranged attack at his highest attack bonus, adding his tier to the attack roll. This is in addition to any other attacks he makes this round. Damage from this attack bypasses all damage reduction.

**Surging Attack (Ex):** As a swift action, the alchemist may make a melee attack at his highest attack bonus. This is in addition to any other attacks he makes this round. When making a sudden attack, he rolls twice and takes the better result, adding his tier to the attack roll. Damage from this attack bypasses all damage reduction.

**Mythic Throw Anything:** The alchemist increases the range



## Chapter 2: Mythic Class Abilities

increment of his bombs, and anything else he throws, by 5 feet per mythic tier. The alchemist may throw objects ten range increments (rather than the normal 5).

**Mythic Discoveries:** To take a mythic discovery, an alchemist must have the non-mythic version of the discovery. No mythic discovery may be taken more than once. All discoveries that apply to mutagens also apply to *cognatogens*<sup>UM</sup>.

**Mythic Acid Bomb:** The alchemist can cause any bomb he throws to inflict acid damage (rather than its normal damage type), or have its damage deal two different damage types (each dealing half the bomb's total damage), and make one of them acid. When the alchemist throws a bomb or alchemical weapon that deals acid damage (and no other damage type), he adds his mythic tier to the damage dealt (both on a direct hit and to splash damage). If it deals only half acid damage (and half a different damage type), he adds half his mythic tier.

**Mythic Combine Extracts:** The alchemist can add a third extract to his combined extract. The third extract must have a level no greater than half the level of the lowest-level other extract.

**Mythic Concentrate Poison:** The alchemist's concentrated poisons do not go bad after an hour, and instead last until used.

**Mythic Concussive Bomb:** The alchemist can cause any bomb he throws to inflict sonic damage (rather than its normal damage type), or have its damage deal two different damage types (each dealing half the bomb's total damage), and make one of them sonic. This does not reduce the damage die of the bomb.

**Mythic Delayed Bomb:** The alchemist's delayed bombs can be delayed up to 24 hours, and he may have a number of delayed bombs at one time equal to 1 + his mythic tier.

**Mythic Dilution:** Through the power of the alchemical "law of similars," the alchemist actually makes poisons stronger when he dilutes them. The alchemist may increase the save DC of a diluted poison by 1, or add +1 to one type of damage it inflicts. The same choice must be made for both doses that result from a diluted poison.

**Mythic Dispelling Bomb:** The alchemist may select a number of creatures in the dispelling bomb's splash area to also be subject to a targeted dispel. This number is equal to the alchemist's mythic tier.

**Mythic Elixir of Life:** The alchemist may use his elixir of life on other living creatures, which affects them the same way it does when he drinks it himself. Additionally, the alchemist adds his mythic tier to the number of days an imbibed elixir of life remains active in a living creature.

**Enhance potion:** A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks to function at a caster level equal to his class level.

**Mythic Eternal Potion:** The alchemist may have a number of permanent effects at one time equal to 1+1/2 his mythic tier (minimum of two total effects).

**Mythic Explosive Bomb\*:** The alchemist's bombs may have a splash radius of up to 10 feet plus 5 feet per 3 mythic tiers (rounding all fractions up) rather than 5 feet. The alchemist may choose the radius each time he throws a bomb.

**Mythic Extend Potion:** The alchemist's extend potion now applies to extracts.

**Mythic Fast Bombs:** The alchemist may now throw a bomb as an attack of opportunity (though this provokes an attack of opportunity unless he was some way to make ranged attacks without doing so). The creature that provokes the attack of opportunity is the target of the bomb, which follows normal splash damage rules.

**Mythic Feral Mutagen:** The alchemist is treated as being one size category larger when determining the damage of his natural attacks from feral mutagen. At mythic tier 6 or higher, he is treated as being two size categories larger.

**Mythic Force Bomb\*:** The alchemist's force bombs deal 1d6+1 damage per die, rather than 1d4.

**Mythic Frost Bomb\*:** The alchemist can cause any bomb he throws to inflict cold damage (rather than its normal damage type), or have its damage deal two different damage types (each dealing half the bomb's total damage), and make one of them cold. When the alchemist throws a bomb or alchemical weapon that deals cold damage (and no other damage type) he adds his mythic tier to the damage dealt (both on a direct hit and to splash damage). If it deals only half cold damage (and half a different damage type), he adds half his mythic tier.

**Mythic Grand Mutagen:** The alchemist no longer takes a -2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists.

**Mythic Mythic Greater Mutagen:** The alchemist's mutagen now grants a +6 alchemical bonus to two physical ability scores (Strength, Dexterity, or Constitution).

**Mythic Infuse Mutagen:** The alchemist may create a number of persistent mutagens without paying a gp cost or taking Intelligence damage, to a maximum number at one time equal to 1 + his mythic tier (minimum 2).

**Mythic Inferno Bomb:** The alchemist can now combine inferno bomb with other discoveries that have an asterisk\*.

**Mythic Infusion:** The alchemist may create a number of persistent extracts equal to half his mythic tier (minimum 1) that do not continue to occupy one of the alchemist's daily extract slots.

**Mythic Madness Bomb:** Targets that take a direct hit from a madness bomb must make a Will save (DC 10 +1/2 alchemist level + alchemist Int bonus) or be confused for as long as they have wisdom damage from the bomb.

**Mythic Poison Bomb\*:** The effects of the smoke created by an alchemist's bomb add half the alchemist's mythic tier (minimum +1) to the hit die range of each effect. Thus a poison bomb from a tier 4 alchemist adds 2 HD to each effect range, automatically killing any living creature with 5 or fewer HD with no save (rather than 3 HD or less). A living creature with 6 to 8 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with more than 8 HD takes 1d4 points of Constitution damage on the alchemist's turn each round while in the cloud (a successful Fortitude save



halves this damage).

**Mythic Precise Bombs:** The alchemist may exclude any number of targets from the splash damage from his bombs, even if his attack misses.

**Mythic Shock Bomb\*:** The alchemist can cause any bomb he throws to inflict electricity damage (rather than its normal damage type), or have its damage deal two different damage types (each dealing half the bomb's total damage), and make one of them electricity. When the alchemist throws a bomb or alchemical weapon that deals electricity damage (and no other damage type) he adds his mythic tier to the damage dealt (both on a direct hit and to splash damage). If it deals only half electricity damage (and half a different damage type), he adds half his mythic tier.

**Mythic Smoke Bomb\*:** The alchemist's smoke bombs can now act as *solid fog*.

**Mythic Sticky Bomb:** The alchemist adds half his mythic tier (minimum +1) to the number of rounds his sticky bomb's effects continue to damage creatures.

**Mythic Sticky Poison:** The alchemist adds half his mythic tier (minimum +1) to the number of strikes a weapon he poisons remains poisoned.

**Mythic Stink Bomb\*:** The target of a direct hit from the alchemist's stink bomb is affected by *nauseating trail* (*Pathfinder RPG Advanced Class Guide*) at the alchemist's caster level. He is still subject to the stinking bomb's nauseating effect.

**Mythic Poison Resistance (Ex):** The alchemist is completely immune to poison. At 10th level, he can also confer immunity to any one creature that he applies an elixir to. This creature remains immune until the alchemist grants immunity to a new creature.

**Mythic Poison Use (Ex):** The save DC of any poison the alchemist applies to a weapon is increased by 1.

**Mythic Swift Alchemy (Ex):** The alchemist can create alchemical items in 10% of the normal time.

**Mythic Swift Poisoning (Ex):** Anytime the alchemist makes an attack with a weapon he could poison (including attacks of opportunity), he may poison that weapon as a free action.

**Mythic Persistent Mutagen (Su):** The alchemist's mutagens last an additional number of hours equal to his mythic tier.

**Mythic Instant Alchemy (Ex):** The alchemist can create alchemical items as a move action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

**Mythic Grand Discovery (Su):** The alchemist can select an additional grand discovery.

## MYTHIC CAVALIER CLASS FEATURES

Mythic cavaliers are the legendary knights of legend and fables.

**Mythic Challenge:** When the cavalier challenges a foe, he gains SR against that foe equal to his mythic tier plus his class level.

**Mythic Mount:** The cavalier's mount gains a portion of the cavalier's mythic power. The mount gains the hard to kill base mythic ability. If the cavalier is mythic tier 3, the mount also gains the amazing initiative base mythic ability. If the cavalier is mythic tier 5, the mount also gains the recuperation base mythic ability. If the cavalier is mythic tier 7, the mount also gains the mythic saves base mythic ability. If the cavalier is mythic tier 9, the mount also gains the immortal base mythic ability.

Alternatively, if the campaign allows the Leadership feat and cohorts, the cavalier may gain an unusual creature as a mount. The creature must be large and strong enough to carry the cavalier, and approximately quadrupedal or winged quadrupedal. The mount must have a CR at least two lower than the highest level cohort the cavalier could have if it the cavalier had Leadership, loses any summoning or calling ability it has, any spells or spell-like ability it has of a level higher than 1/3 the cavalier's mythic tier, and any spell, spell-like ability, or supernatural ability it has, can be used a maximum number of times per day equal to half the cavalier's mythic tier.

The GM has final discretion on what creatures make appropriate mounts.

**Mythic Order:** The cavalier gains a second order. He must follow all the edicts of both orders, or lose the benefits of the challenge ability from both orders. Such a cavalier is often referred to as a Knight-Captain of both orders.

Alternatively, the cavalier may gain a mythic connection to his existing cavalier order. Such a cavalier is often known as a Grand Knight of his order. The cavalier adds his mythic tier to his level when determining the order's benefits to his challenge ability, and gains additional benefits as outlined below.

**Mythic Order of the Cockatrice:** At 2nd level the cavalier can use Dazzling Display as a move action. At 15th level he can use moment of triumph twice per day.

**Mythic Order of the Dragon:** At 2nd level the cavalier can aid another as a free action a number of times per day equal to his mythic tier. At 15th level he can use act as one twice per combat.

**Mythic Order of the Lion:** At 2nd level the cavalier can use lion's call as a swift action a number of times per day equal to his mythic tier. At 15th level he can use shield of the liege after an attack roll has been made a number of times per day equal to his mythic tier.

**Mythic Order of the Shield:** At 2nd level the cavalier adds his mythic tier to his class level when determining the effectiveness of resolute. At 15th level he can use protect the meek without being staggered a number of times per day equal to his mythic tier.

**Mythic Order of the Star:** At 2nd level the cavalier can use calling (for any type of check) an additional number of times per



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day equal to his mythic tier. At 15th level any successful attack he makes using retribution, is a critical threat, though he needs to roll normally to confirm it as a critical hit.

**Mythic Order of the Sword:** At 2nd level the cavalier adds half his mythic tier to the morale bonus from by my honor. At 15th level he can use knight's challenge twice per day.

**Mythic Tactician:** The cavalier adds his mythic tier to his class level when determining the effect of his tactician ability, and the ability's range increases to 60 feet.

**Mythic Cavalier's Charge:** The threat range of the first attack the cavalier makes as part of a charge is increased by 1, after all other calculations. For example, a cavalier with a greatsword and Improved Critical (greatsword) would normally have a threat range of 17–20, but this increases to 16–20 on the first attack of a charge. (This ability stacks with mighty charge in the same way it stacks with Improved Critical.)

**Mythic Expert Trainer:** The cavalier adds his mythic tier to the maximum number of tricks he can teach an animal.

**Mythic Banner:** The cavalier adds his mythic tier to his class level when determining the effect of his banner ability, and the ability's range increases to 120 feet.

**Mythic Bonus Combat Feat:** The cavalier's mastery of combat feats is legendary. Once each day, as a full-round action, he may change one combat feat he has selected. In essence, he loses one bonus feat, and gains a new bonus feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of bonus combat feats the cavalier has. Each time it is selected, it allows him to swap out a combat feat one additional time per day. He may swap out the same feat multiple times, or swap out different combat feats.

**Mythic Greater Tactician:** When the cavalier uses his tactician ability, he may grant allies any two of his appropriate teamwork feats.

**Mythic Mighty Charge:** The cavalier adds his mythic tier to his combat maneuver check to perform a free bull rush, disarm, sunder, or trip combat maneuver on a successful charge attack.

**Mythic Demanding Challenge:** As long as the cavalier threatens the target of his challenge, the target suffers a penalty equal to half the cavalier's mythic tier (minimum –1) on attacks it makes against anyone other than the cavalier.

**Mythic Greater Banner:** The cavalier can, as a swift action, wave his banner to grant allies a new saving throw. Allies may benefit from this effect twice per day.

**Mythic Master Tactician:** Once each day,

as a full-round action, the cavalier may change one teamwork feat he has selected. In essence, he loses one teamwork feat, and gains a new teamwork feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

**Mythic Supreme Charge:** Once per day, when the cavalier successfully hits a target with a charge attack, he can force the target to make a fortitude save (DC 10 +1/2 cavalier's level + cavalier's Cha modifier), or die.





## MYTHIC GUNSLINGER CLASS FEATURES

Mythic gunslingers are deadly ranged combatants and amazingly tough hombres.

**Mythic Gunsmith:** The gunslinger can make whole on a firearm at will. Once per round, any firearm she holds that is damaged receives a make whole as a free action.

**Mythic Grit:** When the gunslinger expends a point of mythic power, she regains one point of grit. This cannot exceed the gunslinger's normal maximum grit.

**Mythic Deeds:** Some of the gunslinger's deeds are better than those of a non-mythic gunslinger, as detailed below. When this mythic class feature is selected, the gunslinger selects 3 deeds it applies to. Once this selection is made, it cannot be changed. She may select deeds she does not yet have access to, but in that case, she cannot use the mythic version of the deed until she gains the normal version. This mythic class feature may be selected more than once. Each time, it applies to 3 new selected deeds.

**Mythic Deadeye:** When the gunslinger uses the deadeye ability, she does not take the -2 penalty on attack rolls for each range increment beyond the first.

**Mythic Gunslinger's Dodge:** The movement the gunslinger gains from the gunslinger's dodge ability does not provoke attacks of opportunity.

**Mythic Quick Clear:** The gunslinger can use the quick clear ability as a move action, or a swift action if she spends 1 grit point.

**Mythic Gunslinger Initiative:** The gunslinger initiative ability functions if the gunslinger has at least 1 grit point or a use of mythic power remaining, and if she has the Quick Draw feat, her hands are free and unrestrained, and the firearms are not hidden. She can draw one or two firearms as part of the initiative check.

**Mythic Pistol-Whip:** The gunslinger threatens adjacent spaces

when she has a firearm in hand. If a foe provokes an attack of opportunity, she may use the pistol-whip deed for her attack of opportunity without

spending 1 grit. (This does not allow her to make a ranged attack as an attack of opportunity).

**Mythic Utility Shot:** The utility shot ability functions if the gunslinger has at least 1 grit point or a use of mythic power remaining.

**Mythic Dead Shot:** The gunslinger may use the dead shot deed if she has at least 1 grit, but does not have to expend grit to do so.

**Mythic Startling Shot:** Anytime the gunslinger hits a foe with a firearm attack, she may spend 1 grit point to intentionally miss it and cause that creature to become flat-footed until the start of its next turn.

**Mythic Targeting:** The gunslinger may make any firearm attack a targeting attack without taking extra time to do so, but must spend 1 grit for each attack.

**Mythic Bleeding Wound:** The gunslinger's bleeding wound ability deals double bleed or ability score damage.

**Mythic Expert Loading:** When the gunslinger uses the expert loading ability, her weapon does not gain the broken condition.

**Mythic Lightning Reload:** As long as the gunslinger has at least 1 grit point, she can reload firearms with the same hand in which she is holding it (rather than requiring two hands).

**Mythic Erasive:** When the gunslinger has at least 1 grit point and 1 use of mythic power, she gains the benefit of mythic evasion (as the rogue mythic class feature).

**Mythic Menacing Shot:** The gunslinger adds half her mythic tier (minimum +1) to the save DC of menacing shot.

**Mythic Slinger's Luck:** When the gunslinger uses the slinger's luck ability, she rolls two dice on her reroll and takes the better of those results.

**Mythic Cheat Death:** The gunslinger can use the cheat death ability by expending one point of mythic power, rather than all her remaining grit points.

**Mythic Death's Shot:** The gunslinger adds a third of her mythic tier (minimum +1) to the save DC of the death's shot ability.

**Mythic Stunning Shot:** The gunslinger adds a third of her mythic tier (minimum +1) to the save DC of the stunning shot ability.

**Mythic Nimble:** The gunslinger adds her mythic tier to her level to determine the bonus of the nimble ability, and she does not lose this dodge bonus when flat-footed or a foe successfully feints against her.

**Mythic Bonus Feat:** Once each day, as a full-round action, the gunslinger may change one combat or grit feat she has selected. In essence, she loses one bonus feat, and gains a new bonus feat to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

**Mythic Gun Training:** The gunslinger adds one third of her mythic tier (minimum +1) to damage with firearms she has selected with gun training, and when she misfires with those types of firearms the misfire value increases by only 1.

**Mythic True Grit:** The gunslinger may expend one use of mythic power to select two additional deeds to gain the benefit of true grit for one hour.





# Chapter 2: Mythic Class Abilities

## MYTHIC INQUISITOR CLASS FEATURES

Mythic inquisitors are the feared enforcers and huntsmen of the gods.

**Mythic Spell List:** The inquisitor can add one cleric spell of a spell level she can cast to her inquisitor class spell list. If she is mythic tier 3, she can add one spell from the ranger class spell list of a spell level she can cast, to her inquisitor class spell list. If she is mythic tier 6, she can add one druid spell of a spell level she can cast to her inquisitor class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the inquisitor's class spell list.

**Mythic Domain (Power):** As the cleric mythic class feature of the same name.

**Mythic Domain (Selection):** As the cleric mythic class feature of the same name.

**Mythic Judgment:** When using her judgment class feature, the inquisitor may, as a standard action, expend a use of mythic power to grant an adjacent ally the power of her judgments. The ally gains the bonuses of the judgment or judgments the inquisitor is using, but gains bonuses of only half the inquisitor's class level. The ally cannot also be using judgment, from any source. If the inquisitor changes what judgments she is using, this also changes what judgments the ally is using.

Alternatively, when this mythic class feature is selected the inquisitor may boost the power of one specific judgment of hers, gaining the benefit outlined below. Once made, this choice cannot be changed.

*Destruction:* The inquisitor's damage bonus from destruction is doubled.

*Healing:* The inquisitor gains regeneration rather than healing.

*Justice:* If the inquisitor's attacks suffer a % miss chance for any reason, it is reduced by 5% per +1 bonus she gains from this judgment.

*Piercing:* The inquisitor gains a bonus to the save DCs of her spells equal to half the bonus granted by this judgment (minimum +1 DC).

*Protection:* The inquisitor gains a luck bonus to CMD equal to the bonus granted by this judgment.

*Purity:* Whenever the inquisitor makes a saving throw against an ability or effect by 5 or more, it does not affect her at all (rather than having a reduced effect, such as saving for half damage, or requiring multiple saves to end, such as with some poisons).

*Resiliency:* The inquisitor's DR becomes DR/—, and is doubled against the attacks of creatures she has identified with a Knowledge check.

*Resistance:* The inquisitor's resistance applies to all energy types.

*Smiting:* The inquisitor selects one specific alignment, or creature type. Once this choice is made, it cannot be changed.





When smiting, her attacks bypass all DR, of every type, against creatures of the selected alignment or type.

**Mythic Monster Lore:** If the inquisitor correctly identifies a monster with the appropriate Knowledge skill, she gains a +2 favored enemy bonus against it (as the ranger class ability). At mythic tier 3 this becomes a +4 favored enemy bonus. At mythic tier 6 this becomes a +6 favored enemy bonus. At mythic tier 9 this becomes a +8 favored enemy bonus. The bonuses last 24 hours, after which, another successful Knowledge check is required (even if there is no additional information to gain).

**Mythic Orisons:** The inquisitor adds her mythic tier to the number of orisons she can prepare each day.

**Mythic Stern Gaze:** The inquisitor can make Intimidate checks as a move action, and Sense Motive checks as swift actions.

**Mythic Cunning Initiative:** The inquisitor rolls initiative checks twice, and takes the best result. On a surprise round,

she may expend a use of mythic power to take a full round of actions (rather than only a standard action).

**Mythic Detect Alignment:** When the inquisitor uses this ability, she gains information each round as if she had maintained the ability for three rounds.

**Mythic Track:** Whenever the inquisitor takes 10 on a Survival skill check to follow tracks, she gains a +10 bonus to the total.

**Mythic Solo Tactics:** All allies adjacent to the inquisitor actually gain the use of her teamwork feats as long as they remain adjacent.

**Mythic Teamwork Feat:** The inquisitor can change any teamwork feat she has (rather than only the most recent one taken), and adds her mythic tier to the number of times per day she can use this ability.

**Mythic Bane:** The inquisitor adds his mythic tier to the number of rounds he can use this ability each day. In addition, when this ability is activated every weapon the inquisitor wields is treated as bane against any creature it is used to attack.

**Mythic Detect Lies:** The inquisitor can use her discern lies ability once per round as a free action, even when it is not her turn. She can focus on a number of creatures at a time equal to 1 + half her mythic tier (minimum 2 total creatures). She adds her mythic tier to the number of rounds per day she may use this ability.

**Mythic Second Judgment:** The inquisitor may expend a point of mythic power to add one to the number of judgments she can have active at the same time for one combat.

**Mythic Stalwart:** The inquisitor's stalwart ability applies even when she is helpless, and even in heavy armor.

**Mythic Greater Bane:** Whenever an inquisitor uses her bane ability, the weapon's additional enhancement bonus is +4 for bane, rather than +2, and it is considered epic for purposes of bypassing damage reduction.

**Mythic Exploit Weakness:** When the inquisitor scores a critical hit against a creature, it's fast healing and regenerations top functioning for a number of rounds equal to half her mythic tier (minimum 1 round).

**Mythic Third Judgment:** Once each round as a free action the inquisitor may change all her judgments to different judgments.

**Mythic Slayer:** When the inquisitor selects a judgment to gain her slayer bonus, she also adds her mythic tier (in addition to slayer's +5) to her effective inquisitor level for the purposes of determining the bonus granted by this judgment.

**Mythic True Judgment:** The inquisitor may use judgment once every round. She may expend a use of mythic power to use true judgment on a target, even if she has already done so within 24 hours.





# Chapter 2: Mythic Class Abilities

## MYTHIC MAGUS CLASS FEATURES

The mythic magus is a cunning combatant and spectacular spellcaster.

**Mythic Spell List:** The magus can add one witch spell of a spell level he can cast to his magus class spell list. If he is mythic tier 5 he can add one bard spell of a spell level he can cast to his magus class spell list. If he is mythic tier 10 he can add one summoner spell of a spell level he can cast to his magus class spell list. He must still take time to scribe the spell into a spellbook and make a roll to learn the spell, but he is considered to always have access to a source of the spell (as if he had another spellcaster's spellbook with the spell in it).

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the magus' class spell list.

**Mythic Arcane Pool:** At mythic tier 1, the magus adds one of the following to his list of arcane pool weapon special abilities: *allying*, *conductive*, *corrosive*, *corrosive burst*, *defending*, *ghost touch*, *menacing*, *merciful*, *mighty cleaving*, *vicious*. Once selected, it cannot be changed. The magus adds another weapon special ability at each mythic tier beyond tier 1. If the magus is mythic tier 5, he may select one of the following: *adaptive*, *advancing*, *anchoring*, *called*, *countering*, *courageous*, *furious*, *glorious*, *guardian*, *impact*, *impervious*, *seaborne*, *thundering*, *vicious*, *wounding*. If the magus is mythic tier 10, he may select one of the following: *anarchic* (if chaotic), *axiomatic* (if lawful), *bane*, *heartseeker*, *holy* (if good), *negating*, *unholy* (if evil).

### Mythic Spell Combat:

The magus can use a hand wielding a weapon to fulfill somatic components.

**Mythic Spellstrike:** The magus can use spellstrike to deliver spells with a defined target or number of targets (rather than an area) that are not touch spells. Only a single target struck by the magus' weapon is affected, even if the spell normally affects multiple targets.

**Mythic Magus Arcana (selection):** Once each day, as a full-round action,

the magus may change one magus arcana he has selected. In essence, he loses one magus arcana, and gains a new magus arcana to replace it, as if he had retrained the ability. He may not swap out any magus arcana he is using as a prerequisite.

**Mythic Magus Arcana (power):** The magus may make one magus arcana he has selected mythically powerful. Each magus arcana has its own specific benefits, detailed below.

*Mythic Arcane Accuracy:* Arcane accuracy's bonus lasts a number of rounds equal to the magus' mythic tier.

*Mythic Broad Study:* The magus selects another one of his spellcasting classes that suffers arcane spell failure, for which he has already taken broad study. The magus can cast arcane spells from that class' spell list without suffering the normal chances of arcane spell failure under any circumstances he would not suffer ASF for casting a magus spell.

*Mythic Close Range:* If the magus delivers a ray spell that targets more than one creature (such as *scorching ray*) as a melee touch spell. On a successful attack roll the target is hit with all the attacks from that spell.

*Mythic Concentrate:* The magus can use the concentrate ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

*Mythic Critical Strike:* The magus can use the critical strike ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

*Mythic Dispelling Strike:* At mythic tier 1, the magus adds *dispelling* to his list of arcane pool weapon special abilities. At mythic tier 3 he adds *dispelling burst*, at tier 5 he adds *phase locking*, at tier 7 *nullifying*, and at tier 9 *spellstealing*.

*Mythic Empowered Magic:* The magus can use the empowered magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

*Mythic Familiar:* The magus gains a mythic familiar, as the option for the mythic arcane bond wizard class feature.

*Mythic Hasted Assault:* The magus can expend 1 point from his arcane pool as a swift action to use haste as a supernatural ability.

*Mythic Maneuver Mastery:* The magus adds his mythic tier to his CMD against any maneuver he has selected with maneuver mastery.

*Mythic Maximized Magic:* The magus can use the maximized magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

*Mythic Pool Strike:* The magus adds his mythic tier to damage done with pool strike.

**RED\*** *Mythic Quickened Magic:* The magus can use the quickened magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).





**Mythic Reflection:** The magus adds half his mythic tier (minimum +1) to the level of spell he can reflect by expending a specific number of points from his arcane pool. For example, a tier 6 magus expending 1 point from his mythic pool for reflection could reflect a 4th level spell (1 arcane pool +3 for 1/2 his tier).

**Mythic Silent Magic:** The magus can use the silent magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

**Mythic Spell Blending:** The magus doubles the number of wizard spells gained with the spell binding ability.

**Mythic Spell Shield:** The spell shield arcana's bonus lasts a number of rounds equal to the magus' mythic tier.

**Mythic Still Magic:** The magus can use the still magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

**Mythic Wand Mastery:** Whenever the magus uses a wand, he calculates its caster level based on his caster level or the wand's, whichever is higher.

**Mythic Wand Wielder:** The magus can activate a magic item with a command word in place of casting a spell when using spell combat.

**Mythic Spell Recall:** As a swift action, the magus may prepare any spell he knows into an empty spell slot by expending a number of points from his arcane pool equal to the spell's level (minimum 1). He may apply metamagic feats to spells prepared this way.

**Mythic Bonus Feat:** Once each day, as a full-round action, the magus may change one combat, item creation, or metamagic feat he has selected. In essence, he loses one bonus feat, and gains a new bonus feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

**Mythic Knowledge Pool:** The magus may use the knowledge pool ability with wizard spells, as well as magus spells.

**Mythic Medium Armor:** The magus is proficient with all shields (except tower shields), and suffers no arcane spell failure for magus spells while using such shields. The magus may use a hand carrying a shield to fulfill somatic components.

**Mythic Improved Spell Combat:** The magus adds half his mythic tier (minimum +1) to concentration checks made to cast defensively.

**Mythic Fighter Training:** The magus counts 1/2 his total magus level as his monk level for the purpose of qualifying for feats. If he has levels in monk, these levels stack. For purposes of feat prerequisites, he treats all his ability scores as being their true value, or 10 + his mythic tier, whichever is higher.

**Mythic Improved Spell Recall:** When the magus casts a spell, as a free action, he may expend one point of mythic power for the spell to remain prepared, as if he had not cast it.

**Mythic Heavy Armor:** The magus is proficient with all tower shields, and suffers no arcane spell failure for magus spells while using such shields. The magus may use a hand carrying a tower shield to fulfill somatic components.

**Mythic Greater Spell Combat:** The magus applies the bonus gained from greater spell combat to all concentration check

he makes before the start of his next turn.

**Mythic Counterstrike:** The magus may expend a point of mythic power to take an attack of opportunity gained from counterstrike before the spell provoking it is cast, potentially disrupting that spell.

**Mythic Greater Spell Access:** The magus learns and places 14 more spells into his spellbook as magus spells. He may select these from any spell list. If they are wizard spells, he gains them as spells of the same level. If they are arcane spells from other classes, he gains them as spells 1 level higher than their normal spell level. If they are spells from any other class, he gains them as spells 2 level higher than their normal spell level. He gains two of each of the following spell levels (using his modified spell level for non-wizard spells): 0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level. He can ignore the somatic component of these spells, casting them without the normal chance of spell failure.

**Mythic True Magus:** Whenever the magus uses spell combat, and his spell targets the same creature as his melee attacks, he gains all the following benefits: increase the DC to resist the spell by +2, gain a +2 circumstance bonus on any checks made to overcome spell resistance, and gain a +2 circumstance bonus on all attack rolls made against the target during his turn.





# Chapter 2: Mythic Class Abilities

## MYTHIC NINJA CLASS FEATURES

A mythic ninja is a shadowy presence many disbelieve even exists, more rumor than legend.

**Mythic Poison Use (Ex):** The save DC of any poison the ninja applies to a weapon is increased by 1.

**Mythic Sneak Attack (Ex):** The ninja is an expert at creating situations where she can make an unexpected attack. Her first attack each round targeting a non-mythic creature is a sneak attack, even if the creature is not flanked or denied its Dex to AC. Additionally, when the ninja sneak attacks a creature that is immune to sneak attacks (such as an elemental) or negates sneak attack damage (such as a target with *armor of fortification*), she may expend one use of mythic power to deal her sneak attack damage to the creature.

**Mythic Ki Pool:** The ninja may expend one use of mythic power to fuel abilities that require ki points without spending a ki point. Once per day the ninja may expend 3 points from her ki pool as a free action to recover one use of mythic power.

### Mythic Talents

To take a mythic talent, a ninja must have the non-mythic version of the talent. No mythic talent may be taken more than once. If a ninja has taken a rogue talent, she may also take the mythic version of that rogue talent as a mythic class feature.

**Mythic Acrobatic Master:** When the ninja uses the acrobatic master ability, it applies to all Acrobatics checks she makes until the beginning of her next turn.

**Mythic Bleeding Attack\*:** As the mythic rogue talent of the same name.

**Mythic Choking Bomb:** The ninja may expend one use of mythic energy to cause victims of her choking bombs, who fail their saves, to be nauseated for 1d4 rounds, rather than staggered.

**Mythic Combat Trick:** Once each day, as a full-round action, the ninja may change one combat feat she has selected. In essence, she loses one bonus feat, and gains a new bonus feat to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

**Mythic Darkvision:** The ninja can use the darkvision ability as long as she has at least one ki point in her ki pool.

**Mythic Deadly Range:** The ninja selects one ranged weapon for each time she has taken deadly range. She can deal sneak attack damage within the first range increment of these ranged

weapons when she uses them to make sneak attacks.

**Mythic Deflect Arrows:** The ninja can use the Deflect Arrows feat to deflect attacks made against adjacent creatures. She can only do this for attacks she could deflect if she was the target.

**Mythic Fast Stealth:** As the mythic rogue talent of the same name.

**Mythic Feather Fall:** As long as she is conscious, the ninja does not take damage or fall prone as a result of falling.

**Mythic Flurry of Stars:** The ninja can use this ability as long as she has at least one ki point in her ki pool.

**Mythic Forgotten Trick:** The ninja can expend a use of mythic energy to use this trick to gain a master trick or rogue talent for which she meets the prerequisites.

**Mythic Hidden Weapons:** The ninja can draw and put away hidden weapons as free actions, a number of times per round equal to her Dexterity bonus.

**Mythic High Jumper:** The ninja adds her mythic tier to all Acrobatics checks made to jump.

**Mythic Ki Block\*:** A ninja with the ki block trick can prevent a creature from expending uses of mythic power. Whenever the ninja deals sneak attack damage, she may expend a use of mythic power to force the target must make a Will save or be unable to spend any points from its ki pool for one round. The DC of this save is 10 + 1/2 the ninja's level + the ninja's Charisma modifier. The number of uses of mythic power the target has is unaffected, and abilities that do not require the subject to use mythic power still function.

**Mythic Ki Charge:** The ninja adds her mythic tier to damage done with the ki charge ability.

**Mythic Poison Bomb:** The ninja may expend a use of mythic power to cause the smoke from her smoke bomb to act as a *cloudkill*, using her ninja level as the caster level.

**Pressure Points\*:** The ninja doubles the ability damage inflicted with the pressure points ability, and can expend a point of mythic power to heal a creature of 1d8 points of damage plus the ninja's level with a successful Heal check made for any other purpose.

**Mythic Rogue Talent:** Once each day, as a full-round action, the ninja may change one rogue talent she has selected.

In essence, she loses one rogue talent, and gains a new rogue talent to replace it, as if she had retrained the class feature. She may not swap out any rogue talent she is





using as a prerequisite.

**Mythic Shadow Clone:** The shadow clone ability functions as *shocking image* (Pathfinder RPG Ultimate Combat), using the ninja's class level as its caster level.

**Mythic Slow Metabolism:** The ninja may expend a point of mythic power to suspend the need to breath, and delay any poison or disease in her system, for one hour per two mythic tiers (minimum 1 hour).

**Mythic Slow Reactions\*:** As the mythic rogue talent of the same name.

**Mythic Smoke Bomb:** The ninja may choose to cause her smoke bombs to function as *solid fog*, using her class level as the caster level.

**Mythic Snatch Arrows:** The ninja can use the Snatch Arrows feat to deflect attacks made against adjacent creatures. She can only do this for attacks she could use the feat for if she was the target. A ninja must have mythic Deflect Arrows before selecting this mythic trick.

**Mythic Style Master:** Once each day, as a full-round action, the ninja may change one style feat she has selected. In essence, she loses one style feat, and gains a new style feat to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

**Mythic Sudden Disguise:** The sudden disguise ability has a duration of one hour per mythic tier.

**Mythic Unarmed Combat Training:** The ninja's unarmed damage is equal to a monk of the same level.

**Mythic Undetected Sabotage:** The ninja adds her mythic tier to all Disable Device checks, and Stealth checks made with the undetected sabotage trick.

**Mythic Vanishing Trick:** The vanishing trick functions as *greater invisibility*, rather than *invisibility*. The duration is not changed.

**Mythic Ventriloquism:** The ninja can use the ventriloquism ability as long as she has at least one ki point in her ki pool.

**Mythic Wall Climber:** The ninja's climb speed functions even on smooth surfaces and ceilings.

**Mythic Weapon Training:** As the mythic rogue talent of the same name.

**Mythic No Trace:** The ninja may choose to not leave tracks. She adds her mythic tier to Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round.

**Mythic Uncanny Dodge:** Against attacks from non-mythic sources, the ninja is never considered to be flat-footed or to have lost her Dex bonus to AC unless she is helpless.

**Mythic Light Steps:** The ninja gains a fly speed with good maneuverability equal to her land movement rate. She cannot fly farther than 5 feet from a surface of some kind, and if she is forced farther than that she falls.

**Mythic Improved Uncanny Dodge (Ex):** The ninja adds half her tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

### Mythic Master Tricks

To take a mythic master trick, a ninja must have the

non-mythic version of the trick. No mythic master trick may be taken more than once.

**Mythic Advanced Talents:** Once each day, as a full-round action, the ninja may change one rogue advanced talent she has selected. In essence, she loses one advanced talent, and gains a new rogue advanced talent to replace it, as if she had retrained the class feature. She may not swap out any rogue advanced talent she is using as a prerequisite.

**Mythic Assassinate:** The ninja may expend a use of mythic power to use this ability even if the target recognizes the ninja as an enemy.

**Mythic Blinding Bomb:** The ninja may expend a use of mythic power to make the blindness from this ability function as *blindness/deafness*, using her class level as the caster level.

**Mythic Deadly Shuriken:** The ninja adds her mythic tier to damage done with this ability.

**Mythic Evasion:** As the mythic rogue class feature of the same name.

**Mythic Feat:** The ninja may expend one use of mythic power to treat any one feat she has as the mythic version of the feat for 1 round. She must meet the prerequisites for the mythic version of the feat.

**Mythic Ghost Step:** The ninja may expend 1 ki point to *dimension door*, using her ninja level as the caster level.

**Mythic Invisible Blade:** When the ninja uses her vanishing trick ninja trick, she may also apply it to an adjacent ally. The ally does not have to remain adjacent to gain the benefits for the ability's full duration.

**Mythic Master Disguise:** When the ninja uses the sudden disguise ninja trick to take on the appearance of a specific individual that the ninja has seen before, she adds her mythic tier to the DC of the saving throw creatures that are familiar with the individual receive to see through the illusion.

**Mythic See the Unseen:** A ninja with this mythic trick learns how to see everything as it is. As a swift action, the ninja can cast true seeing, using her level as the caster level. This ability lasts for one round per two ninja levels. Each use of this ability uses up 1 ki point.

**Mythic Shadow Split:** The ninja may expend three uses of mythic power to cast *project image*, using her class level as the caster level.

**Mythic Unarmed Combat Mastery:** The ninja treats her ninja levels as monk levels for purposes of feat prerequisites and determining the effectiveness of feats she selects.

**Mythic Unbound Steps:** The ninja's flight from mythic light steps is not limited to functioning within 5 feet of a surface. A ninja must have mythic light steps and the mythic feather fall trick to select this mythic class feature.

**Mythic Hidden Master:** The ninja may use hidden master as *invisibility*, rather than *greater invisibility*. While invisible in this way, she cannot be detected by any means, and not even *invisibility purge*, see *invisibility*, and *true seeing* can reveal her. She uses her ninja level as her caster level for this ability.



# Chapter 2: Mythic Class Abilities

## MYTHIC ORACLE CLASS FEATURES

Mythic oracles are the voices of the gods.

**Mythic Spell List:** The oracle can add one druid spell of a spell level she can cast to her oracle class spell list. If she is mythic tier 4 she can add one inquisitor spell of a spell level she can cast to her oracle class spell list. If she is mythic tier 8 she can add one witch spell of a spell level she can cast to her oracle class spell list. She must still choose the spell as a spell known (counting normally against her maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the oracle's class spell list.

**Mythic Mystery (power):** The oracle infuses her connection to divine beings with mythic energies. She adds half her mythic tier as a bonus to all checks made with skills gained from her revelation (minimum +1), and her full mythic tier to her oracle level when determining the effectiveness and duration of any revelation (though this does not impact what revelation abilities or spells she has access to at each class level).

Additionally, if a revelation grants a power that deals 1d6 points of damage + 1 point for every two class levels the oracle possesses, it deals an additional 1d6 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10. If a revelation grants a power that deals 1d4 points of damage + 1 point for every two class levels the oracle possesses, it deals an additional 1d4 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10.

If a revelation grants a power that can be used 3 or more times per day, and the number of times per day does not add her class level or half her class level, the oracle adds her tier to the number of times per day it can be used. If it grants an ability that can be used once or twice per day, the oracle gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10.

Some revelations gain other specific benefits when the oracle has mythic mystery, as noted below.

### Mythic Battle Mystery

**Resiliency:** The oracle gains 1 hit point per level.

**Skill at Arms:** At mythic tier 1 the oracle gains proficiency with one exotic weapon. Once this choice is made it cannot be changed. The oracle gains proficiency with an additional exotic weapon at each tier after 1.

**War Sight:** When the oracle rolls for initiative on multiple dice, she can give any die result she does

not use to an ally within 60 feet. The ally may use the oracle's die result or the ally's own, but the ally always uses his own initiative modifier.

**Weapon Mastery:** At mythic tier 1 the oracle's weapon mastery revelation applies to an additional weapon of her choice. Once this selection is made it cannot be changed. The oracle applies weapon mastery to an additional weapon at mythic tiers 4, 7, and 10.

**Final Revelation:** The oracle selects one weapon. With this weapon, the oracle uses her class level as her base attack bonus.

### Mythic Bones Mystery

**Near Death:** The near death revelation's bonuses are doubled. Whenever the oracle makes a successful save against an effect she gains a near death bonus to, she is totally immune to the effect.

**Resist Life:** The oracle adds her mythic tier to her channel resistance.

**Final Revelation:** Once per round the oracle can cast *cause light wounds* or *cure light wounds* as a free action. No individual creature can be targeted by either spell more than once per 24 hours.

### Mythic Flames Mystery

**Burning Magic:** The oracle adds half her mythic tier (minimum +1) to the damage done by 1st level and higher fire spells.

**Cinder Dance:** Once per day the oracle can teleport from one fire source to another. This functions as *tree stride*, but she can only teleport from one fire large enough to engulf the oracle to another. All such fires are treated as "any coniferous tree" for purposes of *tree stride*.

**Gaze of Flames:** The oracle cannot be dazzled.

**Molten Skin:** The oracle gains cold resistance equal to one-half her fire resistance.

### Mythic Heavens Mystery

**Awesome Display:** The oracle adds half her mythic tier (minimum +1) to her effective Charisma bonus when determining the effectiveness of this ability.

**Final Revelation:** Should the oracle die, she is reborn 1 day later in the form of a star child, who matures over the course of 7 hours.

Treat this as the *reincarnate* spell, with the oracle able to select her incarnation.

### Mythic Life Mystery

**Healing Hands:** The oracle may treat a number of additional people at once with the *Heal* skill equal to half her mythic tier (minimum +1).

**Life Link:** The oracle adds +1 to the





healing she provides each round to linked creature, but does not take any additional damage for doing so. This increases to +2 at mythic tier 5, and +3 at mythic tier 10.

*Lifesense:* This works as blindsight, rather than blindsense.

*Safe Curing:* The safe curing ability applies to all spells that restore ability scores, remove conditions, remove negative levels, or grant bonuses to saving throws.

*Final Revelation:* Ability damage and drain cannot reduce the oracle below 1+mythic tier in any ability score.

## Mythic Lore Mystery

*Lore Keeper:* The oracle adds half her mythic tier (minimum +1) to her effective Charisma bonus when determining the effectiveness of the lore keeper ability.

*Sidestep Secret:* The oracle uses her Charisma in place of her Dexterity when calculating her CMD.

*Spontaneous Symbolology:* The oracle may cast spells she gains access it with this revelation without expending a spell slot a number of times per day equal to half her mythic tier (minimum 1/day).

*Whirlwind Lesson:* If the oracle studies a tome with a student, the benefits to both oracle and student are permanent.

*Final Revelation:* The oracle may use the final revelation's wish twice per day.

## Mythic Nature Mystery

*Erosion Touch:* The oracle adds her mythic tier to damage done with the erosion touch ability.

*Friend to the Animals:* The oracle gains all *summon nature's ally* spells of the appropriate level as bonus spells known.

*Nature's Whispers:* The oracle may use her Charisma bonus in place of her Dexterity bonus for Reflex saves.

*Spirit of Nature:* If the oracle's level + mythic tier is 25 or higher, her fast healing acts as regeneration instead.

*Final Revelation:* The oracle's cocoon takes only 1 hour to transform her.

## Mythic Stone Mystery

*Acid Skin:* The oracle may expend a point of mythic power to grant acid resist or immunity equal to revelation to an ally for 8 hours.

*Clobbering Strike:* The oracle may choose to bull rush or sunder, rather than trip.

*Rock Throwing:* The oracle can throw rocks as if she was one size category larger. If she is mythic tier 5, she may throw rocks as if two categories larger.

*Stone Stability:* The oracle adds her mythic tier to her CMD against bull rush, drag, reposition, and trip maneuvers.

*Final Revelation:* The oracle adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of feats she may add to acid or earth spells without increasing the level or casting time: bouncing spell, disruptive spell, ectoplasmic spell, focused spell, intensified spell, lingering spell, piercing spell, selective spell, toppling spell. Once a metamagic feat is selected for this final revelation, it cannot be changed.

## Mythic Waves Mystery

*Fluid Nature:* For purposes of feat prerequisites, the oracle treats her Dexterity as being equal to her Charisma score plus her mythic tier.

*Freezing Spell:* The oracle adds half her mythic tier (minimum +1) to the number of rounds creatures are *slowed* by this ability.

*Icy Skin:* The oracle may expend a point of mythic power to grant cold resist or immunity equal to revelation to an ally for 8 hours.

*Final Revelation:* The oracle adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of feats she may add to cold or water spells without increasing the level or casting time: bouncing spell, disruptive spell, ectoplasmic spell, focused spell, intensified spell, lingering spell, piercing spell, selective spell, toppling spell. Once a metamagic feat is selected for this final revelation, it cannot be changed.

## Mythic Wind Mystery

*Air Barrier:* The oracle adds her mythic tier to the % miss chance granted by this ability.

*Spark Skin:* The oracle may spend a point of mythic power to grant electricity resist or immunity equal to revelation to an ally for 8 hours.

*Vortex Spells:* The duration of the staggered condition is doubled.

*Final Revelation:* The oracle adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of feats she may add to air or electricity spells without increasing the level or casting time: bouncing spell, disruptive spell, ectoplasmic spell, focused spell, intensified spell, lingering spell, piercing spell, selective spell, toppling spell. Once a metamagic feat is selected for this final revelation, it cannot be changed.

**Mythic Oracle's Curse;** The oracle adds her mythic tier to her class level for purposes of determining how her curse functions. She may expend a point of mythic power to suppress both the benefits and drawbacks of her curse (or all her curses, if she has more than one) for a number of minutes equal to her mythic tier.

**Mythic Orisons:** The oracle adds her mythic tier to the number of orisons she knows.





# Chapter 2: Mythic Class Abilities

## MYTHIC SAMURAI CLASS FEATURES

Mythic samurai are poets of great renown, leaders of great skill, and killers of great efficiency.

**Mythic Challenge:** When the samurai challenges a foe, he gains SR against that foe equal to his mythic tier plus his class level.

**Mythic Mount:** As the cavalier mythic class feature of the same name.

**Mythic Order:** The samurai gains a cavalier order. He must follow all the edicts of both it and his samurai orders, or lose the benefits of the challenge ability from both orders. Such a samurai is often referred to as a Dai-gi, and gains the right to wear a special silken cap designating his rank. The samurai adds his mythic tier to Diplomacy checks made with other cavaliers and samurai.

Alternatively, the samurai may gain a mythic connection to his existing order. Such a samurai is often known as a Yonhon, and is considered a minor member of royalty. The samurai adds his mythic tier to Diplomacy checks made with aristocrats, nobles, and creatures with the Leadership feat. The samurai also adds his mythic tier to his level when determining the order's benefits to his challenge ability, and additional benefits as outlined below.

*Mythic Order of the Warrior:* At 2nd level the samurai adds half his mythic tier (minimum +1) to the number of times per day he can use honor in all things. At 15th level he can use strike true twice per day.

*Mythic Order of the Ronin:* At 2nd level the samurai is immune to compulsions. At 15th level he is immune to charms.

**Mythic Resolve:** The samurai adds his mythic tier to the number of times per day he can use resolve.

**Mythic Weapon Expertise:** The samurai adds one weapon per mythic tier to the weapons he can use weapon expertise with. Once made, these choices cannot be changed.

**Mythic Mounted Archer:** The samurai takes no penalty on attack rolls with ranged weapons as a result of being mounted, regardless of the type of move his mount takes.

**Mythic Banner:** The samurai adds his mythic tier to his class level when determining the effect of his banner ability, and the ability's range increases to 120 feet.

**Mythic Bonus Combat Feat:** The samurai's mastery of combat feats is legendary. Once each day, as a full-round action, he may change one combat feat he has selected. In essence, he loses one bonus feat, and gains a new bonus feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of bonus combat feats the cavalier has. Each time it is selected, it allows him to swap out a combat feat one additional time per day. He may swap out the same feat multiple times, or swap out different combat feats.

**Mythic Greater Resolve:** When the samurai is struck by a critical hit or sneak attack, he can spend one use of his resolve

as a free action to treat the attack as a normal hit. Effects that only trigger on a critical hit or sneak attack do not trigger when the samurai uses this ability.

**Mythic Honorable Stand:** The samurai adds half his mythic tier (minimum +1) to the number of times per day he can use honorable stand.

**Mythic Demanding Challenge:** As long as the samurai threatens the target of his challenge, the target suffers a penalty equal to half the cavalier's mythic tier (minimum -1) on attacks it makes against anyone other than the samurai.

**Mythic Greater Banner:** The samurai can, as a swift action, wave his banner to grant allies a new saving throw. Allies may benefit from this effect twice per day.

**Mythic True Resolve:** When the samurai uses true resolve, he may also expend three uses of mythic energy to be affected by *heal*, as the spell, with a caster level equal to half his samurai level.

**Mythic Last Stand (Ex):** When the samurai uses last stand, he may also grant its benefit to an adjacent ally. The ally does not have to remain adjacent to receive the benefits for the ability's full duration.

The samurai  
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## MYTHIC SUMMONER CLASS FEATURES

The mythic summoner is master and ally of his own private demigod.

**Mythic Spell List:** The summoner can add one bard spell of a spell level he can cast to his summoner class spell list. If he is mythic tier 5 he can add one magus spell of a spell level he can cast to his summoner class spell list. If he is mythic tier 10 he can add one witch spell of a spell level he can cast to his summoner class spell list. He must still choose the spell as a spell known (counting normally against his maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the summoner's class spell list.

**Mythic Cantrips:** The summoner adds his mythic tier to the number of cantrips he knows.

**Mythic Eidolon:** The summoner's eidolon gains a portion of the summoner's mythic power, and can expend uses of the summoner's mythic power for some purposes. The eidolon gains the hard to kill base mythic ability. If the summoner is mythic tier 3, the eidolon also gains the amazing initiative base mythic ability. If the summoner is mythic tier 5, the eidolon also gains the recuperation base mythic ability. If the summoner is mythic tier 7, the eidolon also gains the mythic saves base mythic ability. If the summoner is mythic tier 9, the eidolon also gains the unstoppable base mythic ability.

### Mythic Life Link:

The eidolon can be any distance from the summoner and remain at full strength, as long as it remains on the same plane.

### Mythic Summon

**Monster I:** The summoner can use his *summon monster* spell-like ability for *summon nature's ally* spells of the same level.

**Mythic Bond Senses:** The summoner can use the bond senses ability as a move action, and adds his mythic tier to his class level to determine how many rounds per day he may use it.

**Mythic Shield Ally:** This ability (and greater shield ally) function even if the summoner's eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

**Mythic Maker's Call:** This ability functions as *greater teleport*, rather than *dimension door*.

**Mythic Transposition:** When the summoner is immobilized, knocked unconscious, or killed, he may expend a use of mythic power to use his transposition ability. If he does this when unconscious or killed, his eidolon remains for one round per mythic tier.

**Mythic Aspect:** When the summoner uses aspect or greater aspect, his eidolon does not lose any evolution points. The summoner himself can still never have more evolution points at a time than are granted by a single use of aspect or greater aspect (as appropriate).

**Mythic Greater Shield Ally:** If the eidolon grants its shield ally or greater shield ally bonuses to an ally or the summoner, the eidolon also gains the same bonuses.

**Mythic Life Bond:** As an immediate or swift action, when the summoner is affected by a spell or effect, he may expend a use of mythic power to transfer the entirety of the spell or effect's impact on him (all penalties, conditions, damage, changes of mental state, and so on) to his eidolon.

His eidolon cannot be called or summoned by any means for 10 minutes after this ability is used.

**Mythic Merge forms:** The summoner adds his mythic tier to the number of rounds per day he may use this ability, and if ejected from the merged form, the summoner takes no damage and is not stunned for 1 round.

**Mythic Greater Aspect:** The summoner can expend a use of mythic power to grant one ally within 30 feet 6 points from his eidolon's evolution pool for 1

minute per mythic tier. The eidolon loses 3 points from its evolution pool during this time, unless the summoner has the mythic aspect class feature.

### Mythic Twin Eidolon:

The summoner adds his mythic tier to the number of minutes per day he can use this ability.





# Chapter 2: Mythic Class Abilities

## MYTHIC WITCH CLASS FEATURES

Mythic witches are power agents for mysterious patrons that grant them world-shaking power.

**Mythic Spell List:** The witch can add one druid spell of a spell level she can cast to her witch class spell list. If she is mythic tier 5 she can add one wizard spell of a spell level she can cast to her witch class spell list. If she is mythic tier 10 she can add one spell from the cleric class list of a spell level she can cast to her witch class spell list. She must still take time and make a roll for her familiar to learn the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the witch's class spell list.

**Mythic Hex (power):** The witch empowers one of her hexes with additional mythic power. Once this choice is made, it cannot be changed. If a creature cannot normally benefit from a hex it has already benefitted from for 24 hours (or once per day), or be targeted by it again for 24 hours (or once per day) after having been targeted, the witch can ignore that restriction on each mythic hex, a number of times per day equal to her mythic tier. Some mythic hexes have additional benefits, as detailed below.

*Mythic Blight:* The witch can have a number of additional blights in effect at a time equal to half her mythic tier (minimum +1).

*Mythic Cackle:* The witches familiar can cackle as a standard action, which functions as if the witch had cackled.

*Mythic Cauldron:* The witch receives poison use, as the assassin class feature.

*Mythic Coven:* The witch counts as two hags for the purpose of joining a hag's coven, and the coven need not contain one actual hag.

*Mythic Disguise:* The witch adds her mythic tier to the hours she can use the disguise ability each day.

*Evil Eye:* The witch adds half her mythic tier to her Intelligence modifier (minimum +1) for purposes of determining the evil eye ability's duration.

*Flight:* The witch adds her mythic tier to her class level for purposes of determining the flight ability's duration.

*Tongues:* The witch gains truespeech.

*Ward:* The witch can have a number of additional wards in effect at a time equal to half her mythic tier (minimum +1).

**Mythic Hex (selection):** Once each day, as a full-round action, the witch may change one hex (but not mythic hex, major hex, or grand hex) she has selected. In essence, she loses one hex, and gains a new hex to replace it, as if she had retrained the class feature. She may not swap out any hex she is using as a prerequisite.

**Mythic Familiar:** The witch's familiar becomes mythic, as the option for the mythic arcane bond wizard class feature.

**Mythic Major Hex (power):** As mythic hex, with some major hexes gaining special bonuses as detailed below.

*Mythic Hag's Eye:* The witch adds her mythic tier to her class level for purposes of determining the hag's eye ability's duration.

*Mythic Nightmares:* The witch can use *dream* as a spell-like ability once per day.

*Mythic Retribution:* The witch adds half her mythic tier to her Intelligence modifier (minimum +1) for purposes of determining the retribution ability's duration.

*Mythic Vision:* As a full-round action the witch can grant another creature touched a vision of the immediate future. This acts as if the other creature cast *divination*, using the witch's level as the caster level.

*Mythic Waxen Image:* The witch adds half her mythic tier to her Intelligence modifier (minimum +1) for purposes of determining how often the witch can use the waxen image before it melts.





*Mythic Weather Control:* This hex takes 10 minutes to use. The witch can use it one additional time per day (plus another at mythic tier 5, and yet another at mythic tier 10).

**Mythic Major Hex (selection):** Once each day, as a full-round action, the witch may change one major hex (but not mythic hex, hex, or grand hex) she has selected. In essence, she loses one major hex, and gains a new major hex to replace it, as if she had retrained the class feature. She may not swap out any major hex she is using as a prerequisite. A witch may select a hex to replace her major hex, and it is treated as a major hex for purposes of all the mythic hex selection class features (allowing her to replace it with major hexes using this ability, but not with mythic hex).

**Mythic Grand Hex (power):** As mythic hex, with some grand hexes gaining special bonuses as detailed below.

*Life Giver:* This functions as *true resurrection*, but it does not require a material component.

*Natural Disaster:* The witch does not need to concentrate on the natural disaster hex. The witch can use it one additional time per day (plus another at mythic tier 5, and yet another at 10).

**Mythic Grand Hex (selection):** Once each day, as a full-round action, the witch may change one grand hex (but not hex, mythic hex, or major hex) she has selected. In essence, she loses one grand hex, and gains a new grand hex to replace it, as if she had retrained the class feature. She may not swap out any grand hex she is using as a prerequisite. A witch may select a hex or major hex to replace her grand hex, and it is treated as a grand hex for purposes of all the mythic hex selection class features (allowing her to replace it with other hexes using this ability, but not with mythic hex or mythic major hex).

## Additional Classes

In addition to mythic class features for the character classes from the core rules of the *Pathfinder Roleplaying Game*, the *Mythic Hero's Handbook* presents mythic class features from a selection of new classes produced by Kobold Press and Rogue Genius Games, which follow the same format and rules as the core classes and base classes described in this chapter.





# Chapter 2: Mythic Class Abilities

## MYTHIC ARMIGER CLASS FEATURES

The armiger class can be located in *The Genius Guide to the Armiger*, from Rogue Genius Games, and can also be found online at [d20pfsrd.com](http://d20pfsrd.com). Its mythic class features are included here as the result of a direct patron request.

The mythic armiger is a nearly indestructible juggernaut of armor and resilience.

**Mythic Bulwark:** The armiger continues to grant allies cover, even when flat-footed, paralyzed, petrified, or stunned. If unconscious or dead, the armiger may expend two points of mythic power to grant cover to adjacent allies for a number of rounds equal to his mythic tier.

**Mythic Armiger Talents:** To select a mythic armiger talent, the armiger must have the relevant talent. These mythic class features may be selected more than once, applying to a different armiger talent each time. The benefits of each mythic armiger talent are detailed below.

*Mythic Armor Training:* The armiger's movement rate is never reduced by armor with which he is proficient.

*Mythic Citadel:* All foes must treat spaces adjacent to the armiger, and those the armiger threatens, as difficult terrain.

*Mythic Crossbow Brace:* When the armiger has a shield equipped, his ranged attacks do not provoke attacks of opportunity.

*Mythic Defensive Training:* The armiger may expend a use of mythic power to gain an additional feat from the defensive training list, for one minute per mythic tier.

*Mythic Picket:* The armiger adds his picket bonuses to attacks made as attacks of opportunity.

*Mythic Resist:* The armiger may expend a use of mythic power to be immune to all energy types he has selected with the resist talent for one minute per mythic tier.

*Mythic Shelter of Steel:* The armiger adds his mythic tier to the number of temporary hit points he gains with shelter of steel. These temporary hit points last until expended, the armiger uses the talent again, or when he sleeps or falls unconscious.

*Mythic Slam:* The armiger adds his mythic tier to all CMB checks made to bull rush or overrun foes, and to Strength checks made to break open doors and gates.

*Mythic Spear Brace:* When using a weapon from the spear or pole arm fighter weapon group that has reach, the armiger can use it to attack adjacent foes, as well as those he can attack due to reach.

*Mythic Uncanny Block:* When the armiger has a shield equipped, he is never considered to be flat-footed or to have lost his Dex bonus to AC against attacks from non-mythic sources, unless he is helpless.

**Mythic Reflect:** The armiger gains a bonus to Reflex for half damage equal to the armor check penalty of his armor.

**Mythic Defensive Maximization:** When in medium or heavy armor, the armiger may expend a use of mythic power to be immune to critical hits and sneak attacks. This ability lasts a number of rounds equal to half his mythic tier (minimum 1 round) when in medium armor, and a number of rounds equal

to his mythic tier when in heavy armor.

**Mythic Armored DR:** When in medium armor, each time the armiger takes damage, one hit point of the damage is converted to nonlethal damage. In heavy armor, two points of damage is converted.

**Mythic Quick Strap:** The armiger may don or remove any armor with which he is proficient as a standard action.

**Mythic Safeguard:** The armiger adds half his mythic tier to the number of times per day he can use Safeguard (minimum +1).

**Mythic Advanced Armiger Talents:** As mythic armiger talents, with specific benefits detailed below.

*Mythic Aegis:* The armiger adds his shield bonus to all adjacent allies' AC against attack rolls made to confirm critical hits, and grants his DR (if any) to damage adjacent allies take from critical hits and sneak attacks.

*Mythic Elemental Shield:* When the armiger uses the elemental shield ability, it grants the same resistance to all adjacent allies. The allies do not need to remain adjacent to keep the resistance for the ability's duration. The armiger adds half his mythic tier (minimum +1) to the number of times he can use elemental shield.

*Mythic Improved Uncanny Block:* The armiger adds half his mythic tier (minimum +1) to the number of rogue levels a creature must have to be able to flank him when he has a shield in hand.

*Mythic Spellguard, lesser:* The armiger can cast each spell he gains through lesser spellguard one additional time per day.

*Mythic Spellguard, greater:* The armiger can cast each spell he gains through greater spellguard one additional time per day.

*Mythic Unkillable:* The armiger gains a number of hit points equal to 2 per level, in addition to those gained from unkillable.

**Mythic Shield Saint:** As a move action the armiger can expend a point of mythic power to make an adjacent ally immune to all critical hits and sneak attacks for a number of rounds equal to his mythic tier. The allies do not need to remain adjacent to keep the immunity for the ability's duration.



## MYTHIC BATTLE SCION CLASS FEATURES

Mythic battle scions are the most highly trained, uniquely dedicated, and supremely disciplined holy arcane warriors in the world. The battle scion class is described in the *New Paths Compendium* from Kobold Press and online at [d20pfsrd.com](http://d20pfsrd.com).

### Mythic Force

**Blast:** You add your mythic tier to all damage dealt with your force blast.

### Mythic Arcane

**Aura:** You add half your mythic tier (minimum +1) to the deflection bonus to your AC and the insight bonus to hit with your force blasts.

**Mythic Cantrips:** You add your mythic tier to the number of cantrips you know.

**Mythic Dweomer Weapon:** Whenever you add a mythic surge to an attack roll you with a weapon you have dweomered, you also add the same value to the damage done on a successful attack.

Additionally, you may add a mythic surge to an attack roll with your dweomered weapon without expending one use of mythic power. You may do this a number of times per day equal to your mythic tier.

**Mythic Spell Tactician (Su):** You add your mythic tier to concentration checks to cast a spell in combat.

**Mythic Armor Training (Ex):** You add your mythic tier to both the reduction of the armor check penalty and the maximum Dexterity bonus allowed by your armor.

**Mythic Master Scion (Su):** When wielding a dweomered weapon, if you make a successful attack roll against a foe, and any defense or effect prevents you from dealing full damage to that foe (including conditions and effects that create a percentile miss chance, DR, etherealness, incorporeality, *mirror image*, and any other effect that would prevent a successful attack roll from dealing full damage), as a free action you may expend one use of mythic power to attempt to bypass the effect and deal full damage.

If the effect you wish to bypass is nonmythic, you automatically succeed. If the effect is from a mythic source, you make a mythic tier check (1d20 + mythic tier) against a DC of 10 + the mythic tier of the source of the ability you wish to bypass.





# Chapter 2: Mythic Class Abilities

## MYTHIC DEATH KNIGHT CLASS FEATURES

The death knight class can be located in *The Genius Guide to the Death Knight*, from Rogue Genius Games. Its mythic class features are included here as the result of popular voting among patrons of the project.

The mythic death knight is an unspeakably grim agent for the forces of death, or undeath.

**Mythic Aura of Darkness:** The death knight adds his mythic tier to the strength of his aura. Additionally, he gains SR equal to 5 + mythic tier + class level against spells with the death descriptor and those cast by undead, or against healing spells. Once this choice is made, it cannot be changed.

**Mythic Detect Undead:** The death knight may use his *detect undead* ability as a swift action.

**Mythic Grave Strike:** The death knight's grave strike grants a bonus to attacks equal to the number of dice of bonus damage it grants. The death knight adds his mythic tier to his class level when determining the grave strike's effectiveness and how many times per day it can be used.

**Mythic Touch of Corruption:** The death knight adds his mythic tier to damage inflicted or healed with the touch of corruption ability, and when using it to heal himself, may do so as a swift action.

**Mythic Resilience of the Grave:** As a move action, the paladin may expend one use of mythic power to grant an adjacent ally bonuses to saves equal to the death knight's resilience of the grave bonuses. These last for one minute per mythic tier.

**Mythic Aura of Death:** The number of negative hit points a creature can reach without dying is reduced by a value equal to the death knight's mythic tier for creatures within 10 feet of the death knight. As a standard action the death knight can make a creature immune to this ability. Such immunity remains until the death knight revokes it as a swift action.

**Mythic Immunity:** The death knight gains one additional immunity he meets the prerequisites for per two mythic tiers (minimum +1 immunity). Each day, the death knight may take ten minutes to change what bonus immunities he gains.

**Mythic Channel Negative Energy:** The death knight adds his mythic tier to his class level for his effective cleric level to determine how effective his negative energy channeling is, and how often he can use it. The death knight can expend one use of mythic power to channel negative energy as a swift action.

**Mythic Spell List:** The death knight can add one inquisitor spell of a spell level he can cast to his death knight class spell list. If he is mythic tier 5 he can add one witch or ranger spell of a spell level he can cast to his death knight class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the death knight's class spell list.

**Mythic Deathly Bond:** The death knight's bond to death is so strong, it can grant multiple benefits. If the death knight has already selected the lost soul deathly bond, he can also select the weapon divine bond. If he already has the weapon divine bond, he can also select the lost soul divine bond.

Alternatively, a death knight with a lost soul divine bond may choose to receive a mythic lost soul (see below), while a death knight with the weapon divine bond may select the mythic weapon divine bond (see below).

**Mythic Lost Soul:** The death knight's lost soul servant gains a portion of his mythic power. The lost soul gains the hard to kill base mythic ability. If the death knight is mythic tier 3, the lost soul also gains the amazing initiative base mythic ability. If the death knight is mythic tier 5, the lost soul also gains the recuperation base mythic ability. If the death knight is mythic tier 7, the lost soul also gains the mythic saves base mythic ability. If the death knight is mythic tier 9, the lost soul also gains the immortal base mythic ability.

**Mythic Weapon Divine Bond:** The death knight infuses his connection to deathly powers with his mythic energies. He adds his mythic tier to his death knight level when determining the effectiveness and duration of his weapon bond. Additionally, he may expend one use of mythic power to grant the *brilliant energy*, *cruel*, *deadly* or *furyborn* weapon property to his bonded weapon (consuming an amount of bonus equal to the property's cost, as normal with a weapon bond).

**Mythic Aura of Murder:** The range of death knight's aura of murder extends an additional five feet per mythic tier, and he may choose to activate it by expending one use of mythic power.

**Mythic Aura of Repose:** The death knight's attacks ignore the DR of any living or undead creature.

**Mythic Aura of Deathlessness:** The death knight gains regeneration 1 (silver).

**Mythic Champion of Death:** The death knight can use the stunning/destroyed ability of his grave strike once per grave strike without ending the effect, and his touch of corruption always heals himself and undead for the maximum amount.





## MYTHIC DRAGONRIDER CLASS FEATURES

The dragonrider class can be located in *The Genius Guide to the Dragonrider*, from Rogue Genius Games, and can also be found online at [d20pfsrd.com](http://d20pfsrd.com). Its mythic class features are included here as the result of a direct patron request.

The mythic dragonrider is linked to the power of a mighty dragon in thought, mind, and soul.

**Mythic Bonded Dragon Steed:** The dragonrider's dragon steed gains a portion of the dragonrider's mythic power. It is considered a mythic creature for the purposes of determining how mythic spells and effects affect it. The dragon steed may also spend points from its rider's mythic pool to gain a mythic surge as if it was the same mythic tier as its rider.

This ability may be taken a second time. This allows the dragonrider to expend a point of mythic power to establish a focus with his dragon steed as a free action. Focus established this way lasts for one minute per dragonrider level.

**Mythic Low-Light Vision:** Both the dragonrider and his dragon steed gain low-light vision so acute that they always treat an area as if it was at least dimly illuminated. A *darkness* spell negates this ability, but only if its spell level is greater than the dragonrider's mythic tier.

**Mythic Resist Energy:** The dragonrider halves any damage he takes from the same energy type as the damage of his bonded dragon steed's breath weapon. Damage is halved before any energy resistance is applied. If the dragonrider is 18th level, he becomes immune to this energy type.

**Mythic Summon Steed:** When the dragonrider summons his dragon steed, the steed receives healing equal to 1d8 points of damage per dragonrider class level. Additionally, the dragonrider may expend a point of mythic power to use this ability as a swift action and to summon the dragon steed into the same space as the dragonrider. If the dragonrider chooses this option, he automatically mounts his dragon steed as part of the summoning.

**Mythic Draconic Training:** The dragonrider's link to his dragon's outlook is unmatched. Once each day, as a full-round action, he may change one bonus feat he has selected from the draconic training feat list. In essence, he loses one bonus feat, and gains a new bonus feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

**Mythic Spell List:** A dragonrider with mythic spells shares his spells known and spells per day with his dragon steed. Both dragonrider and steed may cast these spells, and each casting by either of them counts against the dragonrider's total spells per day.

**Mythic Darkvision:** Mythic darkvision penetrates all darkness, even magic darkness, to a range of ten feet.

**Mythic Scent:** The range of the dragonrider's scent ability doubles (generally within 60 feet, or 120 feet if the source is upwind and 30 feet if the source is downwind). Noting the direction of a scent or pinpointing the source of an adjacent scent is a swift action.

**Mythic Blindsense:** The dragonrider gains blindsight out to the same range as his blindsense.

**Mythic Spell Resistance:** The dragonrider's spell resistance increases by +5 against non-mythic sources. His dragon steed also gains spell resistance equal to the dragonrider's.

**Mythic Dragonform:** The dragonrider may expend a use of mythic power to use the dragonform ability, even if he has already used it in the day.





# Chapter 2: Mythic Class Abilities

## MYTHIC FUSILIER CLASS FEATURES

The fusilier alternate class can be located in *Ultimate Options: Grit and Gunslingers*, from Rogue Genius Games. Its mythic class features are included here as the result of a direct patron request.

The mythic fusilier is a dashing and heroic figure able to duel legendary foes and survive impossible odds.

**Mythic Dashing Defense:** When wearing light or no armor, and not using a shield or a 2-handed melee weapon, the fusilier gains a dodge bonus to AC equal to half his mythic tier (minimum +1), to a maximum of half his fusilier level.

**Mythic Panache:** When the fusilier expends a point of mythic power, he regains one point of panache. This cannot exceed the fusilier's normal maximum panache.

**Mythic Deeds (weapons):** The fusilier may use the following deeds with any weapon with which he is proficient: gunslinger initiative, dead shot, startling shot, targeting, touché.

**Mythic Deeds (power):** Some of the fusilier's deeds are better than those of a non-mythic fusilier. For deeds with the

same name as gunslinger deeds, the mythic deed functions as the mythic gunslinger deed of the same name. For new deeds, the mythic benefits are detailed below. When this mythic class feature is selected, the fusilier selects 3 deeds it applies to. Once this selection is made, it cannot be changed. He may select deeds he does not yet have access to, but in that case, he cannot use the mythic version of the deed until he gains the normal version. This mythic class feature may be selected more than once. Each time, it applies to 3 new selected deeds.

**Mythic Touché:** The fusilier may expend two points of mythic power as a swift action to make all his attacks with one weapon as touch attacks until the end of his turn. If the weapons are ranged weapons, these attacks must be within the weapon's first range increment.

**Mythic Finesse:** The fusilier may expend a use of mythic power to gain an additional feat from the finesse list, for one minute per mythic tier. Alternatively, he may expend a use of mythic power to gain any one feat that has Weapon Finesse as a prerequisite, if he meets its other prerequisites. This also lasts for one minute per mythic tier.

**Mythic Weapon Training:** For melee weapons he has selected with weapon training, the fusilier may add his Strength modifier to damage in addition to his Dexterity modifier. For ranged weapons he has selected with weapon training, the fusilier may add his Charisma modifier to damage in addition to his Dexterity modifier.

**Mythic Staunch:** The fusilier may expend one point of mythic power to be immune to diseases and poisons (including conditions he is already suffering from diseases and poisons) for one minute per mythic tier.

**Mythic Bonus Feat:** Once each day, as a full-round action, the fusilier may change one combat or grit feat he has selected. In essence, he loses one bonus feat, and gains a new bonus feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

**Mythic Unparalleled Panache:** The fusilier may expend one use of mythic power to select two additional deeds to gain the benefit of unparalleled panache for one hour.





## MYTHIC MAGISTER CLASS FEATURES

The magister class can be located in *The Genius Guide to the Magister*, from Rogue Genius Games, and can also be found online at [d20pfsrd.com](http://d20pfsrd.com). Its mythic class features are included here as the result of popular voting among patrons of the project.

The mythic magister is an unmatched master of using many different forms of magic.

**Mythic Spell List:** The magister can add one spell from any class' spell list, of a spell level she can cast, to her magister spell list. This spell counts as a being part of her primary spell list, regardless of what class it comes from. The magister automatically gains this spell as a bonus spell known, but she may never know more spells of a given spell level than she does the spell level below it.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the magister's primary spells and spells known.

**Mythic Cantrips:** The magister adds her mythic tier to the number of cantrips she knows.

**Mythic Mystic Bond:** The magister's ability to be flexible with her magic use is unmatched. Once each day, as a full-round action, she may change one mystic bond she has selected. In essence, she loses one mystic bond, and gains a new mystic bond to replace it, as if she had retrained the class feature. She may not swap out any mystic bond she is using as a prerequisite.

**Mythic Mystic Talents:** As the mythic mystic bond class feature, but the magister gains the ability to change mystic talents. This mythic class feature may be selected more than once, but no more times than the total number of mystic talents the magister has. Each time it is selected, it allows her to swap out a mystic talent one additional time per day. She may swap out the same mystic talent multiple times, or swap out different mystic talents.

**Mythic Bonus Feat:** The magister can select an additional feat to receive from her list of bonus feats. She need not meet this feat's prerequisites. This mythic class feature may be selected more than once. Each time it is selected, it grants her a different bonus feat.

**Mythic Advanced Mystic Talents:** A magister must possess an advanced mystic talent in order to select a mythic version of the advanced talent as a mythic class feature. The effects of mythic advanced mystic talents are outlined below.

**Mythic Augment Spell\*:** The magister adds half her mythic tier (minimum +1) to her Charisma bonus for purpose of determining the effectiveness of augment spell.

**Mythic Metamystic:** The magister adds half her mythic tier (minimum +1) to her total metamagic points.

**Mythic Mystic Counter:** The magister adds half her mythic tier (minimum +1) to dispel checks she makes.

**Mythic Mystic Discovery:** The magister selects an additional wizard's arcane discovery for which she meets the prerequisites (see *Pathfinder RPG Ultimate Magic* for more information on arcane discoveries). If she is mythic tier 5, she gains a second additional wizard's arcane discovery.

**Mythic Mystic Focus:** The magister adds her mythic tier to the number of times per day she may use mystic focus.

**Mythic Mystic Power:** The magister gains the mystic versions of the spells she selected with mystic power.

**Mythic Second Bond:** The magister may swap out her second mystic bond. This functions as mythic mystic bond.

**Mythic Spell Diligence:** Any spell the magister casts using spell diligence automatically acts as a Silent Still Spell, and the magister is treated as having the Eschew Components feat for that casting.

**Mythic Steal Spell:** A stolen spell lasts for its original duration or 1 round per 2 magister levels, whichever is longer.

**Mythic Transfer Spell:** The magister can use this on spells of any level she can cast, and adds her mythic tier to the number of times she can do so.





## Chapter 2: Mythic Class Abilities

### MYTHIC SHADOW ASSASSIN CLASS FEATURES

The shadow assassin class can be located in *The Genius Guide to the Shadow Assassin*, from Rogue Genius Games and can also be found on [d20pfsrd.com](http://d20pfsrd.com). Its mythic class features are included here as the result of popular voting among patrons of the project.

The mythic shadow assassin is an unseen whisper of death that strikes without warning.

**Mythic Shadowmeld:** The shadow assassin can expend a use of mythic power to gain *invisibility*, as the spell, using the shadow assassin's class level as the caster level. If the shadow assassin is 5th level or higher, this can instead act as *greater invisibility* if the assassin so chooses. The shadow assassin becomes visible in areas of bright light (but not normal light), though this does not end the duration of this effect.

**Mythic Deadly Focus:** The shadow assassin adds half his mythic tier (minimum +1) to the number of times per day he can use deadly focus.

**Mythic Bypass DR:** The bypass DR ability functions even against creatures the shadow assassin is not targeting with deadly focus or greater deadly focus.

**Mythic Shadow Style:** A shadow assassin must have a shadow style to select the mythic shadow style as a mythic class feature. The benefits of each mythic shadow style are detailed below.

**Mythic Exotic Weapon Style:** The shadow assassin adds half his mythic tier to damage done with exotic weapons.

**Mythic Shadowblade Style:** The shadow assassin can add any of the following weapon properties to his shadowblade (consuming an amount of enhancement bonus equal to the property's cost): bane, frost, ghost touch, icy burst, keen, vicious, vorpal, wounding.

**Mythic Shadowglide Style:** The shadow assassin can generate enough personal shadow that his shadowglide bonuses always apply, even in bright light.

**Mythic Shuriken Style:** When the shadow assassin uses a shuriken to strike a foe, as a swift action he can expend a point of mythic power to force that creature to make a Fortitude or Will save (the shadow assassin's choice) of be blinded (as *blindness/deafness*). The save DC is 10 + the shadow assassin's Charisma modifier + the shadow assassin's mythic tier.

**Mythic Spell Style:** The shadow assassin selects a single spell of a spell level one higher than the highest level spell he can cast with spell style, subject to the same restrictions as his spell style spells. He may cast this spell twice per day. Additionally, the shadow assassin may expend a use of mythic energy to cast a spell from his spell style, even if he has no castings per day left for that spell.

**Mythic Two-Weapon Style:** The shadow assassin may expend one use of mythic energy to double his bonuses from two-weapon style for one minute per mythic tier.

**Mythic Shadow Talent:** Once each day, as a full-round action, the shadow assassin may change one shadow talent he has selected. In essence, he loses one shadow talent, and gains a new shadow talent to replace it, as if he had retrained the class feature. He may not swap out any shadow talent he is using as a prerequisite.

**Mythic Evasion:** As the rogue mythic class feature.

**Mythic Daggermaster:** The shadow assassin selects two combat feats for which he meets the prerequisites. He may only use these feats when wielding light weapons, bolas, or shurikens, and only apply any bonuses they grant to weapons to those weapons. If a selected feat normally only applies to one weapon (such as Weapon Focus), he may apply it to every weapon he can use daggermaster with that could be selected as the choice of that feat.

**Mythic Greater Deadly Focus:** The shadow assassin adds his mythic tier to damage done to targets of his greater deadly focus.

**Mythic Improved Evasion:** As the rogue mythic advanced talent.





## MYTHIC SHAMAN CLASS FEATURES

Mythic shamans are spiritualists who blend elements of the arcane and divine in a spiritual communion with all things. The shaman class is described in the *New Paths Compendium* from Kobold Press and online at [d20pfsrd.com](http://d20pfsrd.com).

**Mythic Spell List:** You can add one witch spell of a spell level you can cast to your druid class spell list. If you are mythic tier 6, you can add one cleric spell of a spell level you can cast to your druid class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to your druid class spell list.

**Mythic Orisons:** You add your mythic tier to the number of orisons you can prepare each day.

**Mythic Bonus Languages :** You can select a number of creature types equal to your Wisdom modifier. If you select humanoids you must specify a subtype (elf, human, and so on). If you select outsider, you must specify an alignment. You can speak to and understand any creature of the selected types as if you were under the effects of a *tongues* spell.

**Mythic Animal Spirit Guide:** Your animal spirit guide gains a portion of your mythic power. Your animal spirit guide gains the hard to kill base mythic ability. If you are mythic tier 3, your animal spirit guide also gains the amazing initiative base mythic ability. If you are mythic tier 5, your animal spirit guide also gains the recuperation base mythic ability. If you are mythic tier 7, your animal spirit guide also gains the mythic saves base mythic ability. If you are mythic tier 9, your animal spirit guide also gains the force of will base mythic ability.

**Mythic Nature Lore:** Whenever you take 10 on a Knowledge (nature) or Heal skill check, you receive a +10 bonus to the total.

**Mythic Totem Secret:** To take a mythic totem secret,

you must have the non-mythic version of the totem secret. No mythic totem secret may be taken more than once.

**Mythic Blood Divination:** You add half your mythic tier (minimum 1) to your saving throw, skill check, or initiative check when using blood divination.

**Mythic Invisibility:** You add your mythic tier to the number of minutes per day per you may use this totem secret.

**Mythic Protective Spirits:** You gain DR/— equal to half your mythic tier when protective spirits is active.

**Mythic Spirit of Nature:** You add your mythic tier to the number of rounds of fast healing you receive with this totem secret.

**Mythic Speak with Animals:** You can speak with all animals as if

under the effects of *speak with animals*.  
**Mythic Spirit Touch (Su):** You add your mythic tier to the number of rounds per day per you may use spirit touch.

**Mythic Spirit's Warning (Ex):** You gain a bonus on initiative checks equal to your mythic tier.

**Mythic Summon Spirit (Sp):** The spirit you summon to perform simple tasks for you, as *unseen servant* remains with you as long as you wish. You may summon or dismiss it as a standard action. This spirit can fight for you, as cast *spiritual ally* a number of times per day equal to your mythic tier + your Charisma modifier.

**Mythic Tempest of Spirits (Su):** The tempest has a 60-ft.-radius burst. You add half your mythic tier to the Fortitude DC to halve the damage.

**Mythic Trance (Su):** You subtract your mythic tier from the number of rounds your trance lasts (minimum of 1 round). In addition, you add your tier to the resulting skill check.

**Mythic Whispers of the Spirits (Sp):** You add your mythic tier to the number of creatures you can designate as allies. You can designate any creature within a number of miles equal to your tier as an ally.

Such creatures must be at least somewhat familiar to you (seen by you at least once, including using magic such as *scrying*).

**Mythic Wild Empathy:** You may use





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wild empathy on animals, elementals, fey, humanoids, magical beasts, monstrous humanoids, and plants. If the creature affected does not have an Intelligence of 2 or more, you take a -10 penalty on your wild empathy check. Creatures affected by wild empathy with an Intelligence of 1 or no Intelligence score do not attack you if friendly; and actively defend you if helpful, but cannot be given any directions.

**Mythic Woodland Step:** You may move freely through any naturally occurring difficult terrain. Additionally, thorns, briars, and overgrown areas that have been magically manipulated to impede motion have no effect on you unless they are from a mythic source. You may choose to have any creature within 30 feet of you per mythic tier not leave a trail

**Mythic Shaman's Touch:** You add your mythic tier to the number of times per day you can use shaman's touch. You also add your tier to the amount of damage healed when you use shaman's touch.

**Mythic Wild Shape:** When you use wild shape, you may choose to gain any one feat possessed by the form you take, if you meet its prerequisites. You retain use of this feat only while in the appropriate form. At mythic tier 3, you may choose two

such feats, and may use one as a prerequisite for the other. At mythic tier 6, you may choose three feats, and at mythic tier 9 you may choose four feats.

Instead of a feat, you may gain a +2 inherent bonus to an ability score. You must select an ability score that is lower than that of the form you have taken.

**Mythic Spirit Dance:** You add your mythic tier to the number of rounds the effects of your spirit dance lasts.

**Mythic Spirit Step:** You add your mythic tier to the number of rounds per day you can remain ethereal. In addition, you may touch a willing target or targets to make them become ethereal as well. The number of rounds both you and your companions remain ethereal count against your total number of rounds per day.

**Mythic Vision Quest:** You may subtract double your mythic tier from the number of uninterrupted hours of fasting and meditation required to begin a vision quest.



## MYTHIC SPELL-LESS RANGER CLASS FEATURES

Mythic spell-less rangers are wilderness warriors *par excellence*, who rule the wilds the cunning and skill but without the aid of nature magic. The spell-less ranger class is described in the *New Paths Compendium* from Kobold Press and online at [d20pfsrd.com](http://d20pfsrd.com).

**Mythic Favored Enemy:** You add half your favored enemy bonus to your saving throws against spells and abilities from favored enemies, and to your AC against attacks made by favored enemies to confirm critical threats.

**Mythic Stealth Attack:** Your first attack each round in a favored terrain or against a nonmythic favored enemy is a stealth attack, even if the creature is not flanked or denied its Dex to AC. Additionally, when you stealth attack a creature that is immune to sneak attacks (such as an elemental) or negates sneak attack damage (such as a target with armor of fortification), you may expend one use of mythic power to still deal your stealth attack damage to the creature.

**Mythic Combat Style Feat:** Once each day as a full-round action you may change one bonus feat you have selected from your combat style. In essence you lose one bonus feat, and gain a new bonus feat from your combat style to replace it, as if you had retrained the feat. You may not swap out any feat you are using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number of bonus combat feats you have. Each time it is selected, it allows you to swap out a bonus combat feat one additional time per day. You may swap out the same feat multiple times, or swap out different bonus combat feats.

**Mythic Track:** Whenever you take 10 on a Survival skill check to follow tracks, you gain a +10 bonus to the total.

**Mythic Wild Empathy:** You may use wild empathy on animals, elementals, fey, humanoids, magical beasts, monstrous humanoids, and plants. If the creature affected does not have an Intelligence of 2 or more, you take a -10 penalty on your wild empathy check. Creatures affected by wild empathy with an Intelligence of 1 or no Intelligence score do not attack you if friendly; and actively defend you if helpful, but cannot be given any directions.

**Mythic Endurance:** You are immune to nonlethal damage from extreme heat and cold and the penalties of the fatigued condition. You can still be fatigued (causing you

to become exhausted if you gain a second fatigued condition), but you do not suffer any drawbacks from the fatigued condition.

**Mythic Nature's Healing:** You add half your mythic tier to the bonus you receive to Heal skill checks made when in one of your favored terrains.

**Long-Term Care:** You add your tier to the number of hit points or ability score points healed.

**Treat Deadly Wounds:** You add your tier to the number of hit points healed.

**Treat Poison:** You add your tier to the competence bonus on the saving throw against the poison.

**Treat Disease:** You add your tier to the competence bonus on the saving throw against the disease.

**Mythic Favored Terrain:** You gain a bonus to movement in your favored terrain, equal to +5 feet to all movement types for every +2 favored terrain bonus you have in that terrain.

**Mythic Hunter's Bond:** If you have already selected the animal companion nature's bond, you also gain a bond with your allied companions. If you already have a bond with your allied companions, you gain an animal companion.

### Mythic Allied Companion

**Bond:** When you take a move action to grant half your favored enemy bonus to your allies, they also count as mythic creatures for purposes of how spells and abilities from those favored enemies affect them.

### Mythic Animal Companion

**Bond:** Your animal companion gains a portion of your mythic power. Your animal companion gains the hard to kill base mythic ability. If you are mythic tier 3, your animal companion also gains the amazing initiative base mythic ability. If you are mythic tier 5, your animal companion also gains the recuperation base mythic ability. If you are mythic tier 7, your animal companion also gains the mythic saves base mythic ability. If you are mythic tier 9, your animal companion also gains the immortal base mythic ability.

**Mythic Ranger Talents** To take a mythic ranger talent, you must have the non-mythic version of the ranger talent. No mythic ranger talent may be taken more than once.

**Mythic Cat's Fall:** You may ignore the first 40 ft. of any fall when calculating falling damage.

**Cheetah's Stride (Ex):** You add your mythic tier to the number of rounds per day you may use this ability. In addition, you don't provoke attacks of opportunity when using this ability on a favored





## Chapter 2: Mythic Class Abilities

terrain.

**Mythic Combat Trick:** You gain a bonus combat feat. Add your tier to your level for purposes of meeting this feat's prerequisites.

**Mythic Deadly Range:** You increase the range at which you can deal stealth attack damage by 10 ft. plus twice your mythic tier.

**Mythic Eagle Eyed:** The Eagle Eyes feat allows you ignore up to -15 in penalties when in a favored terrain.

**Mythic Fast Stealth:** If people are observing you using any of their senses, and the observers are momentarily distracted (such as by a Bluff check), you can attempt a Stealth check if you can get to an unobserved place of some kind without taking the normal -10 penalty for having to move fast.

**Mythic Favored Defender:** You add your full favored enemy bonus to your CMD and dodge bonus to AC when attacked by a favored enemy.

**Mythic Favored Step:** You may extend the benefits of favored step to any friendly creature within 30 ft. of you. These friendly creatures must be able to see, hear, or otherwise perceive you in order to receive this benefit.

**Mythic Favored Enemy Critical (Ex):** You may automatically confirm a critical threat against a favored enemy a number of times per day equal to your mythic tier.

**Mythic Improved Stealth Attack:** Non-mythic targets are considered flat-footed to you until the end of your turn in the first full round of combat.

**Mythic Low-Light Vision:** You always treat an area as if it was at least dimly illuminated. A *darkness* spell negates this ability, but only if its spell level is greater than your mythic tier.

**Mythic Scent:** You can detect opponents within 40 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 30 feet.

**Mythic Skirmishing Attack:** If you make more than one attack during the round, this ability applies to all of these attacks. Only mythic foes with uncanny dodge are immune to this ability.

**Mythic Skilled Climber:** You add your mythic tier to the second Climb check to stop your fall by clinging to the surface.

**Mythic Skilled Swimmer:** You add your mythic tier to the second Swim check to stop yourself from going underwater.

**Mythic Stag's Leap:** You add your mythic tier to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps.

**Mythic Stealthy Sniper:** You take only a -10 penalty on your Stealth check (or -5 when in a favored terrain) when sniping.

**Trap Finding:** You may use the Perception skill to search for something (such as a trap or hidden creature) when in a favored terrain as a swift action.

**Mythic Trackless Step:** You may extend the benefits of trackless step to any friendly creature within 30 ft. of you. These friendly creatures must be able to see, hear, or otherwise perceive you in order to receive this benefit.

**Mythic Uncanny Senses (Ex):** You add your mythic tier when using this ability.

**Mythic Fast Movement:** You can add the additional amount

from fast movement to all your forms of movement, even temporary movement (such as gaining flight through a *fly* spell). In the case of movement based on your normal speed (such as making a Climb check to move 1/4 your speed), the additional movement is added both to your normal speed and again after all other calculations. Thus an unarmored human spell-less ranger with a 40 speed (30 feet, +10 feet for fast movement) can treat a Climb check to climb 20 feet as though it was only 10 feet (1/4 of his 40 foot speed +10 feet for mythic fast movement).

**Mythic Woodland Stride:** You may move freely through any naturally occurring difficult terrain. Additionally, thorns, briars, and overgrown areas that have been magically manipulated to impede motion have no effect on you unless they are from a mythic source.

**Mythic Swift Tracker:** You never take penalties to tracking based on movement, even if mounted or flying.

**Mythic Evasion:** When you take damage you may expend a use of mythic power to halve the amount of damage you take. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect you failed to save against. Thus you could use mythic evasion to halve the damage you take from a poison if you fail your save, but not any damage the poison deals after its initial effect.

**Mythic Quarry:** You add half your mythic tier (minimum +1) to the number of creatures you may have designated as a quarry at a time. If you have a current quarry, you still must wait an hour to designate a new quarry.

**Mythic Camouflage:** When in a favored terrain, if you are in circumstances that allow you to make a Stealth check, you are treated as if you were *invisible* (as the spell). You remain hidden in this way until you attack (per the *invisibility* spell's definition of an attack), or you are no longer in a circumstance that allows a Stealth check.

**Mythic Improved Evasion:** On a failed Reflex save the rogue takes only 10% of an effect's damage. Additionally, she only takes half damage from any area attack, even if it does not allow a Reflex save. A rogue must have the mythic evasion class feature before choosing the mythic improved evasion advanced talent.

**Mythic Improved Quarry:** You add half your mythic tier (minimum +1) to Survival checks and attack rolls made against his quarry. If he also has mythic quarry (see above), he can add a new quarry after 10 minutes, up to his maximum number of designated quarries.

**Mythic Master Hunter:** You add half your mythic tier (minimum +1) to the save DC of attacks made using the master hunter ability.



## MYTHIC TIME THIEF CLASS FEATURES

The time thief class can be located in *The Genius Guide to the Time Thief*, from Rogue Genius Games, and can also be found online at [d20pfsrd.com](http://d20pfsrd.com). Its mythic class features are included here as the result of popular voting among patrons of the project.

The mythic time thief is a manipulator of choral forces who is able to bring years of planning to every moment of her life.

**Mythic Mote of Time (frequency):** The time thief adds her mythic tier to the number of motes of time she gains per day.

**Mythic Mote of Time (power):** The time thief adds 1/3 her mythic tier (minimum +1) to the bonus she gains from using a mote of time.

**Mythic Temporal Talents:** A time thief must have a temporal talent in order to select it as a mythic temporal talent. The benefits of mythic temporal talents are detailed below.

*Mythic Evasion (temporal):* The time thief can expend a use of mythic power and a mote of time as an immediate or swift action to jump forward in time just long enough to avoid an attack or instantaneous effect or spell. The time thief may wait until immediately after the attack or effect has been resolved to use this ability. An avoided attack or effect does not affect the time thief in any way.

*Mythic Improved Uncanny Dodge:* As the mythic barbarian class feature.

*Mythic Old Wounds:* The target of the old wounds ability also heals hit points and ability damage as if a number of days have passed equal to the time thief's mythic tier.

*Mythic Steady Hand:* The time thief can spend a mote of time to use the steady hand ability even if she has already spent a mote of time this round. If the skill check is one she would be allowed to take 20 on if she had 5 minutes of uninterrupted time, she may take 20 rather than take 10 when she uses this ability.

*Mythic Steal Fate:* The time thief can expend a use of mythic energy to *bestow curse* as a spell-like ability, using her class level as the caster level.

*Mythic Steal Time:* The time thief can steal time as a full-round action without expending a mote of time. Her bonus to attack, damage, and skill rolls is equal to the number of targets she has staggered with this ability.

*Mythic Trapfinding:* As the rogue mythic class feature.

*Mythic Trap Spotter:* As the rogue mythic class feature.

*Mythic Uncanny Dodge:* As the rogue mythic class feature.

**Mythic Aevum (frequency):** The time thief adds half her mythic tier (minimum +1) to her aevum per day.

**Mythic Aevum (power):** A time thief must have an aevum ability to gain the mythic powered version of that aevum ability. The benefit of mythic aevum abilities is

detailed below.

*Mythic Bolt Time:* Once per use of bolt time, the time thief may either treat a successful attack as a coup de grace on the target (this does not provoke an attack of opportunity), or *dimension door* as the spell using her class level as the caster level, and without losing her actions after she does so.

*Mythic Entropy:* When the time thief strikes a creature with her entropy attack, she can expend a use of mythic power to cause it to make a Fortitude save (DC 10 + the time thief's Charisma bonus + her mythic tier) or suffer physical infirmity from aging, losing 2 points of Strength, Dexterity and Constitution for 24 hours. Multiple entropy attacks using this option do not increase this penalty, but





## Chapter 2: Mythic Class Abilities

each does increase its duration for 24 hours. Only effects that can remove penalties for aging can restore the lost ability scores.

**Mythic Personal Time:** The time thief can rewind her one round of action twice when using personal time.

**Mythic Shatter Time:** The time thief can steal slivers of unused time of important creatures killed before the end of their natural lifespan. When a creature with no fewer HD than half the time thief's level dies (or is destroyed, for undead and constructs) adjacent to the time thief, she regains one mote of time. This does not apply to creatures that are not truly killed, such as summoned monsters. The time thief cannot exceed her normal maximum motes of time.

**Mythic Temporal Stasis:** The time thief adds one third her mythic tier (minimum +1) to the save DC of her *temporal stasis*.

**Mythic Time Cross:** The time thief can force the target of her time cross to reroll twice, rather than just once.

**Mythic Time Stop:** The time thief can keep using the time stop ability as long as she has aevum to do so.

**Mythic Advanced Talents:** A time thief must have an advanced talent in order to select it as a mythic advanced talent. The benefits of mythic advanced talents are detailed below.

**Mythic Back to the Future:** Once per day, the time thief can

spend two motes of time to do extensive research on a question in the future, and send the information back to herself. This ability functions as *contact other plane*, using the time thief's class level as the caster level.

**Mythic Butterfly Effect:** Once per day the time thief can spend two motes of time to call on resources, allies, and even friendly spellcasters she will have access to in the far future to effect changes in the present. This functions as *limited wish*, using the time thief's class level as the caster level. If this is used to create any permanent object, the time thief must pay its full value (since she bought it in the future using her present money).

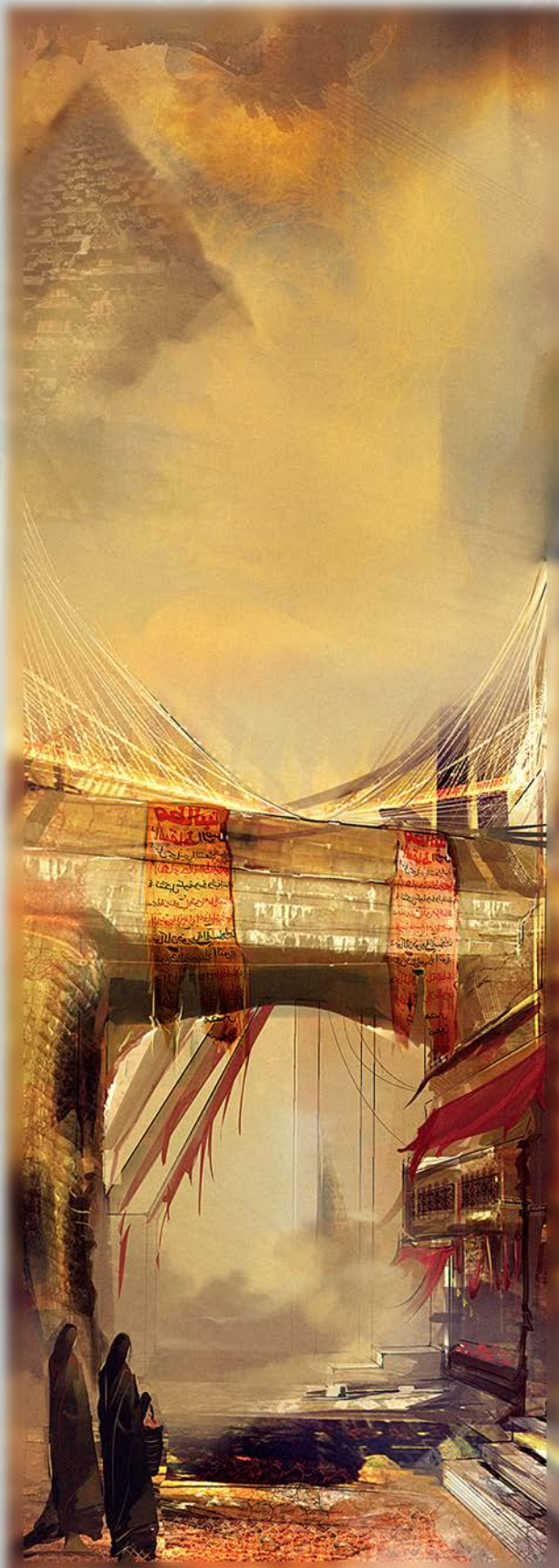
**Mythic Déjà Vu:** Once per day by spending two motes of time, a time thief can bring a skilled expert to her present time to perform a specific act, then erase the time required for the expert to do so, resulting in just the act being immediately performed. The time thief can make a single Int-, Wis-, or Cha-based skill check with a result equal to 20 + her class level.

A time thief must take mythic steady hand before she can take mythic déjà vu.

**Mythic Retroactive (Su):** Once per day by spending two motes of time, a time thief can bring a skilled team of assistants to her present time to assist her in accomplishing a specific act, then erase the time







required for the team to do so, resulting in just the act being immediately performed. The time thief can make a single Str-, Dex-, or Con-based skill check with a result equal to 20 + her class level.

A time thief must take mythic steady hand before she can take mythic retroactive.

**Mythic Time After Time:** The time thief may now spend motes three times per round, if she wishes.

**Mythic Time Bandit:** The time thief can recover tiny fragments of time from larger slices of time she uses or momentous events she brings about. Each time she spends an aevum or expends a use of mythic power, she regains one mote of time. She cannot exceed her normal maximum motes of time.

**Mythic Time to Kill:** The time thief selects one rogue talent that alters sneak attack per two mythic tiers (minimum one talent). The time thief must meet the talent's prerequisites, using her class level as her rogue level. When she uses time to kill, she may modify it using her selected rogue talents.

**Mythic Time Runner:** Once per day, the time thief can spend two motes of time to move backward and forward through time to travel in times when obstacles in her path either have long since been destroyed, or have not yet come into existence. This ability functions as *greater teleport*, using the time thief's class level as the caster level.

**Mythic Time Killer:** Once per day the time thief can expend two uses of mythic power to move sideways through time to find alternate versions of creatures that have died, and restore their soul and spirit of the current timeline into vacated bodies of alternate timelines where only their physical bodies survived. This functions as reincarnation, using the time thief's class level as the caster level. If the time thief is killed, there is a 50% chance she can use this ability on herself, travelling through time in the split second before her death to arrange for an alternate body for herself.



# Chapter 2: Mythic Class Abilities

## MYTHIC WHITE NECROMANCER CLASS FEATURES

Mythic white necromancers are enlightened arcanists who have studied deeply the lore of life and death and come away uncorrupted by it, wielding their power for the preservation of life and the eradication of the undead. The white necromancer class is described in the *New Paths Compendium* from Kobold Press and online at [d20pfsrd.com](http://d20pfsrd.com).

**Mythic Spell List:** You can add one witch spell of a spell level you can cast to your white necromancer class spell list. (You must still select it as a spell known if you want to be able to cast it). If you are mythic tier 3, you can add one wizard spell (not already on your white necromancer class list) of a spell level you can cast to your white necromancer class spell list. If you are mythic tier 6, you can add one druid spell of a spell level you can cast to your white necromancer class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to your white necromancer's class spell list.

**Mythic Cantrips:** You add your mythic tier to the number of cantrips you know.

**Mythic Lore of Life and Death (Ex):** You add your mythic tier to Heal skill checks or Knowledge (religion) skill checks pertaining to subjects involving death, burial practices, undead, or the afterlife.

**Mythic Rebuke Death:** You add your mythic tier to the number of times per day this ability may be used.

**Mythic Power Over Undead:** You add your mythic tier to the number of times per day this ability may be used.

**Mythic White Necromancy:** You add your mythic tier to the Diplomacy check required to request services from an undead creature.

**Mythic Life Bond:** Whenever you use your life bond ability, the bonded creature heals an additional amount of hit points equal to twice your mythic tier. These additional hit points are not subtracted from your hit point total.

**Mythic Necrotic Transfer:** You may expend one use of mythic power to use necrotic transfer without sacrificing that amount from your own hit point total.

**Mythic Voice of the Grave:** You add your mythic tier to the number of rounds per day this ability may be used.

**Mythic Life Sight:** You add your mythic tier to the number of rounds per day this ability may be used. In addition, you add 10 ft. to the range of your blindsight.

**Mythic Grasp of the Dead:** The skeletal arms you can summon erupt from the ground in a 60-ft.-radius burst. You also add your mythic tier to any affected creature's Reflex save DC.

**Mythic Ghost Walk:** You add your mythic tier to the number of rounds per day you can remain incorporeal. In addition, you may touch a willing target or targets to make them become incorporeal as well. The number of rounds both you and your companions remain incorporeal count against your total number of rounds per day.

**Mythic Death Warded:** You add your mythic tier to the morale bonus on saves against death spells and death effects.

**Mythic Protective Aura:** You may expend one use of mythic power to remove all negative levels from a single creature inside the protected area.

**Mythic Master of Life and Death:** Any penalties the white necromancer has accrued from age are eliminated. The white necromancer's maximum lifespan increased to 999 years or double the maximum lifespan of a creature of her race, whichever is longer.







3

Mythic Feats



# Chapter 3: Mythic Feats



Feats in the Pathfinder Roleplaying Game serve to define a set of special tricks that your character can do that others cannot, unless they have been trained in the same feat. Some have constant effects, while others may be used only a certain number of times per day, or can be switched on or off at will. Feats often modify existing class and race abilities, improving them in some useful way by making them better, stronger, faster, or eliminating penalties and challenges that untrained creatures face when trying to pull off the same feats. Others grant entirely new abilities, or allow existing abilities to be used in different ways.

Mythic feats serve all of the same purposes as normal feats, and a small number of feats (particularly the monster feats described in the *Mythic Monster Manual*) are entirely unique to mythic characters and creatures. They have prerequisites that only mythic creatures or characters can attain, as they represent some kind of ability that, generally speaking, only a mythic character should be able to achieve with the investment of a feat. This chapter also contains a small number of non-mythic feats, many of which also have mythic versions, filling out areas of the game rules where a feat seemed useful to round out, complement, or supplement existing options.

The great majority of the feats in this chapter, however, are mythic feats of the most common sort: **Mythic Enhancement Feats**. These are mythic upgrades of existing non-mythic feats. From the most mundane of feats imaginable, like Simple Weapon Proficiency, to the most esoteric martial arts

style like Unblinking Flame Feint, this chapter presents over a thousand mythic feats that include every kind of mundane, martial, and magical feat, and all points in between.

## Feats not in this Chapter

This book does not reprint any of the mythic feats found in *Pathfinder Roleplaying Game Mythic Adventures*. This book, along with the *Mythic Spell Compendium* and *Mythic Monster Manual*, is a companion volume to that book rather than a replacement for it. Many of the most common feats from the *Pathfinder Roleplaying Game Core Rulebook* and its attendant hardback rulebooks in the core rules line are found there. This chapter contains every other feat from those core rulebooks, and hundreds more besides.

Feats that are designed primarily for monsters (and for which most characters therefore cannot qualify) are contained in the *Mythic Monster Manual* and are not repeated here, though there are some feats suitable for both monsters and characters that appear in both places. If you are playing a monstrous character or have a mythic monstrous cohort or companion, you may consult with your GM to see whether those mythic feats are allowed for player characters and their associates.

In similar fashion, psionic feats are found in Chapter 5: Mythic Psionics. While we fully embrace the use of psionics in campaigns, not all Pathfinder players do, and to maintain ease of reference we elected to put all psionic-related rules in one



section, rather than requiring psionics fans to sift through an enormous chapter of feats to find their favorites there.

In the case of both monstrous and psionic feats, they follow all rules about psionic feats described here and in *Pathfinder Roleplaying Game Mythic Adventures*.

## Prerequisites and Mythic Feats

In the vast majority of cases, the prerequisite for taking the mythic version of a non-mythic feat is that you possess that non-mythic feat, inclusive of all prerequisites. For that reason, the full prerequisite chain is not repeated in this book unless there is an additional prerequisite, such as a minimum mythic rank or tier. If your character possesses an ability allowing him to take feats of certain kinds without the normal prerequisites, such as a monk's bonus feats or a ranger's combat style feats, that also satisfies the same requirement for taking the mythic version of a feat. Hence, a monk who selects Improved Trip as a monk bonus feat (without needing to first take Combat Expertise or have a minimum Intelligence of 13), he can likewise take Mythic Improved Trip without needing any other prerequisites.

It is not necessary to take mythic feats in the same kind of feat chain order that is required for non-mythic feats. A fighter with the Power Attack and Improved Sunder feats can take Mythic Improved Sunder as a feat without needing to take Mythic Power Attack. The same is true for Improved versus Greater versions of feat chains such as combat maneuver feat chains, Vital Strike, Two-Weapon Fighting, and the like. In some cases, the effects of mythic feats in such feat chains stack to provide cumulative benefits, but in most cases each feat along the feat chain has a complementary effect to the other mythic feats in the feat chain, so taking one feat in the chain does not depend on taking the others to be useful, nor does taking the whole chain simply result in a pile of larger numbers. The emphasis in mythic feat design has been on creating a variety of effects and abilities to make feats more useful, versatile, dynamic, cinematic, and above all more *interesting*, not just more powerful.

## Mythic Power and Mythic Feats

Most mythic feats function without the need for spending mythic power. However, many of them offer the option to expend mythic power to manifest stronger effects, to eliminate penalties, or to enable uses of the feat that are not possible within the normal rules or even the normal effects of the mythic feat. If your character expends all his daily uses of mythic power, he cannot use these expanded abilities but all other effects of his mythic feats function as described.

### ALTERNATIVE RULES: Too Few Mythic Feat Slots?

In the standard mythic rules, characters and creatures alike gain mythic feats only at every odd-numbered mythic rank or tier. With such a small number of feat slots, you might tend to see frequent repetition of common and effective mythic feats, like

Mythic Power Attack and Mythic Improved Initiative. While undeniably useful, seeing only the obvious feats repeated somewhat defeats the purpose of the great variety the game offers. With so many mythic feats now available at your disposal, you may choose to use one or more of the following alternative rules:

*Alternative Rule #1:* Increase the number of mythic feats characters gain to one at every tier.

*Alternative Rule #2:* As above, but those concerned about power creep for mythic spellcasters could choose to limit this benefit to non-spellcasting characters and creatures, such as barbarians, cavaliers, fighters, monks, rogues, and samurai.

*Alternative Rule #3:* You might also allow characters (either non-spellcasters or any character, at your option) to swap one mythic enhancement feat they have learned for another mythic enhancement feat for which they already have the non-mythic version, perhaps by spending 1 hour training and expending one use of mythic power. This allows characters to explore different options of how to use their mythic feats without feeling forced to simply choose a handful of familiar feats that they are sure will be effective. The ability to explore this arsenal of mythic feats is what will make it a great resource for you and your characters.

## Mythic Monsters and Feats

In most cases, the mythic monsters in the *Mythic Monster Manual* have mythic feats drawn from the *Mythic Monster Manual* appendices or from *Pathfinder Roleplaying Game Mythic Adventures*. This is for ease of reference and also to reflect the fact that not every customer who purchases that bestiary will also purchase this book. However, if you have both books you should always feel able and encouraged to experiment with which mythic feats a mythic monster might possess. Changing the particular mythic feats a monster has can go a long way towards reshaping its tactics and abilities and keeping your players on their toes.

## Types of Feats

Because of the sheer number of feats in this chapter, we have not included a shorthand table for every feat. Such a table would have spanned over 20 pages and not added a great deal of utility. You can reference feat lists and shorthand in the reference books where your favorite Pathfinder feats are found, and you can also use online utilities such as the [Pathfinder Reference Document](http://paizo.com/pathfinderRPG/prd/) (<http://paizo.com/pathfinderRPG/prd/>) or an equivalent online resource like [d20pfsrd.com](http://d20pfsrd.com) ([www.d20pfsrd.com/feats](http://d20pfsrd.com)), which provides an encyclopedic alphabetical reference of Pathfinder feats, along with their original sources.

However, for ease of reference we have compiled the following lists of feats by specific type, to help facilitate characters who gain bonus feats of a certain type.



# Chapter 3: Mythic Feats

<b>COMBAT</b>	Crane Riposte	Enhanced Ki Throw	Hard-Headed
Adder Strike	Crane Style	Exhausting Critical	Haunted Gnome
Agile Maneuvers	Crane Wing	Falcata Duelist	Haunted Gnome Assault
Align Ki	Crippling Critical	Falling Water Gambit	Haunted Gnome Shroud
Amateur Gunslinger	Critical Versatility	False Opening	Heart Ripper
Anticipatory Advance	Crooked Charge	Fatal Finesse	Hero's Display
Arc Slinger	Crossbow Mastery	Favored Defense	Impact Critical Shot
Arcane Armor Mastery	Crusader's Fist	Felling Escape	Impaling Critical
Armor Proficiency (Heavy)	Crushing Blow	Felling Smash	Improved Blind-Fight
Armor Proficiency (Light)	Dazing Assault	Feral Combat Training	Improved Charging Hurler
Armor Proficiency (Medium)	Deadly Finish	Ferocious Tenacity	Improved Cleaving Finish
Awe-Inspiring Smash	Deafening Critical	Final Embrace	Improved Devastating Strike
Barreling Overrun	Death or Glory	Final Embrace Horror	Improved Feint
Bashing Finish	Deathless Initiate	Final Embrace Master	Improved Impaling Critical
Binding Throw	Deathless Master	Fire Hand	Improved Ki Throw
Blazing Aura	Deathless Zealot	Flagbearer	Improved Low Blow
Blinding Critical	Deceptive Exchange	Flanking Foil	Improved Precise Shot
Blinding Sneak Attack	Defensive Weapon Training	Flowing Stance	Improved Rending Fury
Blistering Feint	Demon Hunter	Focused Discipline	Improved Second Chance
Blood Beak	Demoralizing Lash	Focused Kiai	Improved Shield Bash
Bloody Assault	Dented Helm	Focused Shot	Improved Sidestep
Bludgeoner	Dervish Dance	Focused Strike	Improved Snap Shot
Blundering Defense	Desperate Battler	Following Step	Improved Surprise Follow-Through
Boar Ferocity	Desperate Swing	Fortified Armor Training	Improved Two-Weapon Feint
Boar Shred	Destroyer's Blessing	Furious Finish	Improved Two-Weapon Fighting
Boar Style	Devastating Charge	Gang Up	Improved Vital Strike
Body Shield	Devastating Strike	Giant Killer	Improved Weapon Mastery
Bodyguard	Disarming Strike	Gloom Strike	Improved Whip Mastery
Bonebreaker	Dispelling Fist	Gnome Weapon Focus	In Harm's Way
Break Guard	Disrupting Shot	Goblin Cleaver	Inescapable Grasp
Brutal Grapppler	Djinni Spin	Goblin Gunslinger	Inner Flame
Broken Wing Gambit	Djinni Spirit	Gore Fiend	Janni Rush
Bull Rush Strike	Djinni Style	Gory Finish	Janni Style
Bullying Blow	Drag Down	Great Hatred	Janni Tempest
Cannon Master	Dragon Ferocity	Greater Blind-Fight	Jawbreaker
Casterbane Shot	Dragon Roar	Greater Channel Smite	Ki Regeneration
Cautious Fighter	Dragon Style	Greater Disarm	Ki Rush
Cavalry Formation	Dramatic Display	Greater Drag	Ki Throw
Charging Hurler	Dueling Disciple	Greater Feint	Ki Touch
Chokehold	Dueling Mastery	Greater Finesse	Kiai
Claw Pounce	Duelist of the Falls	Greater Kiai	Kirin Path
Cleave Through	Duelist of the Shroud	Greater Rending Fury	Kirin Strike
Cleaving Finish	Earth Child Binder	Greater Reposition	Kirin Style
Close-Quarters Thrower	Earth Child Style	Greater Shield Specialization	Kobold Ambusher
Cloven Helm	Earth Child Toppler	Greater Snap Shot	Kobold Sniper
Clustered Shots	Eater of the Dead	Greater Steal	Landing Roll
Combat Patrol	Eel Strike	Greater Trip	Lightning Stance
Combat Style Master	Efreeti Stance	Greater Two-Weapon Fighting	Lookout
Coordinated Defense	Efreeti Style	Greater Vital Strike	Low Profile
Coordinated Maneuvers	Efreeti Touch	Greater Whip Mastery	Lucky Strike
Cornugon Smash	Eldritch Claws	Grudge Fighter	Mantis Style
Cornugon Stun	Elven Battle Training	Hadouken	Mantis Torment
Cornugon Trip	Enfilading Fire	Hamatulatsu Strike	Mantis Wisdom
Covering Defense	Enforcer	Hammer the Gap	Marid Coldsnap



Marid Spirit	Punishing Kick	Snapping Turtle Style	Vast Hatred
Marid Style	Pushing Assault	Spectacular Exit	Vicious Stomp
Martial Mastery	Quarterstaff Master	Spinning Throw	Wave Strike
Martial Versatility	Quick Bull Rush	Spit Venom	Whip Mastery
Martial Weapon Proficiency	Quick Dirty Trick	Splintering Weapon	Whirlwind Attack
Master Siege Engineer	Quick Drag	Stabbing Shot	Wind Stance
Masterful Display	Quick Reposition	Stage Combatant	Worm Rider
Masterful Flourish	Quick Steal	Staggering Critical	
Menacing Blow	Rapid Grappler	Stand Still	<b>CRITICAL</b>
Mocking Dance	Rapid Recovery	Step Up	Accursed Critical
Monkey Moves	Ray Shield	Step Up and Strike	Blighted Critical
Monkey Shine	Rebounding Leap	Stony Step	Blinding Critical
Monkey Style	Rebuffing Reduction	Strangler	Crippling Critical
Moonlight Stalker	Redirected Shot	Stunning Assault	Deafening Critical
Moonlight Stalker Feint	Rending Claws	Stunning Critical	Dispelling Critical
Moonlight Stalker Master	Rending Fury	Stunning Pin	Exhausting Critical
Mounted Shield	Repositioning Strike	Stunning Shout	Greater Blighted Critical
Mounted Skirmisher	Reverse-Feint	Sundering Strike	Impaling Critical
Murderer's Circle	Risky Strike	Surprise Follow-Through	Improved Impaling Critical
Neckbreaker	Saddle Shrieker	Surprise Strike	Savage Critical
Net Adept	Sap Adept	Swift Aid	Sickening Critical
Net and Trident	Sap Master	Sword and Pistol	Staggering Critical
Net Maneuvering	Savage Critical	Sympathetic Rage	Stunning Critical
Net Trickery	Savage Display	Tail Terror	Terrifying Critical
Nightmare Fist	Savage Surge	Tangle Feet	Tiring Critical
Nightmare Striker	Scorching Weapons	Taskmaster	
Nimble Striker	Sea Hunter	Team Up	<b>GRIT</b>
Opening Volley	Second Chance	Teleport Tactician	Casterbane Shot
Orc Hearer	Shadow Strike	Terrifying Critical	Deft Shootist Deed
Orc Weapon Expertise	Shaitan Earthblast	Terrorizing Display	Extra Grit
Ostentatious Weakness	Shaitan Skin	Thrilling Vengeance	Gun Twirling
Outflank	Shaitan Style	Thrown Slam	Leaping Shot Deed
Pack Attack	Sharpclaw	Tiger Claws	No Name
Paired Opportunists	Shattering Strike	Tiger Pounce	Redirected Shot
Panther Claw	Shatterspell	Tiger Style	Ricochet Shot Deed
Panther Parry	Shield Master	Tiring Critical	Secret Stash Deed
Panther Style	Shield of Swings	Tower Shield Proficiency	Signature Deed
Parting Shot	Shield Proficiency	Trick Riding	
Passing Trick	Shield Specialization	Tripping Strike	<b>ITEM CREATION</b>
Perfect Strike	Shield Wall	Twin Thunders	Brew Potion
Perfect Style	Shrewd Tactician	Twin Thunders Flurry	Craft Construct
Performance Weapon Mastery	Sickening Critical	Twin Thunders Master	Craft Magic Arms and Armor
Performing Combatant	Sidestep	Two-Handed Thrower	Craft Rod
Pin Down	Siege Commander	Two-Weapon Feint	Craft Staff
Pinning Knockdown	Siege Engineer	Unblinking Flame Feint	Craft Wand
Pinning Knockout	Siege Gunner	Unblinking Flame Fist	Craft Wondrous Item
Pinning Rend	Simple Weapon Proficiency	Uncanny Defense	Forge Ring
Pinpoint Poisoner	Smash	Under and Over	Inscribe Magical Tattoo
Piranha Strike	Snake Fang	Underfoot	Scribe Scroll
Point-Blank Master	Snake Sidewind	Unfolding Wind Rush	
Precise Shot	Snake Style	Unfolding Wind Strike	<b>KI</b>
Precise Strike	Snap Shot	Untwisting Iron Skin	Aiming at the Target
Prone Shooter	Snapping Turtle Clutch	Untwisting Iron Strength	Align Ki
Prone Slinger	Snapping Turtle Shell	Unyielding Stance	Anticipatory Advance



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Aura Absolution	Perfected Performance	Piercing Spell	<b>STYLE</b>
Block Flow	Radial Navigation	Quicken Spell	Djinni Style
Body Control	Rapid Recovery	Reach Spell	Dragon Style
Cell Adjustment	Rapport	Reflexive Spell	Earth Child Style
Composure	Recapture Energy	Rime Spell	Efreeti Style
Destructive Force	Recenter Flow	Seeking Spell	Janni Style
Disruptive Ki	Reflexive Spell	Selective Spell	Kirin Style
Dream Travel	Restore Flow	Shadow Grasp	Mantis Style
Ebbing Flow	Sap Ki	Sickening Spell	Marid Style
Endow Ki	Sense Ki	Silent Spell	Monkey Style
Evade Charge	Sensitivity to Psychic Impressions	Smoking Spell	Panther Style
Extra Ki	Shattering Strike	Still Spell	Perfect Style
Fatal Finesse	Spontaneous Conversion	Subconscious Spell	Shaitan Style
Fate Link	Strength of Will	Tenebrous Spell	Snake Style
Felling Strike	Stunning Shout	Thanatopic Spell	Snapping Turtle Style
Finding the Center	Subconscious Spell	Threatening Illusion	Tiger Style
Flowing Stance	Swift Recovery	Threnodic Spell	
Focused Kiai	Switch Flow	Thundering Spell	<b>TEAMWORK</b>
Focused Strike	Transcendental Communion	Toppling Spell	Allied Spellcaster
Fuel Ki	Unbounded Conversion	Umbral Spell	Back to Back
Graceful Calm	Unyielding Stance	Unseen Spell	Broken Wing Gambit
Greater Kiai	Yogic Levitation	Widen Spell	Brutal Grappler
Hadouken			Cavalry Formation
Heightened Precision	<b>METAMAGIC</b>	<b>MYTHOS</b>	Combat Medic
Ignore Distraction	Ashen Spell	Heart Ripper	Coordinated Charge
Imbue Ki Crystal	Atomic Spell	Necrophagic Spell	Coordinated Defense
Improved Kiai	Bane Spell	Sacrificial Power	Coordinated Maneuvers
Inscribe Ki Tattoo	Bouncing Spell	Sacrificial Summons	Duck and Cover
Invert Flow	Burning Spell	Summon Star-Spawn	Enfilading Fire
Ki Agility	Coaxing Spell	Xenophilia	Ensemble
Ki Balance	Concussive Spell	Xenophobia	Escape Route
Ki Cloak	Consecrate Spell		Feint Partner
Ki Focus	Dazing Spell	<b>PERFORMANCE</b>	Focusing Blow
Ki Infusion	Disruptive Spell	Awe-Inspiring Smash	Horde Charge
Ki Insight	Echoing Spell	Dramatic Display	Improved Back to Back
Ki Meditation	Ectoplasmic Spell	Hero's Display	Improved Feint Partner
Ki Regeneration	Elemental Spell	Master Combat Performer	Lookout
Ki Resilience	Empower Spell	Masterful Display	Outflank
Ki Rush	Enlarge Spell	Masterful Flourish	Pack Attack
Ki Sprint	Extend Spell	Mocking Dance	Paired Opportunists
Ki Stand	Familiar Spell	Murderer's Circle	Precise Strike
Ki Touch	Flaring Spell	Ostentatious Weakness	Seize the Moment
Kiai	Focused Spell	Savage Display	Shake It Off
Lengthen Flow	Heighten Spell	Savage Surge	Shield Wall
Mental Feedback	Incinerating Spell	Spectacular Exit	Shielded Caster
Mighty Kiai	Intensified Spell	Thrilling Vengeance	Stealth Synergy
Mind Over Body	Jinxed Spell		Swap Places
Mindlink	Legendary Missiles	<b>RAGE</b>	Tandem Trip
Mindworm	Lingering Spell	Ferocious Tenacity	Target of Opportunity
Mystic Metamagic	Mass Effect Spell		Team Pickpocketing
Mystic Reflex	Maximize Spell		
Mystic Tattoo	Merciful Spell	<b>SINFUL</b>	
Object Reading	Necrophagic Spell	Lustful	
Perfected Creation	Persistent Spell		





## Feat Descriptions

The descriptions of each mythic feat are arranged alphabetically, with a list of feats provided for each letter of the alphabet. The description of each mythic enhancement feat references the description and effects of the feat's non-mythic version but does not repeat them. Some feats are straightforward, but for others you will need to consult the original feat description to determine the effects. In the PDF version of these books, the title of each feat is a hyperlink to an online resource containing a description of the non-mythic version of that feat, to assist you in working with mythic feats without having to consult the original printed reference. There are some feats herein that do not have online versions; for those feats, you are referred to the superscript that accompanies every feat and the reference list contained in the Introduction to this book. By consulting that list, you can ascertain the source of a feat without an online version and easily locate that product for purchase if you wish.

### NON-MYTHIC FEATS

The following non-mythic feats are included in this book. Their mythic versions appear alphabetically among the other mythic enhancement feats.

#### Amphibious Adaptation

You can survive out of water far longer than your aquatic kin.

**Prerequisite:** Aquatic subtype.

**Benefit:** You can survive out of water for a number of hours equal to your Constitution score before you risk suffocation. If you already have the ability to survive out of water for a limited amount of time before suffocating or suffering other ill effects, that amount of time is doubled. If you do not possess a land speed, you gain a land speed of 5 feet. If you possess a land speed that is less than 20 feet, your speed on land increases by 5 feet.

#### Eel Strike (Combat)

You can strike swiftly and retreat beyond your enemy's reach.

**Prerequisite:** Dex 13, swim speed.

**Benefit:** While swimming, if you use the withdraw action you can take a single melee attack as a swift action before you begin your movement.

#### Fast Swimmer

Your have exceptional speed in the water.

**Prerequisite:** Swim speed.

**Benefit:** Your swim speed increases by 10 feet.

#### Menacing Blow (Combat)

Your deadly blows strike fear into the heart of your enemies.

**Prerequisite:** Base attack bonus +6, Intimidate 6 ranks.

**Benefit:** Whenever you score a critical hit, you can make an Intimidate check as a your opponent swift action to demoralize your target.

#### Naval Commander

Your clever tactics and forceful leadership help your crew tackle any task.

**Prerequisite:** Leadership, Profession (sailor) 7 ranks.

**Benefit:** If you are on board a ship, you can use the aid another action to assist every ally on board that is performing a type of action specified by you, either performing a skill or making an attack. Alternatively, you can use aid another to assist them defensively, granting a +2 circumstance bonus to Armor Class and a +1 bonus on Reflex saves until the beginning of your next turn. Any ally that is your follower increases the bonus they gain from the aid another action by 1.

#### Savvy Seafarer

You live and breathe with the sea and its natural rhythms.

**Prerequisite:** Profession (sailor) 3 ranks.

**Benefit:** You gain a +1 bonus on Knowledge (geography) and Profession (sailor) checks and on any Craft checks made to repair a ship. In addition, while on board a ship you can use a Profession (sailor) check in place of a Survival check to avoid getting lost, get along in the wild, gain a bonus to saving throws against severe weather, or to predict the weather at sea. If you spend one week familiarizing yourself with a ship, all bonuses provided by this feat are doubled while on board that ship. This additional bonus is lost if you spend more than a month away from that ship or familiarize yourself with a different ship.

#### Swift Trapper

You can set traps swiftly.

**Prerequisites:** Trap class feature or [Learn Ranger Trap](#)

**Benefit:** When you use a full-round action to set a trap, you do not provoke attacks of opportunity. You can set a trap more quickly, though this provokes attacks of opportunity. In addition, if you set a trap as a standard action the DC for Disable Device and Perception checks and for saving throws against the trap is reduced by 2. If you set the trap as a move action they are reduced by 5, and if you set the trap as a swift action they are reduced by 10.

#### Swim-By Attack

Your fluid grace allows you to effortlessly combine your actions while moving beneath the waves.

**Prerequisite:** Swim speed.

**Benefit:** When you are using a move action to swim, you can take a standard action at any point during your movement; you are not required to complete your move action before using your standard action (or vice versa). You cannot use your standard action to perform a second move (though you can use it to perform other move actions).

#### Terrifying Critical (Combat, Critical)

When you strike a telling blow, your target quakes with fear.



**Prerequisite:** Critical Focus, base attack bonus +11.

**Benefit:** Whenever you score a critical hit, your target becomes shaken for 1d4+1 rounds. On a successful Will save, the duration is reduced to 1 round. The DC for this save is equal to 10 plus your base attack bonus. Additional critical hits increase the duration of the shaken condition (even if the shaken condition comes from a different source) but do not increase the severity of fear.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

## Worm Rider (Combat)

You and your riding worm are a deadly combat team.

**Prerequisites:** Mounted Combat, Ride-by Attack, Worm Wrangler

**Benefit:** You can ride your worm companion even if you and it are the same size, and when riding a worm-like mount you gain a +2 bonus on Ride checks and combat maneuvers your mount makes to overrun, and to your CMD against combat maneuvers that would dismount you. When your worm uses its burrow, climb, or swim speed, you can cling to its back with no chance of falling off (though you can still be dismounted by an attacker) for a number of rounds equal to your number of ranks in the Ride skill. This amount of time is added to the length of time you can hold your breath to avoid suffocation. You cannot cling to the worm's back if it is burrowing through solid ice or stone. This does not prevent you from being dismounted. If you are dismounted, burrowing, climbing, or swimming, you are subject to falling, drowning, or being buried alive.

## Worm Wrangler

Your empathy with worms is uncanny.

**Prerequisites:** Animal companion, mount, or similar class feature, Handle Animal 2 ranks, Knowledge (dungeoneering) 2 ranks, Knowledge (nature) 2 ranks

**Benefit:** You can substitute a worm companion for your normal type of animal companion or mount. You treat worm-like creatures (GM's discretion) as animals for the purpose of using Handle Animal, wild empathy, and any magical effect that affects animals. You gain a +2 circumstance bonus on Handle Animal checks with worm-like creatures and on saving throws against the exceptional and supernatural abilities of worm-like creatures.



## Feats From A to Z

The remainder of this chapter contains descriptions for mythic enhancement feats, arranged alphabetically and listed by letter of the alphabet.

## A

Ability Focus  
Abundant Revelations  
Accursed Critical  
Adaptive Fortune  
Additional Traits  
Adept Champion  
Adder Strike  
Advanced Alchemy  
Advanced Ranger Trap  
Agile Maneuvers  
Agile Tongue  
Aiming at the Target  
Airy Step  
Align Ki  
Allied Spellcaster  
Altitude Affinity  
Amateur Gunslinger  
Amphibious Adaptation  
Anatomical Precision  
Anesthetist  
Angel Wings  
Angelic Blood  
Angelic Flesh  
Antagonize  
Anticipatory Advance  
Aquatic Ancestry  
Arc Slinger  
Arcane Armor Mastery  
Arcane Missiles  
Arcane Talent  
Arcane Vendetta  
Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Armor of the Pit  
Ashen Spell  
Atomic Spell  
Attuned to the Wild  
Aura Absolution  
Awe-Inspiring Smash

## Ability Focus (Mythic)

One of this creature's special abilities is extraordinarily powerful.

**Prerequisite:** Ability Focus<sup>B1</sup>.

**Benefit:** Choose a special ability for which the creature already has Ability Focus. The bonus to save DCs provided by Ability Focus for the creature's chosen special ability increases by 2. Additionally, the creature can expend one use of mythic power as part of using its chosen special ability to force the targets of the special ability to roll their saves twice, taking the lower result.

**Special:** If the creature has taken non-mythic Ability



Focus multiple times, it must choose which of those feats this enhances. A creature can take this feat multiple times. The effects do not stack. Each time the creature takes this feat, it applies to a different non-mythic Ability Focus feat.

## Abundant Revelations (Mythic)

Your study of the mysteries grants you great revelatory powers.

**Prerequisite:** Abundant Revelations<sup>UM</sup>.

**Benefit:** You gain a number of additional uses of your chosen revelation equal to one-half your mythic tier (minimum 1). If you expend one use of your mythic power while meditating for 1 hour to refresh your spellcasting ability, you may change the revelation you have chosen for this feat.

## Accursed Critical (Critical, Mythic)

Your critical hits carry with them baneful curses.

**Prerequisite:** Accursed Critical<sup>UM</sup>.

**Benefit:** When you confirm a critical hit with a spell or spell-like ability, you may cast *bestow curse* or *major curse* on that target as a free action. If you confirm a critical hit with a weapon, natural weapon, or unarmed strike, you may cast *bestow curse* or *major curse* as an immediate action. You may also expend one use of your mythic power when casting either spell as part of a critical hit to cast the mythic version of that spell, even if you do not otherwise know the mythic version of the spell. If you are a prepared caster and know *bestow curse* or *major curse* but do not have the spell prepared, you can spontaneously convert a prepared spell of the same or higher level into one of those spells as a free action.

## Adaptive Fortune (Mythic)

Your share of luck is of mythic proportions.

**Prerequisite:** Adaptive Fortune<sup>ARG</sup>.

**Benefit:** Increase the number of times you can use the adaptable luck racial trait by 1, and the luck bonus of each type by 2. If you spend one use of your mythic power, you can choose to consider any roll modified by this feat to be an automatic 20, before adding your bonuses.

## Additional Traits (Mythic)

Mythic power has changed you for the better.

**Prerequisites:** Additional Traits<sup>APG</sup>.

**Benefit:** Select up to 4 points of racial traits from the list of defensive racial traits, feat and skill racial traits, magical racial traits, movement racial traits, offense racial traits, senses racial traits, or other racial traits from the Creating New Races rules in *Pathfinder® Roleplaying Game: Advanced Race Guide*<sup>TM</sup>. The traits must be standard traits (rather than advanced or monstrous traits), and you must meet the traits' prerequisites.

**Special:** You may select this mythic feat more than once. Each time it is selected, you gain an additional 4 points of racial traits.

## Adept Champion (Mythic)

Your divine insights provide deadly expertise on the battlefield.

**Prerequisite:** Adept Champion<sup>UC</sup>.

**Benefit:** Activating this feat is a free action rather than a swift action. In addition, on any round in which you do not activate this feat you gain a +1 sacred bonus on combat maneuver checks against the target of your smite for every 5 points of your base attack bonus.

## Adder Strike (Combat, Mythic)

Your unarmed strikes increase the difficulty of resisting the poison they deliver, and they can remain capable of poisoning your opponents with additional attacks.

**Prerequisite:** Adder Strike<sup>UC</sup>.

**Benefit:** When you deliver poison with an unarmed attack using your Adder Strike feat, the target takes a -2 penalty on its saving throw versus the poison (-4 on a critical hit). In addition, if you expend one use of your mythic power as a free action when applying a dose of poison to your body part(s), that poison remains effective for a total number of hits equal to 1 + your mythic tier.

## Advanced Alchemy (Mythic)

Your mastery of the alchemical arts is legendary.

**Prerequisite:** Advanced Alchemy<sup>CAF</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) to the save DC of alchemical items you create. If you expend one use of mythic power when you use an alchemical item, bomb, extract, mutagen, or poison, you can force any non-mythic creature(s) affected by it to roll twice and use the worse result on their saving throws against it. If the item has a non-instantaneous effect, this applies to saving throws against it by non-mythic creatures until the end of their next turn.

**Special:** If you prepare extracts as an alchemist, you may also select a number of mythic alchemical extracts equal to your tier and can expend mythic power when using them to enhance the results as if they were spells. This ability otherwise functions as the *mythic spellcasting universal path ability* in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

## Advanced Ranger Trap (Mythic)

You can produce traps that are both long-lasting and devastatingly deadly.

**Prerequisites:** Advanced Ranger Trap<sup>UM</sup>.

**Benefit:** You add your mythic tier to the Perception, Disable Device, and saving throw DCs for your ranger traps. In addition, you may spend one use of your mythic power when setting a ranger trap to have that trap deal additional damage equal to twice your mythic tier in the first round it is activated. This damage is of the same type as the trap normally deals. If the trap deals no damage, spending one use of your mythic power allows it to affect one additional creature adjacent to the creature that triggered the trap.

In addition to the above, you can expend multiple uses



# Chapter 3: Mythic Feats

of your trap ability when creating a trap in order to increase the trap's duration. Multiply the number of uses you expend times your ranger level to determine the number of days (for an extraordinary trap) or hours (for a supernatural trap) your trap lasts. The trap's DC decreases more slowly as well, being reduced by 1 every time a number of days (or hours) pass that is equal to the number of uses of your trap ability that you expended when crafting the trap.

## Agile Maneuvers (Combat, Mythic)

You can find just the right place to apply pressure to a foe.

**Prerequisite:** Agile Maneuvers<sup>CRB</sup>, 4th mythic tier.

**Benefit:** You may add both your Strength and Dexterity bonuses to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

**Normal:** Agile Maneuvers allows you to add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

## Agile Tongue (Mythic)

You are particularly adept at using your tongue in combat.

**Prerequisite:** Agile Tongue<sup>ARG</sup>.

**Benefit:** You can use your tongue to pick up objects weighing no more than 10 pounds. You can make trip combat maneuvers with your tongue, and gain a bonus equal to half your mythic tier (minimum +1) to steal and disarm combat maneuvers made with your tongue.

## Aiming at the Target (Ki, Mythic)

Your mastery of ki focuses your magic.

**Prerequisite:** Aiming at the Target<sup>WK</sup>.

**Benefit:** You can use this feat as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool. If you use this feat against non-mythic creatures, you ignore any miss chance due to concealment or other factors. If you expend one use of your mythic power as well as 1 point from your ki pool, targets of your spell, spell-like ability, or spell-trigger item gain no benefit from cover (other than total cover) against you until the end of your turn.

## Airy Step (Mythic)

You elemental nature allows you to literally walk on air.

**Prerequisite:** Airy Step<sup>ARG</sup>.

**Benefit:** You gain a +4 bonus on saving throws against effects with the air or electricity descriptors and effects that deal electricity damage. You may ignore the first 30 feet of any fall when determining falling damage. Alternately, you may spend one use of your mythic power, as an immediate action when falling, to *air walk* for 1 round.

## Align Ki (Combat, Ki, Mythic)

Your spiritual strength infuses your strikes.

**Prerequisite:** Align Ki<sup>WK</sup>.

**Benefit:** When you activate this feat, the effect lasts for an additional number of rounds equal to one-half your mythic tier. If you have taken this feat twice, this mythic feat applies to both alignment properties you select.

## Allied Spellcaster (Mythic, Teamwork)

There is eldritch power in numbers.

**Prerequisites:** Allied Spellcaster<sup>APG</sup>.

**Benefit:** Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus to your caster level for all level-dependent variables, such as duration, range, and effect. If your ally has the same spell prepared (or known with a slot available if they are spontaneous spellcasters), this bonus increases to +4, and if you expend one point of mythic power you may cast the mythic version of the spell (if any).

## Altitude Affinity (Mythic)

You are inured to high alpine conditions.

**Prerequisite:** Altitude Affinity<sup>ISWG</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) on Acrobatics, Climb, and Survival checks in mountain terrain, regardless of elevation. You apply the same bonus on checks or saving throws made to withstand natural cold climate, wind, and weather effects. If you expend one use of your mythic power, you gain the benefit of *endure elements* and a +2 circumstance bonus on saves vs. all cold and wind effects for 24 hours.

## Amateur Gunslinger (Combat, Mythic)

Although not a gunslinger, you have a grit pool at your disposal.

**Prerequisite:** Amateur Gunslinger<sup>UC</sup>.

**Benefit:** At the start of each day, you gain a number of grit points equal to your Wisdom modifier (minimum 1), and you gain the ability to perform a single 3rd-level deed from the gunslinger deed class feature. If you have a single grit point left, you can expend one use of your mythic power to perform a deed, rather than spend the grit point.

**Special:** If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Mythic Extra Grit feat.

## Amphibious Adaptation (Mythic)

You can survive out of water far longer than your aquatic kin.

**Prerequisite:** Aquatic subtype.

**Benefit:** You gain the amphibious special quality and your land speed increases to 10 feet (or by 10 feet, if you already have a land speed that is less than 30 feet).

## Anatomical Precision (Mythic)

Your study of anatomy allows you to strike telling blows.

**Prerequisite:** Anatomical Precision<sup>GCC</sup>.

**Benefit:** You can use this feat as a swift action, adding your



mythic tier as a bonus on your Knowledge skill to identify a creature's anatomy. You can use this ability as a full-round action to study the anatomy of a number of creatures within 30 feet equal to your Intelligence modifier plus your mythic tier. When you confirm a critical hit or make a successful sneak attack against a creature you have studied with this feat, you can expend one use of your mythic power as a free action to roll all damage dice twice and select the better result against that creature until the end of your turn.

## Anesthetist (Mythic)

You are a master of nonlethal subdual techniques.

**Prerequisite:** Anesthetist<sup>GCC</sup>.

**Benefit:** When you use a poison that causes unconsciousness, such as blue whinnis and drow poison, you add one-half your mythic tier (minimum 1) to the save DC, and you automatically succeed on Heal checks to determine how much time remains until a target awakens. You can compound a pain-relieving mixture as a standard action, and it takes effect immediately, granting a bonus equal to one-half your mythic tier (minimum +1) if the target is already affected by a pain effect or is sickened or staggered. If you are at least 4th tier and expend one use of your mythic power, the duration of pain relief is multiplied by one-half your mythic tier.

## Angel Wings (Mythic)

Your wings bear you aloft on the winds of heaven.

**Prerequisite:** Angel Wings<sup>ARG</sup>.

**Benefit:** If you wish, your wings radiate light as a torch. Your fly speed is increased by 10 feet per 3 mythic tiers (minimum 10 feet). If you expend one use of mythic power, your maneuverability increases to good for a number of minutes equal to your mythic tier.

## Angelic Blood (Mythic)

Your blood is infused with distilled holiness.

**Prerequisite:** Angelic Blood<sup>ARG</sup>.

**Benefit:** Your bonus on saving throws against effects with the evil descriptor increases to +4, and this bonus also applies on caster level checks made to dispel or remove an effect with the evil descriptor from you. When an undead creature or creature with the evil subtype deals bleed damage or blood drain damage to you with a melee attack, you can use an attack of opportunity or an immediate action to make a melee touch attack against that creature to spill your angelic blood upon them, affecting them as a vial of holy water.



## Angelic Flesh (Mythic)

Your very flesh mimics that of the angels.

**Prerequisite:** Angelic Flesh<sup>ARG</sup>.

**Benefit:** The effect of this feat depends on which version of angelic flesh you select:

*Brazen:* You gain fire resistance 10, which increases by 5 for every 5 mythic tiers you possess. If you use a mythic surge on a saving throw against a fire effect, you may roll the surge die twice and select the better result.

*Golden:* Your saving throw bonus increases to +4. When you cast a spell with the illusion (pattern) subschool or the light descriptor, you can expend a mythic surge to increase the caster level of the effect by a number of caster levels equal to one-half the result of the surge die (minimum +1).

*Silver:* Your saving throw bonus increases to +4. If you expend a mythic surge when attacking a creature with DR/silver with an unarmed strike or natural weapon, you may add one-half the result of the surge die (minimum 1) to all attack rolls you make against creatures with DR/silver until the beginning of your next turn. You add the full value of your surge die on the first attack you make.

*Steel:* Your natural armor bonus to AC increases to +2. If you expend a mythic surge when attacking a creature with DR/cold iron with an unarmed strike or natural weapon, you may add one-half the result of the surge die (minimum 1) to all attack rolls you make against creatures with DR/cold iron until the beginning of your next turn. You add the full value of your surge die on the first attack you make.

## Antagonize (Mythic)

Your needling patter drives your enemies wild.

**Prerequisite:** Antagonize<sup>UM</sup>.

**Benefit:** You can use this feat as a swift or move action, and when using it against non-mythic creatures you add one-half your mythic tier (minimum 1) to your Diplomacy or Intimidate check. If you use Intimidate to drive

a creature into a rage and it is unable to attack you, you can continue the effect for a number of rounds equal to your mythic tier by making an Intimidate check each round as a free action.

If you expend one use of your mythic power, you can activate this feat as a standard action and affect a number of creatures equal to your mythic tier simultaneously, making one check and applying it to all creatures.

When you do so, you take a penalty on your Diplomacy or Intimidate check equal to the number of creatures you target. You can maintain the rage effect for a number of rounds equal to one-



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half your mythic tier (minimum 1) with a successful Intimidate check as an immediate action.

**Normal:** Using this feat is a standard action, and maintaining a creature's rage for 1 round requires an Intimidate check as an immediate action. This feat affects only a single target.

## Anticipatory Advance (Combat, Ki, Mythic)

You read and react to your foe's every move.

**Prerequisite:** Anticipatory Advance<sup>WK</sup>.

**Benefit:** You can use this feat as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool. Whenever you are required to make a Reflex save as a result of an attack of opportunity, whether that attack is made by you or another creature, you may substitute your Wisdom bonus for your Dexterity bonus on that save. In addition, when you expend a point from your ki pool you may select a creature that you threaten or that threatens you as the focus of this feat, and you may also apply its benefit against a number of creatures you do not threaten and that do not threaten you equal to your mythic tier.

## Aquatic Ancestry (Mythic)

Your outsider bloodline makes the waters a place of sanctuary for you.

**Prerequisite:** Aquatic Ancestry<sup>ARG</sup>.

**Benefit:** Your swim speed increases by +20 feet. Your darkvision range is doubled when underwater, unless you have the deepsight racial trait, in which case your underwater darkvision range is increased by 60 feet. You may spend one use of your mythic power to double your swim speed for 1 round.

## Arc Slinger (Combat, Mythic)

Your mastery of the sling imparts extra accuracy and force to your attacks at close range.

**Prerequisite:** Arc Slinger<sup>UC</sup>.

**Benefit:** When using a sling or sling staff, you reduce range penalties by an amount equal to your mythic tier, and you apply the effect of Point Blank Shot on both attack and damage rolls within 50 feet (80 feet for a staff sling), plus 5 feet times your mythic tier. You take no penalty on attack and damage rolls when using ammunition other than sling bullets, as long as they are of an appropriate size. If you expend one use of your mythic tier, you add a bonus equal to one-half your mythic tier (minimum +1) to damage for a number of rounds equal to your mythic tier.

## Arcane Armor Mastery (Combat, Mythic)

Armor has almost no effect on your spellcasting.

**Prerequisites:** Arcane Armor Mastery<sup>CRB</sup>, 2nd mythic tier.

**Benefit:** You don't have to spend a swift action to gain the reduction to arcane spell failure chance from Arcane Armor Mastery. Furthermore, you reduce your total arcane spell failure reduction for any armor you are proficient with by 30%.

## Arcane Missiles (Mythic)

Your *magic missiles* can be enhanced with an array of effects.

**Prerequisite:** Arcane Missiles<sup>BPMMF</sup>.

**Benefit:** When you use this feat, you may use any two pieces of magical ammunition (not just arrows or bolts) in your possession as material components for this spell. When you do this, you may apply the enhancement bonus and magical properties of each piece of ammunition individually to two of the *magic missiles* created by your spell. You may instead add the effects of both arrows or bolts to a single *magic missile*, though enhancement bonuses and identical abilities do not stack. Ammunition that has been temporarily enchanted, such as with a *magic weapon* or *flame arrow* spell, cannot be used in conjunction with this feat.

If you expend one use of mythic power, you may apply the enhancement bonus and properties of one piece of ammunition to a number of *magic missiles* equal to one-half your mythic tier (minimum 1).

## Arcane Talent (Mythic)

You have a natural knack for a particular field of magic.

**Prerequisites:** Arcane Talent<sup>APG</sup>.

**Benefit:** Every two mythic tiers, you can select an additional 0-level spell from the same class spell list as the spell chosen for Arcane Talent. You can use these cantrips at will as spell-like abilities. In addition, your caster level increases by +1 when casting arcane spells from the spell list of that class that are of the same school(s) as your chosen cantrips.

## Arcane Vendetta (Mythic)

Your loathing of arcane spellcasters fills you with a fatal fury.

**Prerequisite:** Arcane Vendetta<sup>ISWG</sup>.

**Benefit:** You add your mythic tier as a bonus on Spellcraft checks to identify spells as they are cast. If you successfully identify the spell, you are able to determine whether or not that spell is arcane. If you witness a creature casting an arcane spell, you add one-half your mythic tier (minimum 1) on weapon damage rolls and on critical hit confirmation rolls against that creature for 1 minute. A creature you hit with a weapon attack takes a penalty equal to one-half your mythic tier (minimum 1) on concentration checks when casting arcane spells until the end of its next turn.

## Armor Proficiency (Heavy) (Combat, Mythic)

You know how to turn heavy armor to your advantage against any offense, not just attacks designed to harm you.

**Prerequisites:** Armor Proficiency (heavy)<sup>CRB</sup>.

**Benefit:** When wearing heavy armor, add half its non-magic armor bonus to your CMD. You may expend a use of mythic power to also add it to your touch AC for one minute.

## Armor Proficiency (Light) (Combat, Mythic)

You know how to turn light armor to your advantage against any offense, not just attacks designed to harm you.





**Prerequisites:** Armor Proficiency (light)<sup>CRB</sup>.

**Benefit:** When wearing light armor, add half its non-magic armor bonus to your CMD. You may expend a use of mythic power to also add it to your touch AC for one minute.

### **Armor Proficiency (Medium) (Combat, Mythic)**

You know how to turn medium armor to your advantage against any offense, not just attacks designed to harm you.

**Prerequisites:** Armor Proficiency (medium)<sup>CRB</sup>.

**Benefit:** When wearing medium armor, add half its non-magic armor bonus to your CMD. You may expend a use of mythic power to also add it to your touch AC for one minute.

### **Armor of the Pit (Mythic)**

You can draw upon your fiendish ancestry to enhance your scaly hide.

**Prerequisite:** Armor of the Pit<sup>ARG</sup>.

**Benefit:** You gain an additional +2 natural armor bonus. By spending one use of your mythic power, you can gain DR 5/good (DR 10/good if you have 10 mythic tiers) for a number of rounds equal to your mythic tier.

### **Ashen Spell (Metamagic, Mythic)**

Your fiery spells leave choking cinders and clinging soot in their wake.

**Prerequisite:** Ashen Spell<sup>GCC</sup>.

**Benefit:** You add your mythic tier to the number of rounds creatures are covered with ashes and soot, up to a maximum of twice the spell's original level. If you expend one use of mythic power when casting an ashen spell, creatures are affected as *mythic glitterdust*.

### **Atomic Spell (Metamagic, Mythic)**

Your fiery spells are infused with deadly cosmic energies.

**Prerequisite:** Atomic Spell<sup>GCC</sup>.

**Benefit:** You add one-half your mythic tier to the save DC of the wasting disease brought on by your atomic spells. If you expend one use of your mythic power, the disease is contagious as though you had cast *mythic contagion*.

### **Attuned to the Wild (Mythic)**

You have a powerful connection with the land, drawing on its strength for additional healing.

**Prerequisite:** Attuned to the Wild<sup>ARG</sup>.

**Benefit:** While you are in your selected terrain type, your natural healing rate (the amount of hit points and ability damage you heal from a full night's rest) triples. Add a bonus equal to your mythic tier to any Survival checks made in your selected terrain. You can spend one use of your mythic power to gain fast heal equal to 1/2 your mythic tier (minimum 1) for 1 minute.

### **Aura Absolution (Ki, Mythic)**

Your mastery of spiritual harmony allows you to manipulate auras.

**Prerequisite:** Aura Absolution<sup>MIM</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, your bonus on saves against alignment-based effects and the DC of caster level checks with alignment-based effects is increased to 4. When you would be affected by an alignment-based effect, you can spend 1 point from your ki pool as an immediate action to use *imbue with aura* on yourself, lasting a number of rounds equal to your mythic tier. Whenever you use this feat to duplicate *imbue with aura*, *remove curse*, or *atonement*, you add your mythic tier to your caster level for all purposes.

### **Awe-Inspiring Smash (Combat, Mythic, Performance)**

Your strength and bravado are an awesome combination.

**Prerequisite:** Awe-Inspiring Smash<sup>ISC</sup>.

**Benefit:** You can add your Strength and your Charisma modifier to performance combat checks, and you can spend a swift action to gain a bonus as the base feat on combat maneuver checks after a successful bull rush, drag, overrun, or sunder combat maneuver.



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## B

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Brutal Grappler  
Bull Rush Strike  
Bullying Blow  
Burn! Burn! Burn!  
Burning Spell  
Burrowing Teeth

### Back to Back (Mythic, Teamwork)

You are linked so closely with your ally that you can anticipate their attacks, launching your own in response.

**Prerequisite:** Back to Back<sup>UC</sup>.

**Benefit:** Add one-half your mythic tier (minimum 1) to the circumstance bonus to AC provided by this feat. You gain one-half this bonus when you are flanked and adjacent to an ally who does not have this feat. Enemies flanking you provoke attacks of opportunity from you whenever they attack an ally with this feat that is adjacent to you.

### Bane Spell (Metamagic, Mythic)

Your spells scourge your chosen foes.

**Prerequisite:** Bane Spell<sup>GCC</sup>.

**Benefit:** You can prepare and cast bane spells that gain the benefits of this feat against an additional number of creature types (and subtypes, if you select humanoid or outsider) equal to one-half your mythic tier (minimum 1). Alternatively, if you select only one creature type (and subtype, for humanoids or outsiders) as the focus of your bane spell, the benefits provided by your bane spell are doubled against that creatures of that type (and subtype).

### Barreling Overrun (Combat, Mythic)

You blast through enemy lines like a living juggernaut.

**Prerequisite:** Barreling Overrun<sup>CAF</sup>.

**Benefit:** You need not move in a straight line when using this feat. If you fail a combat maneuver check to overrun an opponent, you can reroll the check as a swift action. If you expend one use of mythic power, you can reroll the check as a free action with a bonus equal to your mythic tier.

### Bashing Finish (Combat, Mythic)

You are always ready to smash a foe with your shield.

**Prerequisites:** Bashing Finish<sup>APG</sup>.





**Benefit:** Whenever you score a hit with a melee weapon, you can make a shield bash attack against the same target using the same bonus as an immediate or swift action.

## Beast Rider (Mythic)

A mythic hero deserves a mythic mount.

**Prerequisite:** Beast Rider<sup>ARG</sup>.

**Benefit:** Your monstrous animal companion or mount gains 1 mythic rank. Choose either the invincible or savage simple mythic template and apply this template to your mount. If you have 10 mythic tiers, add a second mythic rank to your mount.

## Bestow Luck (Mythic)

You share your good fortune with allies.

**Prerequisite:** Bestow Luck<sup>ARG</sup>.

**Benefit:** You gain an extra daily use of either your Defiant Luck or Inexplicable Luck feat, which you must share with an ally. In addition, you can grant additional uses your Inexplicable Luck to allies by expending one use of mythic power each time you wish to use an immediate action to Bestow Luck.

## Betrayer (Mythic)

Your guileless facade conceals your treacherous intentions.

**Prerequisite:** Betrayer<sup>UC</sup>.

**Benefit:** You use this feat when you improve a creature's attitude towards you by any means, including skills such as Diplomacy or Intimidate, class features such as wild empathy, or spells such as *charm person*. An attack you make using this feat gains a bonus on attack and damage rolls equal to one-half your mythic tier (minimum +1), and if the target survives it takes a penalty to initiative equal to twice your mythic tier.

If the creature whose attitude you improve is within 30 feet, you can use this feat to make a ranged attack rather than a melee attack.

**Normal:** You can use this feat only after improving a creature's reaction towards you with the Diplomacy skill, and you may only make a melee attack.

## Bind the Ancient Dead (Mythic)

You can call upon the mummified dead of the ancients.

**Prerequisite:** Bind the Ancient Dead<sup>GCC</sup>.

**Benefit:** You can apply the mummified zombie template (*Gothic Campaign Compendium* p. 121) to any creature made of flesh and bone that you call or summon. When you apply it to an animal, magical beast, or humanoid, add one-half your mythic tier (minimum 1) to the mummified zombie's DR and as a bonus on its saving throws.

## Binding Throw (Combat, Mythic)

Your throw prevents your enemy from adequately opposing your grapple.

**Prerequisite:** Binding Throw<sup>UC</sup>.

**Benefit:** When using Binding Throw, your grapple combat

maneuver is a free action that you may use once per round. Additionally, although your target is grappled you do not gain the grappled condition until the end of your next turn (if you choose to maintain the grapple).

## Black Cat (Mythic)

Those that dare attack you risk ill luck falling upon them.

**Prerequisite:** Black Cat<sup>ARG</sup>.

**Benefit:** You can use this feat as a free action rather than an immediate action. If your attacker is non-mythic, its -4 penalty on attack rolls applies to all attacks it makes against you until the end of its turn. You can expend a mythic surge as part of the action to use his feat, adding the result of your surge die to the penalty on your attacker's attack roll; this applies only against the first attack roll the attacker makes. You can use this feat more than once per day by expending one use of mythic power for each additional use.

## Black Powder Spectacle (Combat, Grit, Mythic, Performance)

Your thunderous gunplay is daunting and delightful.

**Prerequisite:** Black Powder Spectacle<sup>ISC</sup>.

**Benefit:** You add one-half your mythic tier on Intimidate and Perform checks you make in conjunction with this feat. You also add an additional +1 for each of the following feats that you possess for firearms: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, Weapon Specialization, or the mythic versions of any of these feats.

## Blazing Aura (Combat, Mythic)

The intense heat radiated by your body can destroy what touches you.

**Prerequisite:** Blazing Aura<sup>ARG</sup>.

**Benefit:** When you use Scorching Weapons, on your turn as a free action, you may create an aura of heat that lasts for 1 round per mythic tier you possess. This aura deals 2d6 points of fire damage to any creature that begins its turn adjacent to you. If an opponent successfully strikes you with a melee attack, its weapon takes 2d6 fire damage which ignores the weapon's hardness. If the opponent strikes you with an unarmed strike or natural weapon, it must make a Reflex save (DC = 10 + 1/2 your character level + your Con modifier) or catch fire.

## Blighted Critical (Critical, Mythic)

Your critical hits ravage spellcasting foes with crippling curses.

**Prerequisite:** Blighted Critical<sup>UML</sup>.

**Benefit:** The caster level check DC to remove any spellblight you inflict with this feat is increased by an amount equal to one-half your tier (minimum 1). In addition, whenever you confirm a critical hit with a weapon, natural weapon, or unarmed strike against a spellcasting opponent, you can expend one use of your mythic power to inflict a random minor spellblight. The



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target can resist acquiring the spellblight with a successful Will save against a DC equal to 10 plus your base attack bonus plus your mythic tier. If your weapon has a critical multiplier greater than x2, the save DC is increased by 1 for every multiple in excess of x2.

## Blighted Critical Mastery (Mythic)

Your selective study of spellblights allows you to unleash a host of horrors on your targets.

**Prerequisite:** Blighted Critical Mastery<sup>UM</sup>.

**Benefit:** Whenever you apply a spellblight by way of the Blighted Critical or Greater Blighted Critical feat, you may choose the spellblight you apply or you may choose to inflict two randomly determined spellblights of the appropriate type.

## Blinking Critical (Combat, Critical, Mythic)

You can blind foes with a weapon blow at will.

**Prerequisites:** Blinking Critical<sup>CRB</sup>, 3rd mythic tier.

**Benefit:** Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Blinking Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

## Blinking Sneak Attack (Combat, Mythic)

Your precise strikes blind your opponents with supernatural darkness.

**Prerequisite:** Blinking Sneak Attack<sup>BF</sup>.

**Benefit:** When using Blinking Sneak Attack, an opponent that fails its Fortitude save is blinded until the end of your next turn. You can expend one use of mythic power when you blind a target with Blinking Sneak Attack to extend the duration of the blinded condition by a number of rounds equal to one-half your mythic tier.

## Blistering Feint (Combat, Mythic)

The distracting flames of your weapon give you further openings in your opponent's defenses.

**Prerequisite:** Blistering Feint<sup>ARG</sup>.

**Benefit:** You gain a +4 bonus on feint checks while wielding a weapon that deals fire damage. Anytime you successfully feint a creature while using such a weapon, you may deal its fire damage to the enemy, plus a damage bonus equal to your mythic tier, and it must make a Reflex save (DC = 10 + 1/2 your character level + your Dex modifier) or catch fire. If your opponent catches fire, you may make an attack at your highest attack bonus as an immediate action.

## Block Flow (Ki, Mythic)

You can interrupt the flow of another creature's ki.

**Prerequisite:** Block Flow<sup>MIM</sup>.

**Benefit:** You can use this feat in melee as a swift action,

or as a ranged touch attack with a range of 5 feet times your mythic tier as a standard action. You add one-half your mythic tier (minimum 1) to the save DC and to the number of rounds the effect lasts.

## Blood Beak (Combat, Mythic)

Your beak attack can bloody and disable opponents.

**Prerequisite:** Blood Beak<sup>ARG</sup>.

**Benefit:** Add a bonus to the damage of your beak attack equal to 1/2 your mythic tier (minimum +1). When you confirm a critical hit with your beak attack, you also deal 1d4 bleed damage. Furthermore, if you spend one use of your mythic power, you can inflict one of the following conditions on a critical hit: blinded, dazed, or sickened. This condition lasts as long as the target retains the bleeding condition.

## Blood Drinker (Mythic)

The blood of your chosen prey renews and refreshes you.

**Prerequisite:** Blood Drinker<sup>ARG</sup>.

**Benefit:** You add your mythic tier to the number of temporary hit points you gain, but you may forgo the normal benefits of this feat and instead gain the benefit of *lesser restoration*. The maximum number of temporary hit points you may have is equal to 5 temporary hit points per Hit Die you have.

## Blood Feaster (Mythic)

You grow strong with the blood of life flowing through your veins.

**Prerequisite:** Blood Feaster<sup>ARG</sup>.

**Benefit:** You gain the listed benefits when you drain 2 or more points of Constitution from a living creature, and the benefits last an additional number of rounds equal to your mythic tier.

## Blood Salvage (Mythic)

You can digest blood that has long since cooled and congealed.

**Prerequisite:** Blood Salvage<sup>ARG</sup>.

**Benefit:** You can use your Blood Drinker feat on a corpse of the appropriate type that has been dead for up to 1 day per mythic tier.

## Blood Vengeance (Mythic)

Those that fell your friends face your bloody rampage of revenge.

**Prerequisite:** Blood Vengeance<sup>ARG</sup>.

**Benefit:** When attacking the creature whose attack reduced your ally below 0 hit points and triggered your blood vengeance, you deal 1 point of bleed damage and your critical threat range is increased by 1. If you confirm a critical hit, you deal 1d4 points of bleed damage. This bleed damage stacks. While raging with this feat, you can make an Intimidate check as a move action against the target of your blood vengeance. If you have previously struck the target this round, you add your mythic tier as a bonus on this Intimidate check.



## Bloody Assault (Combat, Mythic)

Your vicious attack leaves your enemies bloody.

**Prerequisites:** Bloody Assault<sup>APG</sup>.

**Benefit:** You add one-half your mythic rank or tier to bleed damage you deal with this feat and to the Heal DC to stop the bleeding. Magical healing still halts the bleeding automatically.

If you expend one use of your mythic tier, you can ignore the the penalty on attack rolls and combat maneuver checks for a number of rounds equal to your mythic rank or tier. During this time, you add your full mythic rank or tier to the Heal DC to stop the bleeding. Non-mythic healing magic only halts the bleeding if the caster succeeds at a caster level check against the Heal DC. A creature using a supernatural healing effects can use its Hit Dice in place of its caster level when making this check. A mythic creature using a non-mythic effect can add its mythic tier when making this check.

## Bludgeoner (Combat, Mythic)

You know that anything can be a bludgeoner if you hold it just right.

**Prerequisite:** Bludgeoner<sup>UC</sup>.

**Benefit:** You take no penalty on attack rolls when you use any melee weapon (including improvised weapons) to deal nonlethal damage. When dealing nonlethal damage with a bludgeoning weapon, add one-half your mythic tier to your damage roll (minimum 1), and if you confirm a critical hit you can expend one use of mythic power to apply the effects of the Staggering Critical feat. If you are at least 6th tier, you can expend two uses of mythic power to apply the effects of Stunning Critical.

## Blundering Defense (Combat, Mythic)

Your frantically funny defensive measures distract enemies and aid allies across the battlefield.

**Prerequisite:** Blundering Defense<sup>ARG</sup>.

**Benefit:** Whenever you fight defensively or use the total defense action, allies gain a luck bonus to their AC equal to one-half the dodge bonus to AC you gain from the action you are taking. This affects all allies within 5 feet plus 5 feet for every 2 mythic tiers you possess.

## Boar Ferocity (Combat, Mythic)

Your victims flee in terror at the sight of your flesh-ripping strikes.

**Prerequisites:** Boar Ferocity<sup>UC</sup>.

**Benefit:** When using Boar Ferocity to demoralize an opponent, the duration of the shaken condition is increased by a number of rounds equal to one-half your mythic tier (minimum 1). In addition, if the result of your check would cause the target to be shaken for 4 or more rounds, you can choose to make the target frightened instead for 1 round for every 4 rounds it would have been shaken. If you expend one use of mythic power as a free action, the target is frightened instead of shaken on a successful Intimidate check, or you may choose

to make the target panicked for every 4 rounds it would have been frightened.

## Boar Shred (Combat, Mythic)

The bleeding wounds you inflict with your unarmed strikes damage your opponents' vitality.

**Prerequisites:** Boar Shred<sup>UC</sup>.

**Benefit:** The amount of ongoing bleed damage you deal when you tear flesh is increased by one-half your mythic tier (minimum 1). In addition, if you expend one use of mythic power as a free action when tearing flesh, you also deal 1 point of Constitution bleed. This use of mythic power is separate to that from the Mythic Boar Style feat.

## Boar Style (Combat, Mythic, Style)

You tear the flesh of your opponents more swiftly, and are able to damage their health and vitality.

**Prerequisites:** Boar Style<sup>UC</sup>.

**Benefit:** You may tear flesh more than once per round, against different creatures or against the same opponent, provided you hit with two unarmed strikes for each time you tear flesh. Hence, to tear flesh against the same opponent you would need to hit with at least four unarmed strikes. If you expend one use of mythic power as a swift action when tearing flesh, you deal 1d2 points of Constitution damage.

## Body Control (Ki, Mythic)

You master your body's response to stressful conditions.

**Prerequisite:** Body Control<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, you gain the benefit of *endure elements*, or *mythic endure elements* if you expend one use of your mythic power. When you hold your breath, add your mythic tier to the number of rounds (or minutes, if you expend one use of your ki pool) that you can hold your breath. While holding your breath, you gain immunity to non-mythic drowning, suffocation, and inhaled effects and add one-half your mythic tier (minimum 1) to your saving throw bonus against gas, mist, and mythic drowning, suffocation, and inhaled effects.

## Body Shield (Combat, Mythic)

You can pivot your grappled foe into harm's way.

**Prerequisite:** Body Shield<sup>UC</sup>.

**Benefit:** You add your one-half your mythic rank or tier to the cover bonus you receive to your Armor Class when using your grappled foe for cover. If the attack misses you and targets your grappled foe, the attack gains a bonus on its attack roll equal to one-half your mythic tier (minimum +1). If your grappled foe is a non-mythic creature, it is also denied its Dexterity bonus against the attack. If you expend one use of your mythic power when you use this feat, you can use your grappled foe as cover against a number of attacks equal to one-half your mythic tier or until the end of your next turn, whichever happens first.



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## Bodyguard (Combat, Mythic)

You spring to your ally's side to render aid.

**Prerequisite:** Bodyguard<sup>APG</sup>.

**Benefit:** When an ally is attacked, you may use one of your attacks of opportunity to improve your ally's Armor Class. If your ally is not adjacent but is within 5 feet (and your movement is not impeded so that you are unable to take 5-foot steps), you may take a 5-foot step to move next to that ally and him a +2 circumstance bonus to his AC. This functions similarly to the aid another action but does not require you to threaten the attacker. If you are already adjacent to your ally when it is attacked, you may not take a 5-foot step but you increase the bonus to AC that you grant by an amount equal to one-half your mythic tier.

If an ally that you cannot reach with a 5-foot step is attacked, you can use this feat to move adjacent to them by spending one use of your mythic power for every 10 feet or fraction thereof that you must move to reach them. This movement does not provoke attacks of opportunity, but the distance you move cannot exceed your speed. Using this feat to move does not affect your movement on your next turn.

**Normal:** You must be adjacent to your ally to use this feat. While the standard Bodyguard feat states you are using the aid another action to improve your ally's AC, you do not need to threaten your ally's attacker to use it.

## Bolstered Resilience (Mythic)

Your increased damage reduction can take a pounding and resists all but the most rarified attacks.

**Prerequisite:** Bolstered Resilience<sup>UC</sup>.

**Benefit:** The increased damage reduction granted by Bolstered Resilience applies against a number of successful attacks equal to your mythic tier. While your damage reduction is increased, it is also treated as DR/epic in addition to the normally qualities required to overcome it. When you are struck by a weapon against which your damage reduction applies, you can expend one use of mythic power as a free action to deal damage equal to the amount of your damage reduction to the weapon that hit you (or a creature if using a natural weapon or unarmed strike). This damage ignores an amount of hardness or damage reduction equal to your mythic tier.

## Bonebreaker (Combat, Mythic)

Your brutal strikes shatter bone.

**Prerequisite:** Bonebreaker<sup>UC</sup>.

**Benefit:** When you use this feat, you also cripple one of the target's forms of movement, as if you confirmed a critical hit with the *Crippling Critical* feat. If the target is a non-mythic creature, it also becomes fatigued by pain on a failed saving throw.

## Bones of the Earth (Mythic)

You can call upon the ancient and mysterious fossils to serve you.

**Prerequisite:** Bones of the Earth<sup>GCC</sup>.

**Benefit:** You can apply the fossil skeleton template (*Gothic Campaign Compendium* p. 120) to any creature made of flesh and bone that you call or summon. When you apply it to an animal, magical beast, or vermin, add one-half your mythic tier (minimum 1) to the fossil skeleton's hardness and as a bonus on its saving throws.

## Born Alone (Mythic)

The benefits you gain from felling your opponents stay with you as you wreak carnage on the battlefield.

**Prerequisite:** Born Alone<sup>ARG</sup>.

**Benefit:** Whenever you use a melee attack to kill your opponent or knock them unconscious, you gain temporary hit points equal to twice your Constitution bonus (minimum 2) for a number of rounds equal to your mythic tier. These temporary hit points do not stack. You do not gain this bonus if your opponent is helpless or has less than half your Hit Dice.

## Bouncing Spell (Metamagic, Mythic)

Your spells almost always affect *somebody*.

**Prerequisites:** Bouncing Spell<sup>APG</sup>.

**Benefit:** Whenever a mythic bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target a number of other eligible creature within range equal to 1 plus your mythic tier. Make a single caster level check against the SR of all new targets and have them all make saving throws. The spell affects one of the new targets of your choice that is not protected by its SR and fails its save. The redirected spell behaves in all ways as if its ultimate target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner.

Alternatively, you may expend a use of mythic power to cast a spell as a bouncing spell (gaining only the normal benefits of a bouncing spell, rather than the increased benefits outlined above) without preparing it as bouncing in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** A bouncing spell can be redirected to a single new target.

## Branded for Retribution (Mythic)

You brand your target nearly effortlessly—when you put your power behind it you can make the brand last much longer.

**Prerequisite:** Branded for Retribution<sup>UC</sup>.

**Benefit:** You need expend only one round of bane to brand a creature as a standard action, or you can brand a creature in place of a melee attack by expending two rounds of bane. If you expend one use of mythic power, the brand created by your strike lasts a number of rounds equal to your mythic tier.

## Breaching Leap (Mythic)

You can hurl your body out of the water up and over obstacles



and creatures, and even crash down on those below.

**Prerequisite:** Str 13, swim speed.

**Benefit:** While swimming, you are always considered to have a running start when using Acrobatics to jump, and you gain a bonus on such checks equal to your mythic rank or tier. In addition, when making using the run or withdraw action or making a charge attack, you can expend one use of mythic power to include a single Acrobatics check made to jump, adding 10 feet per rank or tier to the height or distance you jump. You take no falling damage from the height gained as part of this leap. If you charge while using this feat and your attack hits, you may deal an amount of additional damage equal to the falling damage appropriate for the height you reached. Alternatively, you may replace your melee attack from this charge with a grapple check. If you successfully grapple a creature, you bring it down to the water with you at the end of your jump, and it takes an appropriate amount of falling damage for the height it was at when you grappled it.

## Breadth of Experience (Mythic)

Your vast experience makes your typical efforts better than anyone else's.

**Prerequisites:** Breadth of Experience<sup>APG</sup>.

**Benefit:** Whenever you take 10 on a skill, you gain a +3 bonus. If you are 10th level or higher, this is a +6 bonus.



## Break Guard (Combat, Mythic)

While your foe is busy holding off one weapon, the other goes in for the kill.

**Prerequisite:** Break Guard<sup>UC</sup>.

**Benefit:** You can make your attack following a successful disarm is a free action rather than a swift action. If you spend a swift action, you add one-half your mythic tier (minimum 1) as a bonus on your attack roll. You may expend one use of mythic power to use Break Guard to make a swift action attack even if your disarm attempt failed.

## Brew Potion (Item Creation, Mythic)

You have mastered the art of brewing potions.

**Prerequisites:** Brew Potion<sup>CRB</sup>.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one potion you are brewing. You can only do this once per day per potion you are brewing, though you may also add an actual eight-hour work day toward the brewing of such a potion. Unlike normal potion brewing, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, there is no limit to the level of spell you can turn into a potion.

## Brewmaster (Mythic)

You can concoct foaming brews of amazing potency.

**Prerequisite:** Brewmaster<sup>ARG</sup>.

**Benefit:** Your bonus on Craft (alchemy) and Profession (brewer) checks increases by 2. In addition, when you create an ingested poison or alcoholic beverage you can expend a mythic surge to increase its save DC by an amount equal to one-half the result of your surge die (rounding down).

## Broken Wing Gambit (Combat, Mythic, Teamwork)

Your feeble attacks draw your opponent in as you enable more allies to take advantage of their temptation.

**Prerequisite:** Broken Wing Gambit<sup>UC</sup>.

**Benefit:** When using this feat, you need only hit your target's touch Armor Class to gain the benefits of this feat, though your attack deals no damage unless you hit the target's normal Armor Class. In addition, if your opponent attacks you using the bonus from this feat, you can expend one use of your mythic power as an immediate action to grant allow one ally per two mythic tiers (minimum 1) to make an attack of opportunity against your attacker if it attacks you, as if they had the Broken Wing Gambit feat.

## Brutal Grappler (Combat, Mythic, Teamwork)

You and your allies can tear enemies apart when you tag-team them in a grapple.

**Prerequisite:** Brutal Grapple<sup>OG</sup>.



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**Benefit:** If you and an ally grapple the same creature, each of you adds one-half your mythic tier (minimum 1) to your ally's combat maneuver bonus and CMD for the purpose of grapple checks. If your ally deals damage with a successful grapple check, they add your mythic rank or tier to the damage dealt. If you roll a natural 20 on your grapple check, you may choose to double this bonus damage or to deal no bonus damage at all but instead substitute a dirty trick, disarm, sunder, or trip combat maneuver with a bonus equal to one-half your ally's mythic tier (minimum 1).

## Bull Rush Strike (Combat, Mythic)

Your mythic strikes can push back foes.

**Prerequisites:** Bull Rush Strike<sup>APG</sup>.

**Benefit:** You may expend a use of mythic power to use Bull Rush Strike on any successful melee attack. Additionally, you always add your mythic tier to the number of feet you can bush back a foe you successfully bull rush.

## Bullying Blow (Combat, Mythic)

A single blow from your weapon can send an opponent fleeing.

**Prerequisite:** Bullying Blow<sup>ARG</sup>.

**Benefit:** You gain a bonus on your Intimidate check equal to your mythic tier. Additionally, if you expend one use of your mythic power, your target is frightened for 1 round and then shaken for the remaining duration that it is demoralized (or frightened for the entire duration, if a non-mythic creature). If your Intimidate check succeeds, you may make additional Intimidate checks to demoralize other opponents adjacent to you. These Intimidate checks are free actions, with a cumulative —5 penalty for each check after the original Intimidate check against your target. You can continue making Intimidate checks until you fail a check or until you run out of adjacent opponents.

## Burn! Burn! Burn! (Mythic)

Your fervent love of fire allows you to burn even that which doesn't burn.

**Prerequisite:** Burn! Burn! Burn!<sup>ARG</sup>.

**Benefit:** You deal additional fire damage equal to 1d4 + one-half your mythic tier when you attack with fire from a non-magical or alchemical source, and gain a +8 competence bonus on Reflex saves made to avoid catching on fire or to put yourself out when you are on fire. If you expend one use of your mythic power as a free action, any fire damage from your attacks bypasses an amount of fire resistance or hardness equal to your mythic tier until the beginning of your next turn.

## Burning Spell (Metamagic, Mythic)

Your spells cling with burning intensity to your targets.

**Prerequisite:** Burning Spell<sup>UM</sup>.

**Benefit:** A creature taking acid or fire damage from the affected spell takes damage equal to twice the spell's actual

level at the start of its next turn, and then damage equal to the spell's actual level for one additional round per 2 mythic tiers you possess (minimum 1 round). In addition, you can use this feat an additional number of times per day equal to one-half your mythic tier (minimum 1). Alternatively, you may expend one use of mythic power to cast a spell as a burning spell (gaining only the normal benefits of a burning spell, rather than the increased benefits outlined above) without preparing it as burning in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Burrowing Teeth (Mythic)

You dig rapidly, and can even tunnel through stone.

**Prerequisite:** Burrowing Teeth<sup>ARG</sup>.

**Benefit:** You gain a burrow speed equal to your base speed. You may choose to leave a tunnel behind you by burrowing at half your speed. Unless reinforced, this tunnel collapses behind you after a number of rounds equal to your mythic tier. If you spend one use of your mythic power, you can burrow through stone (but not metal) at one-quarter your normal speed for a number of rounds equal to half your mythic tier (minimum 1 round).

## C

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Careful Speaker  
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 Create Reliquary Arms and Shields  
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 Crusader's Fist  
 Crusader's Flurry  
 Crushing Blow  
 Cultic Opiate  
 Cypher Magic  
 Cypher Script

## Call Leviathan<sup>SE</sup>

The sea creatures you summon are giants of their kind.

**Prerequisite:** Conjuraton school or Ocean, Sea Monster, or Water Domain

**Benefit:** When you summon a creature with the aquatic subtype, you can choose to apply the giant creature simple template to that creature. If the creature is already Colossal, it instead gains a +4 bonus to Strength and Constitution.

## Call Leviathan (Mythic)

The sea creatures you summon are terrible titans of the pelagic depths.

**Prerequisite:** Call Leviathan<sup>SE</sup>. mythic tier 5th.

**Benefit:** Your Call Leviathan feat increases the size of any

creature with a swim speed that you summon, as long as you are in aquatic terrain. In addition, when you summon such creatures or creatures with the aquatic subtype, you may apply the effects of *enlarge person* in addition to the usual size increase for this feat. If you expend one use of mythic power, you may instead apply the effects of *animal growth*. These size-increasing effects use your caster level for the summoning ability you are using, and they affect any creature with the aquatic subtype, regardless of its type.

## Cannon Master (Combat, Mythic)

You are an innovative artillerist and a master of advanced siege weapons.

**Prerequisite:** Cannon Master<sup>ISC</sup>.

**Benefit:** You add your mythic tier to the bonus you gain on Craft (siege engine) checks to make or repair firearm siege engines. When you are the crew leader for a firearm siege engine, its misfire chance increases by only 1 when it has the broken condition, and it must misfire three times before it explodes. In addition, you can expend one use of mythic power to negate a misfire with a siege weapon when it occurs.

## Careful Speaker (Mythic)

Your paranoid suspicions about tyrannical thought police make you guard your speech.

**Prerequisite:** Careful Speaker<sup>ISWG</sup>.

**Benefit:** You add your mythic tier on Bluff checks made to convey secret messages, and once per day you can use *memory lapse*<sup>APG</sup> as a spell like ability, using your Hit Dice as your caster level and your Charisma modifier to set the save DC. If you expend one use of your mythic power, you can use *mythic memory lapse* as a spell-like ability as an immediate action.

When a non-mythic scrying, mind-reading, or alignment detection effect is used against you, you can roll twice and take the better result on your saving throw. If the effect does not normally allow a saving throw, you can expend one use of your mythic power to gain spell resistance of 11 plus your Hit Dice plus your mythic tier against the effect for 1 minute.

## Carion Feeder (Mythic)

You can eat nearly anything without ill effects.

**Prerequisite:** Carion Feeder<sup>ARG</sup>.

**Benefit:** You gain a +4 racial bonus on saving throws against diseases and ingested poisons, and you receive a +4 bonus on Survival skill checks to find food for yourself. If you fail a saving throw against a disease or ingested poison, you can spend one use of your mythic power to reroll the saving throw with a bonus equal to one-half your mythic tier (minimum 1). You must take the results of this second roll.

## Cartwheel Dodge (Mythic)

You flip and turn away from damage, cartwheeling across the battlefield and away from danger.

**Prerequisites:** Cartwheel Dodge<sup>UC</sup>.

**Benefit:** When you use this feat, your movement does not



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provoke attacks of opportunity. You may choose to continue moving up to your speed, but any movement that you take that exceeds the distance you can travel at half speed provokes attacks of opportunity. If a willing ally of your size or smaller is adjacent to you when you use this feat, you can expend one use of your mythic power to bring your ally with you when you move, though your speed is halved when doing so. Your ally is considered to occupy your space while you are moving together, and your ally's movement provokes attacks of opportunity only when your movement does.

## Casterbane Shot (Combat, Grit, Mythic)

Your bullets are extremely distracting to spellcasters.

**Prerequisite:** Casterbane Shot<sup>ISC</sup>.

**Benefit:** As long as you have at least 1 grit point remaining, a creature you have hit with a ranged attack from your firearm takes a penalty on concentration checks equal to one-half your mythic tier (minimum 1) until the end of your next turn. If you ready an action to attack a spellcaster while casting, or if their spellcasting provokes a ranged attack of opportunity from you with your firearm (such as with the Snap Shot feat), the DC of the caster's concentration check is increased by an amount equal to one-half your mythic tier (minimum 1); if you spend 1 grit point, this increase is equal to 5 plus your mythic tier.

## Casual Illusionist (Mythic)

Your innate illusory talents make you a master of deceit.

**Prerequisite:** Casual Illusionist<sup>ARG</sup>.

**Benefit:** As long as you have at least one racial spell-like ability unused from one of your gnome racial traits, you gain a +3 racial bonus on Bluff, Disguise, and Sleight of Hand checks, and on concentration checks when casting illusion spells. At 10th level, these bonuses increase to +6. Additionally, you can expend one use of your mythic power to make a Sleight of Hand check as a swift action.



## Catfolk Exemplar (Mythic)

You embody the essence of your felineity.

**Prerequisite:** Catfolk Exemplar<sup>ARG</sup>.

**Benefit:** You can change the exemplar ability you possess by expending one use of mythic power (requiring one hour) or two uses (as a full-round action). You cannot have more than one exemplar ability at a time.

**Special:** If you also have the Aspect of the Beast<sup>APG</sup> feat, you may change which aspect you select in the same way you change which exemplar ability you manifest.

## Cautious Fighter (Combat, Mythic)

Your master stratagem: outlive the enemy.

**Prerequisite:** Cautious Fighter<sup>ARG</sup>.

**Benefit:** When fighting defensively or using the total defense action, your dodge bonus increases by 4. When you use the withdraw action, you can expend one use of your mythic power to take a single melee or ranged attack at any point during your movement, applying the modifiers to your AC and attack rolls for fighting defensively until the beginning of your next turn.

## Cavalry Formation (Combat, Mythic, Teamwork)

The coordinated charges of you and your allies leave your foes especially vulnerable.

**Prerequisite:** Cavalry Formation<sup>UC</sup>.

**Benefit:** When charging while mounted, you and your mount can overlap the space of other mounted creatures as normal for this feat even if their riders do not have this feat. In addition, when you make a charge attack against a creature that has been the target of a charge attack by another creature with this feat since the end of your last turn, add one-half your mythic tier (minimum 1) to your attack and damage roll.

## Celestial Servant (Mythic)

Your companion is mightily blessed by the heavens.

**Prerequisite:** Celestial Servant<sup>ARG</sup>.

**Benefit:** Your animal companion, familiar, or mount's natural weapons are considered good for the purpose of overcoming damage reduction. Its spell resistance does not apply to spells, spell-like abilities, or magic item effects that you use, but it is increased by an amount equal to one-half your mythic tier (minimum 1) against effects with the evil descriptor or effects created by fiendish creatures, half-fiends, or creatures with the evil subtype.

## Cell Adjustment (Ki, Mythic)

You can knit body and spirit together to heal injuries.

**Prerequisite:** Cell Adjustment<sup>MIM</sup>.

**Benefit:** Spending 1 point from your ki pool allows you to accomplish 1 day of natural healing in 1 minute; 2 points in 1 full round, and 3 points in a swift action. You can cure ability drain using this feat by expending one use of mythic power,



plus 1 point from your ki pool or 1 use of mythic power for each point of ability drain you wish to restore. If you use this feat destructively, you deal nonlethal damage equal to your Wisdom modifier plus your mythic tier, and you increase the save DC by an amount equal to one-half your mythic tier (minimum 1).

## Channel Force (Mythic)

You have great skill at wielding positive energy.

**Prerequisite:** Channel Force<sup>ARG</sup>.

**Benefit:** When using this feat, add a +2 bonus on combat maneuver checks made to push or pull the target on a failed save. If you expend one use of mythic power, you increase the distance you can push or pull the target to 5 feet per 1d6 points of your channel energy ability on a failed save, and the target is knocked prone at the end of that movement. If the target succeeds on its save against your channeled energy, you can still attempt to push or pull the target 5 feet.

## Channeled Revival (Mythic)

Your channeling is so powerful that it can overcome even potent death effects, restoring the dead to life with enough stray power to heal nearby allies.

**Prerequisite:** Channeled Revival<sup>UC</sup>.

**Benefit:** When you use this feat, allies within range of your channel energy are healed as if you had expended one use of channel energy for that purpose. This does not apply to the target of your Channeled Revival. Additionally, you may expend one use of mythic power to restore the dead as if you had cast *mythic breath of life*. If you can cast *breath of life* as a spell, you can expend mythic power or an equal number of uses of channel energy to cast the mythic or augmented versions of the spell.

## Channeled Shield Wall (Mythic)

Your holy power shields your allies.

**Prerequisite:** Channeled Shield Wall<sup>UM</sup>.

**Benefit:** Using this feat provides a sacred bonus to AC rather than a deflection bonus, and you and adjacent shield-using allies also gain a +2 sacred bonus on Reflex saves. If you channel negative energy, you grant a profane bonus rather than a sacred bonus. In addition, you and any adjacent allies using shields can use a standard action to gain total cover on one side of your space as if wielding a *tower shield*. This does not require Tower Shield Proficiency and does not have any of the hindrances normally associated with tower shields.

## Channeling Scourge (Mythic)

Your channeling is especially powerful while visiting your faith's wrath on your enemies and can cover an unusually large territory.

**Prerequisite:** Channeling Scourge<sup>UC</sup>.

**Benefit:** When you use channel energy to deal damage, add

your mythic tier to your effective cleric levels for determining the number of damage dice and the saving throw DC. Additionally, you may expend one use of mythic power to increase the radius of that channel energy effect by 5 feet, plus 5 feet per 2 mythic tiers you possess.

## Charging Hurler (Combat, Mythic)

You have developed the ability to put all of your considerable prowess into a thrown weapon attack, given the proper momentum.

**Prerequisite:** Charging Hurler<sup>UC</sup>.

**Benefit:** When making a ranged charge attack with this feat, you add one-half your mythic tier (minimum 1) as a bonus on your attack roll, and you choose to exchange some or all of your attack roll bonus from this feat (including the +2 bonus from the base Charging Hurler feat) for a damage bonus, adding 2 points of damage for each 1 point of attack roll bonus you exchange. If you expend one use of mythic power, your hurled weapons deal damage as if you were two size categories larger and you negate the -2 AC penalty for using this feat for a number of rounds equal to your mythic tier. This does not eliminate the penalty when making melee attacks when charging.

## Childlike (Mythic)

Your ability to appear to be a human child is second to none.

**Prerequisites:** Childlike<sup>APG</sup>.

**Benefit:** A number of times per day equal to 3 + your mythic tier you may assume the form of a Small human child, as *alter self*. This is a supernatural ability. Each use lasts 10 minutes per character level.

## Chokehold (Combat, Mythic)

You crush the life and breath out of creatures you grapple.

**Prerequisite:** Chokehold<sup>UC</sup>.

**Benefit:** You take no penalty when using Chokehold against targets of your own size or smaller. In addition, when you succeed on a grapple check to maintain the pin on your opponent you also deal nonlethal damage equal to your unarmed strike damage.

## Claw Pounce (Combat, Mythic)

Your rear claws are as deadly as your foreclaws when charging.

**Prerequisite:** Claw Pounce<sup>ARG</sup>.

**Benefit:** When you charge, you can also make a single rake attack; this rake is identical to your claw attacks but is a secondary natural weapon. If you expend one use of mythic power when charging, you can make two rake attacks as secondary natural weapons or a single rake attack as a primary natural weapon.

## Cleave Through (Combat, Mythic)

The force of your attacks mows down the enemies in your path.

**Prerequisite:** Cleave Through<sup>ARG</sup>.



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**Benefit:** Whenever you hit a target of one of your Cleave attacks, you may make a trip attempt as part of the attack, with a bonus equal to 1/2 your mythic tier (minimum +1) on your combat maneuver check. This trip maneuver does not provoke attacks of opportunity.

## Cleaving Finish (Combat, Mythic)

When you fell a foe, you follow up with a deadly blow.

**Prerequisites:** Cleaving Finish<sup>UC</sup>

**Benefit:** Whenever you make an attack with Cleaving Finish against a foe within reach, you may make an additional attack at a -5 penalty.

## Close-Quarters Thrower (Combat, Mythic)

You follow-up an attack with a thrown weapon with a sudden strike.

**Prerequisites:** Close-Quarters Thrower<sup>UC</sup>

**Benefit:** When you successfully hit an opponent with a thrown weapon while you are threatened by an opponent, you may make a melee attack at your highest attack bonus at one creature within your reach as a swift action.

## Cloud Gazer (Mythic)

Your elemental heritage keeps your sight unhindered by even magic.

**Prerequisite:** Cloud Gazer<sup>ARG</sup>.

**Benefit:** You can see through fog, mist, and clouds without penalty, even those created by magic. You can expend one use of your mythic power as a standard action to grant the use of your non-mythic Cloud Gazer feat on an adjacent ally; this effect lasts a number of rounds equal to your mythic tier. If you expend two uses of mythic power, you grant this effect to all adjacent allies. Your allies need not remain adjacent to you to retain this ability.

## Cloud Step (Mythic)

Your light steps linger in pure air.

**Prerequisite:** Cloud Step<sup>APG</sup>.

**Benefit:** When using Cloud Step, you may air walk your full slow fall distance, up to a maximum of 100 feet. If you do not end your movement on a solid, level surface, you may spend one point from your ki pool, or one use of mythic power, as a swift action to stay aloft until the start of your next turn, at which point you may use Cloud Step to move again.

## Cloven Helm (Combat, Mythic)

Your helm stands strong against the strongest blows.

**Prerequisite:** Cloven Helm<sup>ARG</sup>.

**Benefit:** The AC bonus your helmet provides against attack rolls to confirm critical hits is increased to +2. You can use this feat on any hit,

not only on a critical hit. If the hit is a critical hit and your helmet is destroyed, you can expend one use of mythic power to attempt a Fortitude save with a DC equal to the remaining damage dealt to you. If the save succeeds, the remaining damage is halved and is nonlethal; if you are immune to nonlethal damage, the damage is lethal.

## Clustered Shots (Combat, Mythic)

Your arrows cluster in the bullseye.

**Prerequisite:** Clustered Shots<sup>UC</sup>.

**Benefit:** When you make multiple ranged attacks against the same opponent, whether with a full-attack action or any other action or ability that allows you to make more than one attack, you add a bonus to your total damage equal to the number of ranged attacks that hit the target during your turn, and the damage from all ranged attacks is considered a single attack for the purpose of overcoming damage reduction or death from massive damage. In addition, when you hit an opponent with a ranged attack, you gain a +2 circumstance bonus on ranged attack rolls against that opponent until the beginning of your next turn. If you hit more than one opponent with a ranged attack, the bonus applies against each of them. It does not stack if you hit a creature more than once.





## Coaxing Spell (Metamagic, Mythic)

Your mental magic appeals to mindless and sentient creatures alike.

**Prerequisite:** Coaxing Spell<sup>PH</sup>.

**Benefit:** Your coaxing spell can affect mindless oozes and vermin as well as sentient creatures simultaneously. If you choose for it to affect only oozes or only vermin, creatures of that type affected by your coaxing spell take a —1 penalty on Will saves for a number of rounds equal to the original level of the spell. This penalty stacks for oozes or vermin that are affected by multiple coaxing spells. Alternatively, you may expend one use of mythic power to cast a spell as a coaxing spell (gaining only the normal benefits of a coaxing spell, rather than the increased benefits outlined above) without preparing it as coaxing in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Cockatrice Strike (Mythic)

Your mystic strike petrifies your opponent.

**Prerequisite:** Cockatrice Strike<sup>APG</sup>.

**Benefit:** You can use this feat as a standard action, and if your target is not a mythic creature it must save or be petrified on any hit, not only a critical hit.

## Combat Casting (Mythic)

You rarely lose concentration in combat.

**Prerequisites:** Combat Casting<sup>CRB</sup>.

**Benefit:** The bonus from Combat Casting increases to +8. Anytime you fail a concentration check, you do not lose the spell or spell slot you were attempting to use. You do not manage to cast the spell, but it remains available for you to use at a later time.

Additionally if you successfully make a check to cast a spell defensively and the spell requires a ranged attack roll, that ranged attack does not provoke an attack of opportunity.

## Combat Medic (Mythic, Teamwork)

You are able to patch up the wounded with startling ability.

**Prerequisites:** Combat Medic<sup>UC</sup>.

**Benefit:** You do not provoke attacks of opportunity when making Heal checks while threatened, even if the creature you are aiding does not possess this feat, and you can use treat deadly wounds on a creature more than once in a 24-hour period if you expend a use of mythic power for each additional instance. If the target of your Heal check possesses this feat, you can treat deadly wounds on that creature as a swift action, adding your mythic tier to the number of hit points the creature heals on a successful check, and you add your mythic tier as a bonus on all other Heal checks made for that creature.

## Combat Patrol (Combat, Mythic)

You rove across the battlefield, lashing enemies that cross your path.

**Prerequisite:** Combat Patrol<sup>APG</sup>.

**Benefit:** Your threatened area when using this feat is increased by 5 feet, increased to 10 feet at 5th tier and 15 feet at 10th tier. In addition, your movement when performing a Combat Patrol does not provoke attacks of opportunity from non-mythic creatures.

## Combat Style Master (Combat, Mythic)

Your mastery of fighting styles allows you to emulate fighting styles on the fly.

**Prerequisites:** Combat Style Master<sup>UC</sup>.

**Benefit:** By spending 1 point of mythic power you gain the benefit of one combat style feat you do not possess and may enter it as a free action. You must be able to meet the prerequisites of this style feat. This additional combat style feat lasts for one round per mythic tier.

## Composure (Ki, Mythic)

Your serene calm is unflappable.

**Prerequisite:** Composure<sup>WK</sup>.

**Benefit:** You double this feat's bonus on saving throws and the increase it grants to the DC of Sense Motive checks against you, including when you expend a point from your ki pool. In addition, if you fail a save against a divination, emotion, or fear effect, you can expend one use of your mythic power as a free action to reroll the save. If the effect does not allow a saving throw or has a partial effect even on a successful save, you can instead expend one use of your mythic power to gain spell resistance of 11 + your mythic tier plus the number of points in your ki pool against the effect.

## Concussive Spell (Metamagic, Mythic)

Your sonic spells pack a thunderous wallop that leaves enemies reeling.

**Prerequisite:** Concussive Spell<sup>UM</sup>.

**Benefit:** Creatures disoriented by your concussive spell also take a —2 penalty to their AC, and if they attempt to move while disoriented by your concussive spell must succeed on a Reflex save against the spell's save DC (even if the spell does not normally allow a saving throw) or fall prone. They must likewise save when attempting to stand up from prone; failure indicates they remain prone. Creatures unable to fall prone, including flying and swimming creatures, must succeed on a Reflex save or have their speed halved for as long as they remain disoriented. Alternatively, you may expend one use of mythic power to cast a spell as a concussive spell (gaining only the normal benefits of a concussive spell, rather than the increased benefits outlined above) without preparing it as concussive in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Consecrate Spell (Metamagic, Mythic)

Your spells leave behind a residue of righteous purity.

**Prerequisite:** Consecrate Spell<sup>BA</sup>.



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**Benefit:** The area affected by your consecrated spell is affected as consecrate for a number of rounds equal to the spell's actual level. If the spell targets one or more creatures rather than an area, those creatures are affected as if they were in the area of a consecrate spell for the same duration. Alternatively, you may expend one use of mythic power to cast a spell as a consecrated spell (gaining only the normal benefits of a consecrated spell, rather than the increased benefits outlined above) without preparing it as consecrated in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Contingent Channeling (Mythic)

Your imbued allies erupt in a blast of positive energy on death.

**Prerequisites:** Contingent Channeling<sup>UC</sup>

**Benefit:** If an ally you have imbued with positive energy from contingent channeling is reduced to 0 hp or less they immediately erupt in a burst of positive energy in a 30-foot radius, healing the imbued ally and all creatures within the area of effect the same number and type of dice as normal for your channel energy feature. Undead are damaged by this effect and the save DC is the same as if you were using your channel energy class feature.

**Special:** If you have the Selective Channeling feat you may determine at the time you imbue positive energy with Contingent Channeling who may be affected by this burst.

## Cooperative Crafting (Mythic)

You can aid in the creation of any magic item.

**Prerequisites:** Cooperative Crafting<sup>APG</sup>

**Benefit:** You can assist another character in crafting mundane and magical items. At least one of you must possess the relevant Craft skill or item creation feat, and either one of you can fulfill any other prerequisites for crafting the item. You provide a +4 circumstance bonus on any Craft or Spellcraft checks related to making an item, and your assistance triples the gp value of items that can be crafted each day.

**Normal:** You must both have all the appropriate skills and feats, you only provide a +2 bonus, and you double the gp of items that can be crafted each day.

## Coordinated Charge (Mythic, Teamwork)

You charge with allies into battle without impediment.

**Prerequisites:** Coordinated Charge<sup>UC</sup>

**Benefit:** When an ally with this feat charges a creature that is no further away from you than your (or your mount's) speed, you can charge that creature as an immediate action. You may move through allies' squares and ignore difficult terrain with this charge. If you expend one use of mythic power, you can use this feat against a target whose distance from you is up to twice your (or your mount's) speed.

## Coordinated Defense (Combat, Mythic, Teamwork)

You and your allies keep on guard for unusual tactics.

**Prerequisite:** Coordinated Defense<sup>APG</sup>

**Benefit:** The bonus to your CMD provided by this feat is increased by 50% if you are adjacent to an ally that has the standard Coordinated Defense feat, and it is doubled if you are adjacent to an ally with the mythic Coordinated Defense feat. In addition, you provide one-half the normal bonus to CMD for adjacent allies that do not possess this feat.

## Coordinated Maneuvers (Combat, Mythic, Teamwork)

You can match your movements to anyone.

**Prerequisite:** Coordinated Maneuvers<sup>APG</sup>

**Benefit:** Whenever you are adjacent to an ally, you and the ally receive a +2 bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple. This stacks with the bonus for the coordinated maneuvers teamwork feat.

**Special:** Coordinated Maneuvers is a teamwork feat that only functions if you and your adjacent ally both have it.

## Cornugon Smash (Combat, Mythic)

Your mighty blows are terrifying to your foes.

**Prerequisite:** Cornugon Smash<sup>CED</sup>

**Benefit:** When you damage an opponent while using Power Attack, you add one-half the damage bonus your Power Attack provides as a bonus on your Intimidate check.

## Cornugon Stun (Combat, Mythic)

Your deft control of monkish weapons floors your opponents.

**Prerequisite:** Cornugon Stun<sup>CED</sup>

**Benefit:** The DC of your Stunning Fist is increased by one-half your mythic tier (minimum 1) when using it in conjunction with a special monk weapon, and you can make more than one Stunning Fist attack per round as long as all attacks after the first are made with a special monk weapon. As a free action, you can expend one use of your mythic power to make a Stunning Fist attack with a monk weapon without expending one of your daily uses of the feat.

## Cornugon Trip (Combat, Mythic)

Your spiked chain is a tornado of tangling steel.

**Prerequisite:** Cornugon Trip<sup>CED</sup>

**Benefit:** When you succeed on a trip combat maneuver with your spiked chain, you can attempt a reposition or dirty trick combat maneuver (the latter entangling the target if successful) that does not provoke attacks of opportunity against the same target. Alternatively, when you throw your spiked chain, you can attempt a combat maneuver check to trip two adjacent targets.

## Corsair (Mythic)

You are a nimble and dangerous foe aboard a ship.

**Prerequisite:** Corsair<sup>CG</sup>

**Benefit:** You gain the benefits of this feat whenever you are in aquatic terrain, not just when you are on board a ship. If you



are on board a ship, the bonuses granted by this feat are doubled. While on board a ship you cannot be flanked, and if you expend one use of your mythic power you can treat enemies as flanked as long as at least one of your allies threatens the enemy you attack. Activating this ability is a free action and it lasts a number of rounds equal to your mythic tier.

## Cosmopolitan (Mythic)

You have gained an eldritch link to the knowledge of civilization.

**Prerequisites:** Cosmopolitan<sup>APG</sup>.

**Benefit:** When you hear a language being spoken or find it in written form, you may expend one point of mythic power to become fluent in that language for 24 hours. You may also expend one point of mythic power to temporarily gain ranks you have in any one Intelligence-, Wisdom-, or Charisma-based skill. For 24 hours, treat the skill as if you had total ranks equal to half your character level. You may only have a single language or skill enhanced with this feat at a time, gaining a new language or set of skill ranks with this feat ends any previous use. Using this feat is a swift action, and it is a supernatural ability.

## Courageous Resolve (Mythic)

You can muster up a courage that burns brightly in the face of panic.

**Prerequisite:** Courageous Resolve<sup>ARG</sup>.

**Benefit:** Whenever you would become panicked, frightened, or shaken by a fear effect, that effect is treated as one step less severe. Effects that would leave you shaken have no effect. When you fail a save against a fear effect that does not cause you to become panicked, frightened, or shaken, such as *phantasmal killer* or a mummy's despair ability, you can expend one use of mythic power to reroll your save.

## Covering Defense (Combat, Mythic)

You shield yourself and your allies from harm.

**Prerequisite:** Covering Defense<sup>APG</sup>.

**Benefit:** When you use the total defense action, both you and your ally treat your shield bonus to AC as a cover bonus to AC, and you may add one-half this bonus (minimum +1) on Reflex saves. Against attacks by non-mythic creatures, you also add your shield's enhancement bonus (if any) to this cover bonus to AC.

If you expend one use of your mythic power, you can use this feat while fighting defensively for a number of rounds equal to your mythic tier.

## Craft Construct (Item Creation, Mythic)

You are a master craftsman of animate constructs of surpassing magnificence.

**Prerequisite:** Craft Construct<sup>B1</sup>.

**Benefit:** You add your mythic rank or tier on skill checks

related to crafting a construct. In addition, you can create constructs at a much faster rate than normal. Each day of labor on a construct enables you to craft up to 1,000 gp times your mythic tier of a construct's base price, up to a maximum of 10,000 gp of its price per day at 10th mythic tier.

In addition, you can craft mythic constructs, including both constructs with the mythic subtype as well as constructs with one or more mythic simple templates applied. When adding a mythic simple template, use the normal construction rules; however, the cost of the construct is increased by 50% times its mythic tier, and any skill check DCs for its construction are increased by an amount equal to 5 plus the creature's mythic rank. For constructs with the mythic subtype, use the listed construction rules if they are provided; if they are not provided, adjust the construct's price and associated DCs as described above. Crafting a mythic construct requires the expenditure of a number of uses of mythic power equal to the construct's mythic rank each day of construction.

At the GM's option, you can use this feat to create a sentient construct. Crafting a sentient construct increases the construct's cost by 100% and increases the DC of all associated skill check DCs by 5; these adjustments stack with those for creating a mythic construct as described above if you also make a construct mythic. A sentient construct gains an Intelligence score equal to 3d6 Intelligence, increases its Charisma score by 1d3 Charisma, and gains 2 racial Hit Dice. It can speak one language that you know, plus one additional language that you know per point of its Intelligence bonus (if any). You cannot use this feat to grant sentience to a construct that already has an Intelligence score greater than 2. A sentient construct loses its immunity to mind-affecting effects and to Intelligence, Wisdom, and Charisma ability damage, drain, and penalties. A sentient construct is no longer under your control, though its initial attitude towards you is friendly.

You can add mythic simple templates or sentience to an existing construct. Deduct the construct's normal base cost from its final adjusted cost to determine the cost of adding these enhancements to the construct.

## Craft Magic Arms and Armor (Item Creation, Mythic)

Your ability to create magic weapons and defenses is unmatched.

**Prerequisites:** Craft Magic Arms and Armor<sup>CRB</sup>.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic armor or weapon you are crafting. You can only do this once per day per item you are crafting, though you may also add an actual eight-hour work day toward the crafting of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, by expending two uses of mythic power you



# Chapter 3: Mythic Feats

can change the magic properties of any weapon or suit of armor in your possession. For one hour the armor or weapon loses one or more abilities of your choice (though it must always retain at least a +1 enhancement bonus), and gains other magic properties of your choice. The total cost of the armor or weapon with the new properties cannot exceed its total cost with its normal magic properties, and you must meet all the prerequisites of each magic property you temporarily grant the armor or weapon.

## Craft Rod (Item Creation, Mythic)

You are a master rod crafter.

**Prerequisites:** Craft Rod<sup>CRB</sup>.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one rod you are crafting. You can only do this once per day per rod you are crafting, though you may also add an actual eight-hour work day toward the crafting of such a rod. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

You can also cause any constant or command-word magic item to function while holding it, rather than wearing it on the appropriate magic item body slot.

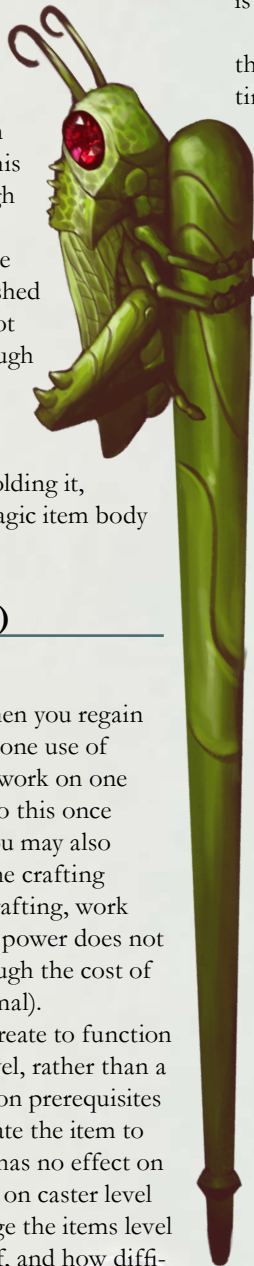
## Craft Staff (Item Creation, Mythic)

You are a master staff crafter.

**Prerequisites:** Craft Staff<sup>CRB</sup>.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic staff you are crafting. You can only do this once per day per staff you are crafting, though you may also add an actual eight-hour work day toward the crafting of such a staff. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

You can also cause any magic items you create to function with a caster level equal to its user's total level, rather than a set caster level. You must meet all the creation prerequisites of the magic item in question, and must create the item to have a caster level of at least 8th level. This has no effect on the function of items with effects not based on caster level (such as boots of elvenkind), but does change the items level in use for purposes of what auras it gives off, and how difficult it is to effect with dispel magic (and similar effects).



## Craft Wand (Item Creation, Mythic)

You are a master wand crafter.

**Prerequisites:** Craft Wand<sup>CRB</sup>.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one wand you are crafting. You can only do this once per day per wand you are crafting, though you may also add an actual eight-hour work day toward the crafting of such a wand. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, rather than create a wand with 50 charges, for the same cost and time you may create a wand that functions 3 times/day.

## Craft Wondrous Item (Item Creation, Mythic)

You are a master crafter of wondrous magic items.

**Prerequisites:** Craft Wondrous Item<sup>CRB</sup>.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one wondrous item you are crafting. You can only do this once per day per item you are crafting, though you may also add an actual eight-hour work day toward the crafting of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

You can also combine magic items, or change the form of a magic item. You can only do these things to a magic item you meet all the prerequisites to create (though it need not be a wondrous item, as long as you have the appropriate crafting feat). Changing the form of a magic item takes the same time and costs as much as making a magic item with a cost equal to 20% of the item to be changed, if the new form takes a magic item slot. If the new form can be hand-held, changing its form takes the same time and costs as much as making a magic item with a cost equal to 40% of the item to be changed. If the new form is an ioun stone, changing its form takes the same time and costs as much as making a magic item with a cost equal to 100% of the item to be changed. Some magic items may not be able to be changed into some forms (either due to the essential function of the items original form – such as a magic musical instrument or weapon, or because the end result is too silly – such as a clown nose of intellect) at the discretion of the GM.

Combining two magic items requires they have the same basic shape or magic item slot, and takes the same time and costs as much as making a magic item with a cost equal to 100% of the cheaper of the two items to be combined.



## Crane Riposte (Combat, Mythic)

Your focus on counterattacks improves their accuracy and enables you to deliver them regardless of your attackers success.

**Prerequisites:** Crane Riposte<sup>UC</sup>.

**Benefit:** You gain a bonus equal to one-half your mythic tier (minimum 1) on attacks of opportunity made using Crane Riposte. In addition, if you use Crane Wing to add a dodge bonus to your Armor Class while fighting defensively and the attack hits anyway, you may take an attack against your attacker, either as an immediate action or an attack of opportunity (your choice).

## Crane Style (Combat, Mythic, Style)

Your supreme poise and graceful movements enable you to reactively adopt a defensive fighting style while continuing to take advantage of opportunities to strike.

**Prerequisites:** Crane Style<sup>UC</sup>.

**Benefit:** The dodge bonus you gain when using Crane Style to fight defensively or take the total defense action is increased by 1, and as long as you are not flat-footed or already using a different style, you can begin using Crane Style as if you were fighting defensively as an immediate action. The effects of Crane Style apply until the end of your next turn (though you may choose to continue fighting defensively if desired). When using the total defense action and Crane Style, you threaten normally and can make attacks of opportunity with a -2 penalty on your attack rolls.

## Crane Wing (Combat, Mythic)

Your sweeping blocks and graceful motions allow you to redirect melee attacks towards your attacker's allies.

**Prerequisites:** Crane Wing<sup>UC</sup>.

**Benefit:** You can designate more than one attack per round against which to apply your Crane Wing feat by expending one use of your mythic power as a free action for each attack after the first. In addition, whenever a melee attack you have designated to apply your additional dodge bonus to AC misses you, or you automatically deflect a melee attack when using the total defense action, you can select a different target within your attacker's reach and force your attacker to make a new attack roll with a -4 penalty against that target.

## Crawler in Darkness (Mythic)

You are utterly stealthy even against exceptional senses.

**Prerequisite:** Crawler in Darkness<sup>GCC</sup>.

**Benefit:** You can use this feat while moving at normal speed, including while climbing. If you expend one use of your mythic tier, you can flank non-mythic creatures with all-around sight and evade detection with blindsight, blindsense, and tremorsense used by non-mythic creatures even when you are not prone.

## Create Reliquary Arms and Shields (Mythic)

You can imbue magical armaments with the power of your deity.

**Prerequisite:** Create Reliquary Arms and Shields<sup>UM</sup>.

**Benefit:** The reliquary item you create can serve as a reliquary for any creature that shares your patron deity or religion. In addition, a mythic creature that shares your patron deity or religion can expend one use of its mythic power to use *consecrate* or *desecrate* as a spell-like ability, centering the spell on the reliquary item, with a caster level equal to its caster level in any divine spellcasting class, or equal to its mythic tier if it is not a divine spellcaster.

In addition, when creating a reliquary item you can imbue a number of levels of mythic divine spells that you know equal to your mythic tier into the reliquary item at the end of the crafting process, expending one use of your mythic power per spell in the process. These spells can include domain spells. Once the item is complete, a mythic divine spellcaster that follows your patron deity or religion can expend mythic power to cast those spells as mythic spells while wielding the reliquary item.

You can change the spells stored within a reliquary item dedicated to your deity, even if you did not personally craft that item, by spending 8 hours praying over the item and casting the new mythic spells into it.

## Create Sanguine Elixir (Mythic)

Magic is in your blood, and you can share it powerfully with those who dare to drink.

**Prerequisite:** Create Sanguine Elixir<sup>UM</sup>.

**Benefit:** When you create a sanguine elixir of a bloodline power whose minimum level is equal to or less than your mythic tier (or twice your mythic tier, if you expend one use of mythic power when creating the elixir), you do not lose access to that bloodline power. A creature that drinks the elixir can choose to delay the onset of the elixir's power for a number of rounds equal to your mythic tier. The drinker's effective sorcerer level for determining the effect of the bloodline power is equal to your sorcerer level or its own Hit Dice, whichever is lower, plus one-half your mythic tier (minimum 1).

## Crippling Critical (Combat, Mythic)

Your deadly blows shatter bone and muscle.

**Prerequisites:** Crippling Critical<sup>APG</sup>.

**Benefit:** Whenever you cripple an opponent with this feat, they are treated as fatigued for the same duration. In addition, if you expend one use of your mythic power the crippling effect (though not the fatigue) lasts one or more weeks. It can be removed immediately with a *regenerate* spell or by receiving long-term care with the Heal skill. The Heal DC is equal to the save DC plus your mythic rank or tier, and it is increased by 5 if the crippled character is not on complete rest, or by 10 if the crippled character engages in combat or other strenuous activity. If the check is failed, another week of long-term care is required before the check can be repeated.



# Chapter 3: Mythic Feats

## Critical Versatility (Combat, Mythic)

You can master new deadly techniques with incredible speed.

**Prerequisite:** Critical Versatility<sup>ARG</sup>.

**Benefit:** You can gain or replace a critical feat by spending 1 minute practicing. If you expend one use of mythic power, you may gain a critical feat as a full-round action, or you may spend 1 hour practicing in order to gain both a critical feat and the mythic version of that feat. You may gain only one critical feat (and, potentially, its mythic version) at a time with this feat. You can practice and learn a new critical feat as often as desired, but the new replaces the previous bonus critical feat you gained. You still cannot apply the effects of more than one critical feat to a critical hit unless you have the Critical Mastery feat.

If you are at least 5th tier, you can practice and learn a second critical feat by spending one additional use of mythic power. One critical feat you learn in this fashion can serve as a prerequisite for another critical feat you learn with Critical Versatility, but not as a prerequisite for anything else.

If you are 10th tier, you can practice and learn a third critical feat, as described above, by expending two additional uses of mythic power.

## Crooked Charge (Combat, Mythic)

Your agility in making charge attacks is unparalleled.

**Prerequisites:** Powerful charge special attack or Mounted Combat feat.

**Benefit:** When you use the charge action, the line of your charge need not be in a straight line. Instead, you may take a single 90-degree turn or two 45-degree diagonal turns during your charge. In addition, even if you do not make an actual turn in the path of your charge, your zigzag movement grants you a +2 dodge bonus to your Armor Class against attacks of opportunity provoked by your movement. If an attack of opportunity made against you during your charge involves a Reflex save, you gain a +2 bonus on that Reflex save. If you expend one use of your mythic power as part of your charge, you can make as many turns as you wish, and your bonus to AC and saves described above increases by an amount equal to one-half your mythic rank or tier (minimum increase of 1).

## Crossbow Mastery (Combat, Mythic)

Your crossbow shots are swift and deadly like a rain of sharpened steel.

**Prerequisites:** Crossbow Mastery<sup>APG</sup>.

**Benefit:** Any bonuses you gain from class abilities or feats that affect crossbow attack rolls or damage rolls (such as Weapon Focus, Weapon Specialization, or a fighter's weapon training) are doubled, up to a maximum increase equal to your mythic tier.

## Crusader's Fist (Combat, Mythic)

Your divine energy cascades on a critical hit.

**Prerequisites:** Crusader's Fist<sup>UC</sup>.

**Benefit:** If you score a critical hit with Crusader's Fist, you may spend one point of mythic power to have the additional damage from Crusader's Fist multiplied as well.

## Crusader's Flurry (Mythic)

The sacred weapon of your deity is a conduit for the power of your spirit.

**Prerequisite:** Crusader's Flurry<sup>UC</sup>.

**Benefit:** When you perform a flurry of blows with your deity's favored weapon, you can expend two uses of your channel energy ability as a free action to gain a sacred (or profane, if you channel negative energy) bonus on your damage rolls during that flurry equal to the number of dice granted by your channel energy class feature. If you expend one use of your mythic power, this bonus also applies on your attack rolls made as part of that flurry of blows.

## Crushing Blow (Combat, Mythic)

The power of your attack stuns your enemy while destroying its defenses.

**Prerequisite:** Crushing Blow<sup>UC</sup>.

**Benefit:** If the target of your Crushing Blow fails its Fortitude save, its AC is reduced as normal and it is stunned for 1 round. You may also expend one use of mythic power as a free action after a successful Crushing Blow to add one-half your mythic tier (minimum 1) to the reduction in the target's AC.

## Cultic Opiate (Mythic)

Many mind-altering substances bring you close to your divine communion.

**Prerequisite:** Cultic Opiate<sup>GCC</sup>.

**Benefit:** You may choose a number of additional drugs equal to your mythic tier, and you gain the benefits of using this feat when taking any of those drugs. You can take multiple drugs simultaneously, gaining a separate benefit from each. These benefits do not stack, but you can gain multiple different benefits at the same time.

## Cypher Magic (Mythic)

Your knowledge of ancient secrets allows you to draw forth greater power from magical writings.

**Prerequisite:** Cypher Magic<sup>ISWG</sup>.

**Benefit:** You add a bonus equal to one-half your mythic tier on caster level checks you make when casting a spell from a scroll. This bonus also applies on Use Magic Device checks made to use written magical items (including tattoos, if they include writing). If the spell you read from a scroll is on your spell list and is a spell that you can cast, you can expend one use of your mythic power to cast the spell with your own caster level and ability score modifier rather than the default value for the scroll, and you can expend two uses of your mythic power to cast the mythic version of that spell (though not the augmented version of a mythic spell). These effects can be combined if you expend three uses of mythic power.



## Cypher Script (Mythic)

Your arcanographic erudition allows you to record spells more quickly and efficiently.

**Prerequisite:** Cypher Script<sup>ISWG</sup>.

**Benefit:** You can scribe multiple scrolls per day, as long as their total value does not exceed 1,000 gp plus 500 gp times your mythic tier, to a maximum of 6,000 gp value per day of work. If you expend one use of your mythic power, you can scribe a single magical scroll worth up to 1/10 this amount as a full-round action, or up to half this amount in 1 minute.

It only takes you 1 minute per spell level to scribe a spell into your spellbook (5 rounds for cantrips; if you expend one use of your mythic power, the time is reduced to 1 minute per spell level (1 round for cantrips). Any spellbook or scroll you write gains a bonus equal to your mythic tier on saving throws against *erase* and similar effects.

## D

Dampen Presence  
Dark Sight  
Dauntless Destiny  
Dazing Assault  
Dazing Spell  
Deadly Finish  
Deafening Critical  
Death or Glory  
Deathless Initiate  
Deathless Master  
Deathless Zealot  
Deceptive Exchange  
Deep Drinker  
Defending Eidolon  
Defensive Weapon Training  
Defiant Luck  
Deft Shootist Deed  
Demon Hunter  
Demoralizing Lash  
Dented Helm  
Deny Death  
Dervish Dance  
Desert Dweller  
Desperate Battler  
Desperate Swing  
Destroyer's Blessing  
Destructive Dispel  
Destructive Force  
Devastating Charge  
Devastating Strike  
Die for Your Master  
Diehard  
Dimensional Agility  
Dimensional Assault  
Dimensional Dervish  
Dimensional Maneuvers

Dimensional Savant  
Disarming Strike  
Discerning Eye  
Discordant Voice  
Disengaging Feint  
Disengaging Flourish  
Disengaging Shot  
Disorienting Maneuver  
Dispel Synergy  
Dispelling Critical  
Dispelling Fist  
Disposable Weapon  
Disrupting Shot  
Disruptive Ki  
Disruptive Recall  
Disruptive Spell  
Diverse Palate  
Diviner's Delving  
Djinni Spin  
Djinni Spirit  
Djinni Style  
Domain Strike  
Double Bane  
Draconic Aspect  
Draconic Breath  
Draconic Glide  
Draconic Paragon  
Drag Down  
Dragon Ferocity  
Dragon Roar  
Dragon Style  
Dragonbane Aura  
Dramatic Display  
Dream Travel  
Drow Nobility  
Duck and Cover  
Dueling Disciple  
Dueling Mastery  
Duelist of the Falls  
Duelist of the Shroud  
Dwarf Blooded

## Dampen Presence (Mythic)

You are difficult to perceive for creatures that rely on non-visual cues.

**Prerequisite:** Dampen Presence<sup>DH</sup>.

**Benefit:** You may use the Stealth skill to hide from any creature attempting to perceive you using blindsense, blindsight, lifesense, or tremorsense. When using Dampen Presence, creatures using those senses take a penalty on Perception to detect you checks equal to your mythic tier (or one-half your mythic tier, if they are mythic creatures). In addition, you can expend one use of mythic power to force all creatures using those senses to detect you to roll twice and select the worse



# Chapter 3: Mythic Feats

result on their Perception checks made to oppose your Stealth check. You must decide to use this ability before making your Stealth check.

## Dark Sight (Mythic)

Magical darkness is no barrier to your sight.

**Prerequisite:** Dark Sight<sup>ARG</sup>.

**Benefit:** You can see through up to 30 feet of magical darkness, plus 10 feet per 3 mythic tiers after 1st.

## Dauntless Destiny (Mythic)

You embrace the bold possibility of your existence.

**Prerequisite:** Dauntless Destiny<sup>ARG</sup>.

**Benefit:** You increase your save bonus against emotion effects by 1. When using this feat, you can expend one use of mythic power to add a mythic surge to your reroll. If this results in a successful attack or save, you also add the result of the mythic surge on your Intimidate check to demoralize your attacker or the target of your attack. You can use this feat more than once per day by expending a use of mythic power for each additional use.

## Dazing Assault (Combat, Mythic)

Your blows often daze foes.

**Prerequisites:** Dazing Assault<sup>APG</sup>.

**Benefit:** Before you make any attacks in a round, you can choose to take a –2 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit. The attacks deal damage normally, and targets must make a successful Fortitude save (DC 10 + your base attack bonus + 1/2 your mythic tier) or be dazed for 1 round. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

**Normal:** Dazing Assault requires a –5 penalty to active, and the save DC does not include your mythic tier in the calculation.

## Dazing Spell (Metamagic, Mythic)

You can overwhelm foes with the mythic force of your spells.

**Prerequisites:** Dazing Spell<sup>APG</sup>.

**Benefit:** You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell plus your mythic tier. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. A mythic dazing spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

Alternatively, you may expend two uses of mythic power to cast a spell as a dazing spell (gaining only the normal benefits of a dazing spell, rather than the increased benefits outlined

above) without preparing it as enlarged in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** The duration of a dazing spell does not include your mythic tier.

## Deadly Finish (Combat, Mythic)

Your killing blows create a shockwave of terror.

**Prerequisites:** Deadly Finish<sup>UC</sup>

**Benefit:** This feat functions with ranged attacks as well as melee attacks, and if you kill the target you can use the *clean blade champion path ability* as a free action against either a single opponent within 30 feet of the target, or against all opponents adjacent to the target. If you expend one use of mythic power when killing a creature, it is more difficult to bring back that creature from the dead, requiring a caster level check against a DC equal to your base attack bonus plus your mythic tier plus the result of your surge die.

## Deafening Critical (Combat, Critical, Mythic)

You can deafen foes with a weapon blow at will.

**Prerequisites:** Deafening Critical<sup>CRB</sup>, 3rd mythic tier.

**Benefit:** Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Deafening Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

## Deafening Explosion (Mythic)

The deafening effect of your bombs is persistent.

**Prerequisite:** Deafening Explosion<sup>ARG</sup>

**Benefit:** A creature that takes a direct hit from your bomb is deafened for 1 minute plus 1 minute per mythic tier you possess. Any creatures caught taking splash damage is also deafened for 1 round per mythic tier you possess if it fails its save against the bomb's splash.

## Death or Glory (Combat, Mythic)

Your great risks offer greater reward.

**Prerequisites:** Death or Glory<sup>UC</sup>

**Benefit:** When you use this feat, if your attack hits it is automatically considered a critical threat. If the target is a mythic creature, its attack against you as an immediate action is also automatically a critical threat if it hits you. Your target can also expend one use of mythic power to make its return attack against you even if your attack kills or incapacitates it or it has already used its immediate action.

## Deathless Initiate (Combat, Mythic)

For you, death is a means to an end.

**Prerequisites:** Deathless Initiate<sup>UC</sup>

**Benefit:** When in combat while at –1 hit points or below, you do not take 1 point of damage for taking a move and standard action or a full-round action, and your bonus on attack



and damage rolls is increased by 1, plus 1 more for every 10 negative hit points you possess.

## Deathless Master (Combat, Mythic)

Death's approach only makes you harder to kill.

**Prerequisites:** Deathless Master<sup>UC</sup>

**Benefit:** When at negative hit points, you gain immunity to ability damage, ability drain, bleed, and death effects, and you also gain a +1 enhancement bonus to natural armor, increasing by 1 for every 5 negative hit points you possess. This natural armor bonus stacks with itself, but not with other enhancement bonuses to natural armor.

## Deathless Zealot (Combat, Mythic)

Non-mythic foes have greater difficulty killing you.

**Prerequisites:** Deathless Zealot<sup>UC</sup>

**Benefit:** Attackers take a penalty equal to one-half your mythic tier (minimum 1) on attack rolls to confirm critical hits against you. If a non-mythic creature confirms a critical hit against you, you can expend one use of mythic power to negate that critical hit and resolve the attack as a normal hit. If the creature's mythic rank or tier exceeds yours, or if its CR exceeds twice your mythic tier, you must spend one additional use of mythic power to negate a critical hit.

## Deceptive Exchange (Combat, Mythic)

You deftly swap your opponent's item with your own.

**Prerequisite:** Deceptive Exchange<sup>UC</sup>

**Benefit:** When you successfully feint an opponent, as part of the same action you can attempt a combat maneuver check to disarm or steal an object from the creature you feint. This maneuver does not provoke attacks of opportunity. If the maneuver succeeds, you may remove the chosen object from the target's hands (if a disarm maneuver) or body (if a steal maneuver) and replace it with a different object that can be held in one or both hands or worn in the same body slot.

## Deep Drinker (Mythic)

Your capacity for martial arts when drunk is... mythic!

**Prerequisites:** Deep Drinker<sup>APG</sup>

**Benefit:** Whenever you gain temporary ki for drunken ki, you retain all your temporary ki for 1 hour per mythic tier or until used. This resets the duration of temporary ki points you already have. Also whenever you have temporary hit points from drunken ki, your mythic tier is considered one level higher for all calculations other than the duration of your drunken ki.

## Defending Eidolon (Mythic)

Your eidolon is devoted to your defense.

**Prerequisite:** Defending Eidolon<sup>UM</sup>

**Benefit:** Whenever your eidolon uses this feat, you and your eidolon both gain a +1 dodge bonus to Armor Class. In addition, you can expend one use of your mythic power to negate

your eidolon's penalty on attack rolls and combat maneuver checks caused by using this feat for 1 minute. If your eidolon is aware of an attack and you are not, you still gain this dodge bonus to Armor Class even if you are otherwise denied your Dexterity bonus.

## Defensive Weapon Training (Combat, Mythic)

Your intimate familiarity with certain weapons confounds your enemies with your countermoves.

**Prerequisite:** Defensive Weapon Training<sup>UC</sup>

**Benefit:** Your dodge bonus to AC against the chosen weapon group is increased by 1. In addition, as a swift action you can exchange some or all of your dodge bonus to AC for an equal bonus on combat maneuver checks made to disarm or sunder weapons of that group. If an ally adjacent to you is attacked by a weapon from your chosen group or attempts a disarm or sunder maneuver against a weapon from that group, you can spend an immediate action or an attack of opportunity to share one-half your bonus (whether a dodge bonus to AC or a bonus on combat maneuvers) with your ally. If you spend one use of your mythic power, you increase your bonus by an amount equal to one-half your mythic tier (rather than by 1) for 1 minute.

## Defiant Luck (Mythic)

You shrug off spells that lay others low.

**Prerequisite:** Defiant Luck<sup>ARG</sup>

**Benefit:** You can use this feat to force an enemy to reroll an ability check, skill check, caster level check, or combat maneuver check made against you. In addition, you can use this feat more than once per day by expending a use of mythic power for each additional use.

## Deft Shootist Deed (Grit, Mythic)

You avoid attacks while shooting and reloading firearms, and those that attack you may regret doing so.

**Prerequisite:** Deft Shootist Deed<sup>UC</sup>

**Benefit:** As long as you have at least 1 grit point, you do not provoke attacks of opportunity when shooting or reloading a firearm, and while you have a firearm in hand, you gain a +2 dodge bonus to AC against any opponents that threaten you with melee weapons. When you are attacked in melee, you can spend a grit point or one use of your mythic power to make a ranged attack against that opponent as an immediate action. If you are at least 5th tier and have one or more grit points in reserve, you can perform this immediate action attack one additional time per round (or two additional times per round at 10th tier) by expending an additional grit point or use of your mythic power.

## Demon Hunter (Combat, Mythic)

Your skill at hunting Abyssal fiends is legendary.

**Prerequisite:** Demon Hunter<sup>ISWG</sup>

**Benefit:** You add one-half your mythic tier on Knowledge



# Chapter 3: Mythic Feats

(planes) checks to identify the powers and abilities of demons. You gain a +3 morale bonus on attack rolls and caster level checks to overcome spell resistance against creatures with the demon subtype that you recognize as demons, and if you fail an attack roll or caster level check against a demon you can expend one use of your mythic power to reroll, adding your mythic surge die to the result. You must accept the result of this reroll even if worse.

## Demoralizing Lash (Combat, Mythic)

The touch of your whip can send an enemy fleeing, and cow those that witness it.

**Prerequisite:** Demoralizing Lash<sup>ARG</sup>

**Benefit:** If your attack hits a creature shaken by your Intimidate check, it becomes frightened for the next round, and is shaken for the following round. Any creatures within 30 feet that witness the attack and already are demoralized by your Intimidate check, have the duration of their shaken condition increased by one round.

## Dented Helm (Combat, Mythic)

Your trusty helm turns aside telling blows.

**Prerequisite:** Dented Helm<sup>ARG</sup>

**Benefit:** The AC bonus your helmet provides against attack rolls to confirm critical hits is increased to +2. You can use this feat as a free action rather than an immediate action, and you add your mythic tier to the hardness of your helmet before applying damage. You do not become staggered when using this feat unless your helmet is destroyed. You can use this feat even if your helmet has the broken condition or the attack ignores armor bonuses to AC.

## Deny Death (Mythic)

Your powerful ki shrugs off death.

**Prerequisite:** Deny Death<sup>UM</sup>

**Benefit:** You gain a bonus on saving throws against death effects equal to the current number of ki points you have in your ki pool. In addition, you may spend one use of mythic power instead of a ki point on a successful stabilization check to heal yourself 1d6 hit points per character level.

## Dervish Dance (Combat, Mythic)

You substitute speed for power, partnering with your flashing, curved blade in a dance of death.

**Prerequisite:** Dervish Dance<sup>ISWG</sup>

**Benefit:** When wielding a scimitar, you can use Perform (dance) checks in place of Acrobatics checks to avoid attacks of opportunity or move through occupied squares, in place of Bluff checks to feint, and in place of Sleight of Hand checks to hide objects. You can use Sleight of Hand to hide a scimitar as if it were a light weapon, and hiding or drawing a hidden scimitar is a move action. You can expend one use of your mythic power to draw a hidden scimitar as a free action. If you were

unarmed before drawing your hidden scimitar in this fashion, you can treat an adjacent foe as flat-footed for the first attack you make with your scimitar. A creature made flat-footed against your attack is immune to this ability for the remainder of the combat.

## Desert Dweller (Mythic)

You are highly tolerant of the merciless heat and glare of the deep desert.

**Prerequisite:** Desert Dweller<sup>ISWG</sup>

**Benefit:** You add one-half your mythic tier (minimum 1) on Acrobatics, Climb, and Survival checks in desert terrain. You apply the same bonus on checks or saving throws made to withstand hot climates, wind, natural glare blindness, and thirst. If you expend one use of your mythic power, you gain the benefit of *endure elements* (against heat only) and a +2 circumstance bonus on saves vs. all fire, wind, blindness, and thirst effects and gain immunity to the dazzled condition for 24 hours. If you become fatigued because of heatstroke or thirst, including magical heat or thirst effects, you can expend one use of mythic power as a free action to remove that fatigue.

## Desperate Battler (Combat, Mythic)

You are a master at holding your ground against impossible odds.

**Prerequisite:** Desperate Battler<sup>ISWG</sup>

**Benefit:** When no ally is within 10 feet of you and you are not receiving the benefits of an aid another action, you add one-half your mythic tier (minimum 1) to your CMD and you gain a +2 circumstance bonus that you can apply on your attack rolls, damage rolls, Armor Class, or saving throws. You can change this bonus once per round on your turn as a free action. The bonuses provided by this feat are increased by 1 against any creature that is flanking you.

## Desperate Swing (Combat, Mythic)

When hard-pressed on defense, you can still make deadly and desperate lunges at your foes.

**Prerequisite:** Desperate Swing<sup>ARG</sup>

**Benefit:** You may take a 5-foot step before or after making your attack with this feat, or whenever you confirm a critical hit with an attack of opportunity or while fighting defensively. You can do this even if you have already taken a 5-foot step or if it is not your turn. If you do not move, you may use a feat or ability that allows you to make a melee attack as a standard action, such as Cleave, Deadly Stroke, or Vital Strike, or you may make a single standard attack that ignores the usual -4 penalty on your attack roll. You can use this feat more than once per day by expending one use of mythic power for each use after the first.

## Destroyer's Blessing (Combat, Mythic)

Your furious destructive rage brings you vigor.

**Prerequisite:** Destroyer's Blessing<sup>ARG</sup>



**Benefit:** You can regain only one round of rage per round, but you can heal damage every time you cause an object to gain the broken condition. If you destroy an object with a sunder maneuver, you heal 1d4+1 hit points, or you may forfeit this healing to end the fatigued condition, reduce exhaustion to fatigue, or heal 1 point of ability damage.

## Destructive Dispel (Mythic)

You dispel your enemy's even more ferociously, breaking their will to fight back.

**Prerequisite:** Destructive Dispel<sup>UC</sup>.

**Benefit:** You add one-half your mythic tier to the DC of the Fortitude to avoid being stunned. If the target is a non-mythic creature, it is stunned (or sickened, on a successful save) for a number of rounds equal to one-half your mythic tier (minimum 1). If you expend one use of mythic power when using an area dispel, all creatures on whom you successfully dispel a spell are staggered and sickened until the start of your next turn. A successful Fortitude save (as for the targeted dispel) negates this effect for mythic creatures, or eliminates the sickened condition for non-mythic creatures.

## Destructive Force (Ki, Mythic)

Your will empowers your spells with mighty power.

**Prerequisite:** Destructive Force<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, any time you use a spell, spell-like ability, or supernatural ability that deals hit point damage, you may reroll a number of dice of damage equal to your mythic tier. You can use the additional effect of this feat as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool.

## Devastating Charge (Combat, Mythic)

When charging, you strike as one with the powerful onset of your steed, adding its strength to your own.

**Prerequisites:** Mounted Combat, Ride 5 ranks, 3rd mythic tier.

**Benefit:** When you make a charge attack while mounted, you may choose to add one-half your mount's Strength modifier (rounding down) to your own Strength modifier when determining your damage bonus on attacks made as part of a charge. You can also substitute a Strength check to break an object in place of making an attack at the end of a charge, adding one-half your mount's Strength modifier (rounding down) to your own Strength modifier when making this check. You also may use the modifier for your mount's size rather than your own size for the purpose of calculating your combat maneuver bonus for any maneuvers you perform during or as part of your charge action. This feat does not affect your attack roll. When using this feat, your mount may not attack as part of your charge.

If you spend use of mythic power as part of your charge action, you may add your mount's Strength modifier to your Strength modifier to determine your total damage bonus (or

your Strength check) and add its size modifier to your CMB instead of using its modifier in place of yours. This effect lasts until the end of your charge and includes any attacks or combat maneuvers made as part of your charge.

## Devastating Strike (Combat, Mythic)

Your devastating strike causes great harm to all nearby enemies.

**Prerequisites:** Devastating Strike<sup>UC</sup>

**Benefit:** When you hit an opponent with Vital Strike, Improved Vital Strike, or Greater Vital Strike all enemies adjacent to your target suffer damage equal to the bonus damage provided by Devastating Strike. A successful Fortitude save (DC 10 + 1/2 your level + your Strength modifier) negates this extra damage. Non-mythic foes may not save against this damage.

## Die for Your Master (Mythic)

Your little secret friend is your failsafe against a lethal attack.

**Prerequisite:** Die for Your Master<sup>UM</sup>.

**Benefit:** Your tumor familiar adds your mythic tier to its Reflex save to intercept an attack that would reduce you to 0 or fewer hit points, and it can intercept a targeted spell or other special ability (including effects that do not deal hit point damage), though not from area effects. Your tumor familiar gains DR/epic equal to twice your mythic tier when it intercepts an attack that was originally targeted at you.

## Diehard (Mythic)

You are difficult to put down, and almost impossible to kill.

**Prerequisites:** Diehard<sup>CRB</sup>.

**Benefit:** When your hit point total is below 0, you are staggered but do not take damage from taking standard actions. When you reach the negative hit point total that would normally result in your death, you have an additional number of negative hit points equal to your Constitution score + mythic tier beyond that. When in this range of negative hit points you automatically stabilize, but are unconscious.

## Dimensional Agility (Mythic)

You are so adept at short-range teleportation that you act more quickly than your enemies expect.

**Prerequisite:** Dimensional Agility<sup>UC</sup>.

**Benefit:** You add your mythic tier on concentration checks when casting teleportation spells. You can use abundant step or cast *dimension door* as a standard action at any point during your movement, and you may expend one use of mythic power to gain an additional move action after you teleport.

## Dimensional Assault (Mythic)

Your interdimensional charge leaves your foes off-balance and vulnerable.

**Prerequisite:** Dimensional Assault<sup>UC</sup>.

**Benefit:** When attacking with the special charge allowed by Dimensional Assault, your opponent is considered flat-footed.





Your add one-half your mythic tier (minimum 1) to your bonus on attack rolls for charging, and if your charge attack hits you can make a combat maneuver check to reposition the target as a free action. This maneuver does not provoke attacks of opportunity. If you successfully reposition a non-mythic creature, you can expend one use of mythic power to make that creature flat-footed until the beginning of your next turn.

## **Dimensional Dervish (Mythic)**

Using your mastery of dimensional travel you attack your foe seemingly from all directions at once.

**Prerequisite:** Dimensional Dervish<sup>UC</sup>.

**Benefit:** You can teleport up to three times your speed when using Dimensional Dervish. If you attack a single foe more than once while using Dimensional Dervish, you gain the benefit of flanking that for each attack after the first, and you also gain a cumulative +2 bonus on damage rolls for each attack that hits that target after the first.

## **Dimensional Maneuvers (Mythic)**

You flicker rapidly in and out of reality, making it impossible for your foes to punish you for your audacious maneuvers.

**Prerequisite:** Dimensional Maneuvers<sup>UC</sup>.

**Benefits:** Add one-half your mythic tier (minimum 1) to the

bonus on combat maneuver checks granted by this feat. Your combat maneuvers made while benefiting from Dimensional Maneuvers do not provoke attacks of opportunity.

## **Dimensional Savant (Mythic)**

You rain disconnected attacks on your foe until they expect false attacks and miss the true attack.

**Prerequisite:** Dimensional Savant<sup>UC</sup>.

**Benefit:** When allies attack a creature you have attacked while using Dimensional Dervish since the beginning of your last turn, they add one-half your mythic tier to the attack roll bonus they gain from flanking that foe. In addition, you can replace any of your melee attacks while using Dimensional Dervish with a Bluff check to feint or an Intimidate check to demoralize a creature you threaten.

## **Disarming Strike (Combat, Mythic)**

You are a master of disarming foes.

**Prerequisites:** Disarming Strike<sup>APG</sup>.

**Benefit:** You may expend a use of mythic power to use Disarming Strike on any successful melee attack. Additionally, whenever you successfully disarm a foe you may choose to tuck the weapon into a belt or open container it fits.





## Discerning Eye (Mythic)

Your keen eye for detail helps you spot subtle inconsistencies.

**Prerequisite:** Discerning Eye<sup>ARG</sup>.

**Benefit:** Your racial bonus increases to +3, and it also applies on Perception checks to oppose a creature's Disguise or Sleight of Hand checks. If you fail a save or check on which this feat provides a bonus, you can expend one use of mythic power to reroll.

## Discordant Voice (Mythic)

Your discordant vibrations can damage crystalline creatures.

**Prerequisites:** Discordant Voice<sup>UC</sup>

**Benefit:** Whenever you are using bardic performance to create a spell-like or supernatural effect, all crystalline creatures suffer 1d6 points of damage per mythic tier you possess every round they remain within 30 feet of you.

## Disengaging Feint (Mythic)

Your deft maneuvers create an opening for your safe retreat.

**Prerequisite:** Disengaging Feint<sup>UC</sup>.

**Benefit:** You can use this feat as a swift action rather than a standard action. If you use a standard action to feint, your movement until the end of your turn does not provoke attacks

of opportunity from the creature you feint, regardless of how far you move within its threatened area. If you attempt to move through the space of the creature you feinted, you add your mythic tier on the check.

## Disengaging Flourish (Mythic)

Your dramatic panache leaves your enemies grasping at empty air.

**Prerequisite:** Disengaging Flourish<sup>UC</sup>.

**Benefit:** You can use this feat as a swift action rather than a standard action. If you use a standard action to feint, you add your mythic tier on each Bluff check you make to feint against enemies that threaten you at any point during your movement. If you attempt to move through the space of a creature you feinted, you add your mythic tier on the check.

## Disengaging Shot (Mythic)

Your adroit evasive maneuvers leave your foes baffled, bleeding, and unable to pursue.

**Prerequisite:** Disengaging Shot<sup>UC</sup>.

**Benefit:** If you hit a creature with the attack you gain from using this feat, you can attempt a dirty trick combat maneuver against the same creature as a free action that does not provoke attacks of opportunity.



# Chapter 3: Mythic Feats

## Disorienting Maneuver (Mythic)

Your acrobatic lunges and quick turns allow you to get inside your opponent's guard.

**Prerequisites:** Disorienting Maneuver<sup>UC</sup>.

**Benefit:** You add one-half your mythic tier on Acrobatics checks to tumble through a mythic opponent's space; if the opponent is not a mythic creature, you add your mythic tier on such checks. In addition, the bonus this feat provides on attack rolls and combat maneuver checks to trip is increased to +3 and +6 respectively against mythic opponents and to +4 and +8 against non-mythic opponents.

## Dispel Synergy (Mythic)

Your opponent's magical defenses in shreds, you create openings that your allies can exploit.

**Prerequisite:** Dispel Synergy<sup>UC</sup>.

**Benefit:** The penalty your opponent takes from Dispel Synergy applies to saving throws the opponent makes against all spells, not just yours, until the end of your next turn, and to your spells for a number of rounds equal to one-half your mythic tier (minimum 1).

## Dispelling Critical (Critical, Mythic)

Your attacks strike so adroitly that they can tear through multiple spells at a blow.

**Prerequisite:** Dispelling Critical<sup>UC</sup>.

**Benefit:** You can use this feat even if you are a prepared caster and do not have *dispel magic* prepared, you can sacrifice a prepared spell of 3rd level or above to cast *dispel magic* as a swift action. When you use Dispelling Critical to make a targeted dispel, your may continue making dispel checks against the target until you have dispelled a number of spells equal to one-half your mythic tier (minimum 1) or until you have failed to dispel every spell. This expends only one use of *dispel magic*.

## Dispelling Fist (Combat, Mythic)

Your fists shatter spells as easily as they shatter bone.

**Prerequisites:** Dispelling Fist<sup>UC</sup>.

**Benefit:** If you have *dispel magic*, *greater dispel magic*, or *mage's disjunction* prepared or can cast it spontaneously or use it as a spell-like ability, you can cast it as a targeted dispel using a free action when you hit an opponent with an unarmed strike. If you know and can cast *dispel magic*, *greater dispel magic*, or *mage's disjunction* but do not have it prepared, as a swift action you can spontaneously convert a different prepared spell of 3rd level or higher into *dispel magic* (or a spell of 6th level or higher into *greater dispel magic* or 9th level into *mage's disjunction*) and cast it as a targeted dispel on an opponent you hit with an unarmed strike. This spell affects only the target of your attack, even if it would normally affect an area.

## Disposable Weapon (Mythic)

You can level attacks so powerful that your weapon is destroyed

along with your opponent.

**Prerequisite:** Disposable Weapon<sup>UC</sup>.

**Benefit:** The benefits of Disposable Weapon apply to all melee weapons, not just those with the fragile weapon special quality. When you use Disposable Weapon to confirm a critical hit you may expend one use of mythic power to destroy the weapon entirely (dropping it to 0 hp) to increase the critical multiplier by 1.

## Disrupting Shot (Combat, Mythic)

Spellcasters fear your devastating missiles.

**Prerequisites:** Disrupting Shot<sup>APG</sup>.

**Benefit:** The DC of the concentration check required when you strike a spellcasting target with your readied shot increases by an amount equal to your mythic tier. This stacks with the penalty from Disrupting Shot. In addition, if you expend one use of your mythic power the target must continue to make concentration checks (DC 20 + spell level) to cast spells for a number of rounds equal to one-half your mythic tier.

## Disruptive Ki (Ki, Mythic)

Your spiritual energy ravages your opponent.

**Prerequisite:** Disruptive Ki<sup>WK</sup>.

**Benefit:** You can use this feat as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool. If the attack hits, the target takes 2 points of Strength, Dexterity, or Constitution damage (your choice). If the attack misses, you may hold the charge for a number of rounds equal to your mythic tier or until you make a successful attack.

## Disruptive Recall (Mythic)

When you disrupt your opponent's spell you can take it for yourself, or use it to power your own spells.

**Prerequisite:** Disruptive Recall<sup>UC</sup>.

**Benefit:** When you use Disruptive Recall, you may add one-half your mythic tier to the level of the spell you disrupted and spend those points on recalling either one or two spells, following the rules for this feat. If you choose not to recall any spells, you may instead absorb the spell you disrupted and then cast that spell yourself, using the disrupted spellcaster's caster level or your own, whichever is higher. You may only cast the spell once and must do so within a number of rounds equal to your mythic tier or you lose the spell. You may cast any spell absorbed this way, whether or not it is on your spell list, part of a prohibited school, or has any other restriction.

## Disruptive Spell (Metamagic, Mythic)

Your spells can disrupt nearly any power.

**Prerequisites:** Disruptive Spell<sup>APG</sup>.

**Benefit:** Targets affected your disruptive spell must make concentration checks when using supernatural abilities (DC equals the save DC of the disruptive spell plus your mythic



tier) for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well.

**Normal:** Only spells and spell-like abilities require concentration checks for those affected by a disruptive spell.

## Diverse Palate (Mythic)

You can feast upon a broad variety of blood that other dham-pirs find impossible to digest.

**Prerequisite:** Diverse Palate<sup>ARG</sup>.

**Benefit:** You may choose an additional humanoid subtype, plus one additional subtype per 3 tiers after 1st. This feat functions when drinking the blood of any of the chosen subtypes. Alternatively, you may choose a single creature type other than humanoids from which you can draw blood to survive. The creatures you drain must have blood and Intelligence 3 or greater.

## Diviner's Delving (Mythic)

Your divinations are almost second nature to you.

**Prerequisites:** Diviner's Delving<sup>APG</sup>.

**Benefit:** Your bonus on caster level checks from Diviner's Delving increases by an amount equal to your mythic tier. In addition, you gain information from divination spells which require concentration 2 rounds sooner than normal. Finally, you may spend a use of mythic power to maintain concentration on a divination spell as a swift or move action; as long as you spend this action each round, your concentration remains uninterrupted, even if you cast another spell.

## Djinni Spin (Combat, Mythic)

You can unleash the power of the storm.

**Prerequisites:** Djinni Spin<sup>UC</sup>.

**Benefit:** You add your mythic tier to the damage dealt by your Djinni Spin, and ranged attacks against you take a penalty equal to one-half your mythic tier (minimum 1) until the beginning of your next turn. In addition, creatures of any size that fail their save against your Djinni Spin are pushed 5 feet away from you. If that space is already occupied, they are instead staggered for 1 round. Non-mythic creatures of your size or smaller are automatically pushed back (or staggered) even if they successfully save.

## Djinni Spirit (Combat, Mythic)

Your body with the living lightning within you.

**Prerequisites:** Djinni Spirit<sup>UC</sup>.

**Benefit:** While you are using this style, you increase your electricity resistance by an amount equal to your mythic tier. You can expend one use of your mythic power as an immediate action to enter the Djinni Style and gain this resistance until the end of your next turn, even if you are flat-footed or otherwise denied your Dexterity bonus to AC. If you are already using Djinni Style, you can expend one use of your mythic tier as an immediate action to gain immunity to electricity until

the end of your next turn. Non-mythic creatures of your size or smaller that fail their save against your Elemental Fist are pushed 5 feet away from you (if you wish) in addition to being deafened. If that space is already occupied, they are instead staggered for 1 round.

You can also expend one use of your Elemental Fist feat as a free action to sheathe your body in crackling electricity until the beginning of your next turn. Any creature that hits you with a natural weapon, unarmed strike, or melee touch attack during this time takes 1 point of electricity damage per hit and must succeed at a Fortitude save or be deafened for 1 round (and pushed away, if a non-mythic creature). A creature need save only once per round against this effect.

## Djinni Style (Combat, Mythic, Style)

You strike with the power of the storm in your fists.

**Prerequisites:** Djinni Style<sup>UC</sup>.

**Benefit:** You gain an additional number of Elemental Fist attempts per day equal to one-half your mythic tier, and you add one-half your mythic tier to the acid damage you deal with your Elemental Fist attack. In addition, you can expend one use of your mythic power when making an Elemental Fist attack in order to bypass the electricity resistance or electricity immunity of creatures you strike with your Elemental Fist or with feats in the Djinni Style group for a number of rounds equal to your mythic tier. If attacking an object (other than an artifact or legendary weapon), you can bypass a number of points of hardness equal to your mythic tier. This does not allow you to bypass their resistance or immunity with other forms of electricity.

## Domain Strike (Mythic)

You blend the spirit of divine with the spirit within in your martial arts.

**Prerequisite:** Domain Strike<sup>UM</sup>.

**Benefit:** You can use this feat as a free action rather than a swift action. If you spend a swift action, you add your mythic tier to your cleric level to determine the effect of the domain power you apply to your unarmed strike.

## Double Bane (Mythic)

Your zeal to slay your worst enemies extends to both of your weapons and woe to the foe hit by both at once.

**Prerequisite:** Double Bane<sup>UC</sup>.

**Benefit:** For a number of rounds per day equal to your mythic tier you may apply your bane class feature to two weapons while only expending one round of that feature. If you hit a creature of the same type as your chosen bane with both weapons in the same round, you may expend two uses of mythic power to treat the second hit as a critical threat.

## Draconic Aspect (Mythic)

The qualities you possess from your dragon ancestry are strong,





and can flare into true draconic greatness.

**Prerequisite:** Draconic Aspect<sup>ARG</sup>

**Benefit:** You gain resistance 10 to the energy type that corresponds to the color of your scales. If you spend a use of your mythic power, you gain immunity to that energy type for a number of rounds equal to 1/2 your mythic tier (minimum 1 round).

**Special:** If you have the dragon-scaled racial trait, your scale color does not change, and you gain a +2 natural armor bonus instead. If you spend a use of your mythic power, you gain DR 5/magic for a number of rounds equal to your mythic tier.

## Draconic Breath (Mythic)

Your mythic power makes your draconic defenses stronger and breath weapon more deadly.

**Prerequisite:** Draconic Breath<sup>ARG</sup>

**Benefit:** You gain a +4 bonus against sleep and paralysis effects. You can use your breath weapon once per day, plus one additional use for every three mythic tiers you possess.

*Black (Su):* You breathe a 30 foot line of acid that deals 4d6 points of acid damage.

*Blue (Su):* You breathe a 30 foot line of electricity that deals 4d6 points of electricity damage.

*Green (Su):* You breathe a 15 foot cone of acid that deals 4d6

points of acid damage.

*Red (Su):* You breathe a 15 foot cone of fire that deals 4d6 points of fire damage.

*White (Su):* You breathe a 15 foot cone of cold that deals 4d6 points of cold damage.

You can spend a use of your mythic power to boost your breath weapon. This increases the damage of your next breath weapon attack by 2d6 and increases the Reflex save DC by 2, or it increases the range of the effect.

**Special:** Kobold sorcerers with either the Draconic or Kobold bloodline add their Charisma modifier to their breath weapon damage, and +1 to the DC of the Reflex save for every 3 mythic tiers they possess.

## Draconic Glide (Mythic)

You have improved draconic defenses, and wings that allow you to truly glide.

**Prerequisite:** Draconic Glide<sup>ARG</sup>

**Benefit:** You gain a +4 bonus on saving throws against sleep and paralysis effects. Your wings allow you to glide 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 30 feet per round, with a DC 15 Fly check.

**Special:** If you have the gliding wings racial trait your base speed increases to 120 feet. By spending one use of your mythic



ic power, you can gain true flight with a speed of 60 feet for up to 1 minute per mythic tier you possess.

## Draconic Paragon (Mythic)

The draconic blood that flows in your veins grants you great power.

**Prerequisite:** Draconic Paragon<sup>ARG</sup>

**Benefit:** You gain an additional +4 bonus against sleep and paralysis effects. You can use your breath weapon two additional times per day, and your breath weapon damage increases to 6d6. Your wings from the Draconic Glide feat grow stronger, granting you a fly speed of 40 feet (average maneuverability).

**Special:** If you have the mythic versions of both the Draconic Breath and Draconic Glide feats, you gain immunity to sleep and paralysis effects. If you have Draconic Glide and the gliding wings racial trait, your fly speed increases to 60 feet (good maneuverability).

## Drag Down (Combat, Mythic)

You injure opponents when you drag them down, and can prevent them from getting up again.

**Prerequisite:** Drag Down<sup>UC</sup>.

**Benefit:** If you successfully trip an opponent using this feat, you deal damage equal to your unarmed strike damage. In addition, if you are prone and an opponent you threaten attempts to stand up from prone, you can use an attack of opportunity to perform a trip combat maneuver against that opponent; if your combat maneuver succeeds, your target fails to stand up and remains prone.

**Normal:** A creature standing up from prone cannot be tripped, as it is already considered prone at the time of the attack of opportunity since that attack precedes the act that triggers it; in this case, standing up from prone.

## Dragon Ferocity (Combat, Mythic)

Your ferocious attacks cause your enemies to flee in terror.

**Prerequisites:** Dragon Ferocity<sup>UC</sup>.

**Benefit:** When you confirm a critical hit or when an opponent fails its save against a Stunning Fist attempt while using this style, the target is frightened for a number of rounds equal to 1 plus one-half your tier, and then shaken for a number of rounds equal to 1d4 + your Strength bonus. In addition, you can spend one use of your mythic power as a free action when a non-mythic opponent becomes frightened by this ability, causing that opponent to instead become panicked for the first 1d4 rounds of the effect.

## Dragon Roar (Combat, Mythic)

Your concussive roar overwhelms your enemies' resolve.

**Prerequisites:** Dragon Roar<sup>UC</sup>.

**Benefit:** You can expend one use of your mythic power instead of a Stunning Fist attempt to use your roar. Creatures in the area of your roar take damage equal to your unarmed strike

damage and become frightened for 1d4 rounds and then shaken for 1d4 rounds. The save DC against your roar is increased by one-half your mythic tier (minimum 1). A non-mythic target that is shaken for 1d4 rounds but not frightened on a successful save.

## Dragon Style (Combat, Mythic, Style)

Your call upon the spirit of dragonkind grants you even greater resistances, increases the reach of your powerful strike, and enhances your senses.

**Prerequisites:** Dragon Style<sup>UC</sup>.

**Benefit:** While using Dragon Style, you are immune to sleep effects, and your bonus on saving throws against paralysis effects and stunning effects increases by one-half your tier (minimum 1). In addition, once per round as a free action you can increase your reach by 5 feet when attacking with an unarmed strike. In addition, if you spend one use of mythic power while using Dragon Style, you gain darkvision 60 ft. and blindsense 30 ft. for 1 minute. If you already possess darkvision or blindsense, the range of these senses instead increases by 60 ft. and 30 ft., respectively. If you switch to using a different style, you lose these senses.

## Dragonbane Aura (Mythic)

Your dragonbane aura protects against the breath weapon of your hated foe.

**Prerequisite:** Dragonbane Aura<sup>UM</sup>.

**Benefit:** As a move action, you can enhance your aura of courage to grant affected creatures resistance equal to five times your mythic tier to a single type of energy until the beginning of your next turn. This resistance is halved against effects other than the exceptional and supernatural abilities of dragons (including creatures using the dragon breath or form of the dragon spells). You may spend one use of mythic power as a swift action to either double this resistance or extend its duration to 1 minute, or both if you expend two uses of mythic power.

## Dramatic Display (Combat, Mythic, Performance)

Your weapon skill is overwhelmingly obvious to both your enemies and the audience.

**Prerequisite:** Dramatic Display<sup>UC</sup>.

**Benefit:** When you spend a swift action to make a performance check, you exude an aura of awe-inspiring skill. You gain a +4 bonus on your performance check, and gain a +4 bonus on all attack rolls and combat maneuver checks until the end of your next turn. If you expend a use of mythic power, treat your combat maneuver check roll as a 20.

## Dream Travel (Ki, Mythic)

Your mind takes your spirit and body away through the Dimension of Dreams.

**Prerequisite:** Dream Travel<sup>MIM</sup>.



# Chapter 3: Mythic Feats

**Benefit:** You add your mythic tier to your character level to determine your effective caster level when using this feat, and you can take a number of willing companions with you equal to your Wisdom modifier plus your mythic tier.

## Drow Nobility (Mythic)

The powers of your drowic heritage are strong within you.

**Prerequisite:** Drow Nobility<sup>ARG</sup>.

**Benefit:** You add your mythic tier to your caster level for your racial spell-like abilities, and for abilities usable once per day you can use them more than once per day by expending one use of mythic power for each additional use.

## Duck and Cover (Teamwork, Mythic)

You and your allies dive out of the way of danger.

**Prerequisites:** Duck and Cover<sup>APG</sup>.

**Benefit:** You gain a +1 bonus on Reflex saves for each adjacent ally with the Duck and Cover feat (either the mythic or non-mythic version) and they gain a +1 bonus on Reflex saves when adjacent to you. You gain a +2 bonus to your AC against ranged attacks even if your ally is not wielding a shield, and this bonus increases to +3 if your ally is wielding a buckler or light shield, +2 if using a heavy shield, and +4 if wielding a tower shield. In addition, whenever you are attacked with a ranged attack, you can drop prone as an immediate action, even if you are not adjacent to any ally. If an ally with the non-mythic Duck and Cover feat is adjacent to you, they can use this ability as well.

## Dueling Disciple (Combat, Mythic)

Your bravado is unassailable with your trusty blade in hand.

**Prerequisite:** Dueling Disciple<sup>ISC</sup>.

**Benefit:** You add one-half your mythic tier on Intimidate checks made to demoralize an opponent when you are wielding a dueling sword. You also add an additional +1 for each of the following feats that you possess for the dueling sword: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, Weapon Specialization, or the mythic versions of any of these feats. You add one-half your mythic tier to the DC for attempts to demoralize you with an Intimidate check, and creatures wielding weapons in which you have Weapon Focus automatically fail Intimidate checks to demoralize you.

## Dueling Mastery (Combat, Mythic)

You have mastered the dueling tricks of the sword lords.

**Prerequisite:** Aldori Dueling Mastery<sup>ISWG</sup>.

**Benefit:** Your bonus on initiative checks increases to +4 when you begin combat with a dueling sword in your hand, and you increase the shield bonus to AC granted when using a dueling sword by 1, or by 2 if you are using Combat Expertise or are fighting defensively or using the total defense action.

## Duelist of the Falls (Combat, Mythic)

Your sweeping strokes are like the rushing waterfall, routing your foes.

**Prerequisite:** Duelist of the Falls<sup>ISC</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) to your Dexterity modifier to determine your bonus damage when attacking shaken, frightened, panicked, or cowering foes. If you already add your Dexterity bonus to damage rolls, you add a competence bonus equal to your mythic tier against shaken, frightened, panicked, or cowering foes. You can expend one use of mythic power to ignore the penalty on your attack roll when making dueling parries for 1 minute. If you succeed in a dueling parry in a duel or confirm a critical hit against a shaken, frightened, panicked, or cowering foe, you can attempt a reposition combat maneuver as a free action that does not provoke attacks of opportunity.

## Duelist of the Shroud (Combat, Mythic)

You get your opponent moving and never let them get stable.

**Prerequisite:** Duelist of the Shroud<sup>ISC</sup>.

**Benefit:** The bonuses provided by this feat are increased by 1. In addition, when you succeed on a bull rush or reposition combat maneuver against a creature, or when a creature attempts such a maneuver against you and fails, you can attempt a feint against the same creature as a free action. If this feint is successful against a non-mythic creature, it is denied its Dexterity bonus against you until the beginning of your next turn. If you expend one use of your mythic power, you may select any one of combat maneuver, gaining the same benefits with regard to that combat maneuver as you do with bull rush and reposition maneuvers for a number of rounds equal to one-half your mythic tier (minimum 1 round).

## Dwarf Blooded (Mythic)

Your dwarven blood is strong.

**Prerequisite:** Dwarf Blooded<sup>ARG</sup>.

**Benefit:** Your dwarven blood manifests further in the following ways. First, you gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities. Second, you gain a +4 racial bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

## E

Earth Child Style

Earth Child Topple

Eater of the Dead

Ebbing Flow

Echoes of Stone

Echoing Spell

Eclectic

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 Extra Performance  
 Extra Rage  
 Extra Rage Power  
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 Extra Revelation  
 Extra Rogue Talent  
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 Eyes of Judgment

## Earth Child Binder (Combat, Mythic)

You channel the power of the earth into powerful strikes that bring low the mightiest giants.

**Prerequisites:** Earth Child Binder<sup>UC</sup>.

**Benefit:** While using Earth Child Style, you can use any combat maneuver against a creature with the giant subtype no matter its size. In addition, whenever you hit a creature with the giant subtype with an attack of opportunity you can use your Stunning Fist against it, and this does not count against your normal limit of one Stunning Fist attack per round. If you expend one use of your mythic power when using your Stunning Fist against a creature with the giant subtype, it applies to all unarmed strikes you make against giants until the end of your next turn.

## Earth Child Style (Combat, Mythic, Style)

You are a difficult target for giants to pin down.

**Prerequisites:** Earth Child Style<sup>UC</sup>.

**Benefit:** While using Earth Child Style, you add one-third your mythic tier (minimum +1) to your dodge bonus to AC against creatures with the giant subtype, and you also add this bonus on Reflex saves against exceptional, supernatural, or spell-like abilities used by such creatures. In addition, you can expend one use of your mythic power to enter Earth Child Style as an immediate action even if you are flat-footed, gaining the benefits of uncanny dodge against all creatures with the giant subtype for a number of rounds equal to your mythic tier. During this time, non-mythic giants treat you as if you also had improved uncanny dodge.

## Earth Child Topple (Combat, Mythic)

You can tilt the battlefield and send giants toppling into other creatures like ninepins.

**Prerequisites:** Earth Child Topple<sup>UC</sup>.

**Benefit:** While you successfully trip a creature with the giant subtype, you can cause it to crash into another creature within 10 feet when it falls prone. This deals damage equal to your unarmed strike damage to the second creature and also allows you to attempt a combat maneuver check to bull rush or trip (your choice) that creature as a free action that does not provoke attacks of opportunity, with a bonus equal to the size modifier of the giant you tripped. In addition, whenever you confirm a critical hit against a creature with the giant subtype, you can expend one use of your mythic power to attempt a combat maneuver check to trip that giant as a free action.

## Eater of the Dead (Combat, Mythic)

You hunger for the flesh of the dead.

**Prerequisite:** Eater of the Dead<sup>GCC</sup>.

**Benefit:** Your bonuses on attack and damage rolls against corporeal undead and saving throws are increased to +2. In addition, whenever you fail a save against an effect causing disease, fear, or the nauseated or sickened condition, you can expend one use of your mythic power as a free action to roll



twice and select the better result on the saving throw. If the effect is created by a non-mythic undead creature, you can use this ability as an immediate action without expending mythic power. You are allowed only one reroll per save.

## Ebbing Flow (Ki, Mythic)

You can cause life force to linger on the threshold of death or slip quickly away.

**Prerequisite:** Ebbing Flow<sup>MIM</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, you gain the benefit of a constant *deathwatch* spell with regard to creatures within 5 feet times your mythic tier. When you use *bleed*, *deathwatch*, or *stabilize* as a spell-like ability, you can expend one use of your mythic power to use the mythic version of that effect. If you expend ki to gain enhanced blindsense, you add your mythic tier to your Wisdom modifier to determine its range, and it functions as blindsight with respect to creatures taking bleed damage or who have negative levels, in addition to disabled or dying creatures.

## Echoes of Stone (Mythic)

Your senses are so keen among the rocks and stone, you can hear them speak.

**Prerequisite:** Echoes of Stone<sup>ARG</sup>

**Benefit:** You gain a +6 racial bonus on Perception checks underground, and on Survival checks to avoid becoming lost in caverns and rocky areas. So long as you do not move, you gain tremorsense up to 10 feet. If you spend one use of your mythic power, you can *stone tell*, as the spell, using your level as your caster level.

## Echoing Spell (Metamagic, Mythic)

Your mystic power echoes through your mind, ready for reuse with but a thought.

**Prerequisite:** Echoing Spell<sup>UM</sup>.

**Benefit:** When you cast an echoing spell, you can use the same spell once during that day as a spell-like ability, using your normal caster level, requiring no verbal, somatic, or material components. If the spell requires an expensive focus component, you must have that focus available to use the spell-like ability. Alternatively, you may expend one use of mythic power to cast a spell as an echoing spell (gaining only the normal benefits of an echoing spell, rather than the increased benefits outlined above) without preparing it as echoing in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Eclectic (Mythic)

You have numerous odd talents.

**Prerequisites:** Eclectic<sup>APG</sup>.

**Benefit:** Each time you take a favored class, you may select two favored class bonuses and gain them both. This replaces the normal benefit of the eclectic feat.

## Ecstatic Euphoria (Mythic)

Sexual passion unleashes a surge of power within you.

**Prerequisite:** Ecstatic Euphoria<sup>GCC</sup>.

**Benefit:** After spending one hour obtaining sexual release, you gain a bonus mythic surge, which must be used within a number of hours equal to your mythic tier or it is lost. Using this mythic surge does not expend your mythic power; however, you may expend one use of mythic power when using this surge, allowing you to roll twice and select the better result for your surge.

If you obtain sexual release with an aberration, fey, or outsider that serves your cultic patron, you gain one additional use of mythic power in addition to the bonus mythic surge, both of which must be used within a number of hours equal to your mythic tier or be lost.

## Ectoplasmic Spell (Metamagic, Mythic)

Your spells alter time and space as needed to strike foes.

**Prerequisites:** Ectoplasmic Spell<sup>APG</sup>.

**Benefit:** Your ectoplasmic spells have full effect against incorporeal and ethereal creatures, swarms, and golems (even if the golem has a special ability that normally makes it immune to the spell). It can score critical hits or deliver sneak attack damage against amorphous foes (if it could score critical hits or deliver sneak attack damage against normal foes).

## Eel Strike (Combat, Mythic)

You strike swiftly and retreat with uncanny speed

**Prerequisite:** Eel Strike.

**Benefit:** When using this feat, you can take a single missile or ranged attack at any point during your withdraw action, and you are able to complete your movement even after making that attack (rather than making the attack before you move). This attack is a free action rather than a swift action.

## Efreeti Stance (Combat, Mythic)

Your searing-hot flesh inures you to fire's kiss.

**Prerequisites:** Efreeti Stance<sup>UC</sup>.

**Benefit:** While you are using this style, you increase your fire resistance by an amount equal to your mythic tier. You can expend one use of your mythic power as an immediate action to enter the Efreeti Style and gain this resistance until the end of your next turn, even if you are flat-footed or otherwise denied your Dexterity bonus to AC. If you are already using Efreeti Style, you can expend one use of your mythic tier as an immediate action to gain immunity to fire until the end of your next turn. Non-mythic creatures that fail their save against your Elemental Fist are dazzled for as long as they remain on fire, and the DC 1 minute from hypothermia in addition to being staggered.

You can also expend one use of your Elemental Fist feat as a free action to shroud your body in flames until the beginning of your next turn. Any creature that hits you with a natural weapon, unarmed strike, or melee touch attack during this time takes 1 point of fire damage per hit and must succeed at



a Reflex save or catch on fire (and be dazzled, if a non-mythic creature) for 1d4 rounds. A creature need save only once per round against this effect.

## Efreeti Style (Combat, Mythic, Style)

Your fists are shrouded in fierce flames.

**Prerequisites:** Efreeti Style<sup>UC</sup>.

**Benefit:** You gain an additional number of Elemental Fist attempts per day equal to one-half your mythic tier, and you add one-half your mythic tier to the fire damage you deal with your Elemental Fist attack. In addition, you can expend one use of your mythic power when making an Elemental Fist attack in order to bypass the fire resistance or fire immunity of creatures you strike with your Elemental Fist or with feats in the Efreeti Style group for a number of rounds equal to your mythic tier. If attacking an object (other than an artifact or legendary weapon), you can bypass a number of points of hardness equal to your mythic tier. This does not allow you to bypass their resistance or immunity with other forms of fire.

In addition, you can expend one use of your mythic power to extend your reach by 5 feet for the purpose of an unarmed strike.

## Efreeti Touch (Combat, Mythic)

You unleash the scorching breath of heart of fire.

**Prerequisites:** Efreeti Touch<sup>UC</sup>.

**Benefit:** You add your mythic tier to the damage dealt by your Efreeti Touch, and the area of fire is also filled with

noxious smoke until the beginning of your next turn. This smoke blocks vision as *fog cloud*, and any air-breathing creature in the cone or entering it before it dissipates must succeed at a Fortitude save at the same DC or be nauseated for 1 round. You can see and breathe normally within the smoke created by your Efreeti Touch.

## Eldritch Claws (Combat, Mythic)

Your natural weapons tear through your enemies with ease.

**Prerequisite:** Eldritch Claws<sup>APG</sup>.

**Benefit:** Your natural weapons bypass an amount of damage reduction equal to your mythic rank or tier. This applies to all types of damage reduction, including DR/- and DR/epic. In addition you may expend one use of your mythic power as a swift action to select any one type of damage reduction; your natural weapons bypass damage reduction (of any amount) of that type for 1 minute. You may use this ability multiple times, expending one use of mythic power and selecting a different form of damage reduction each time.

## Eldritch Eye (Mythic)

Your study into the ancient teachings of the mightiest archwizards allows you greater perception of magical secrets.

**Prerequisite:** Eldritch Eye<sup>ISWG</sup>.

**Benefit:** You can use your eldritch third eye for a number of minutes per day equal to your mythic tier. This duration need not be continuous, but must be used in 1-minute increments. Additionally, while your third eye is open, you add your mythic tier on Perception checks to detect invisible creatures.

## Elemental Boost (Mythic)

Your elemental and energetic power erupts with a mighty surge.

**Prerequisite:** Elemental Boost<sup>CAF</sup>.

**Benefit:** The effects of this feat apply to spell-like abilities and effects created by magic items that you wield or activate as well as spells and supernatural abilities. In addition, you can choose a number of additional energy descriptors from those listed equal to one-half your mythic tier (minimum 1); the effects of this feat apply to all of your chosen energy types. When you roll damage for an effect you create (including with a magic item) using your chosen energy type, you may expend one use of mythic power as a free action to reroll damage.

## Elemental Jaunt (Mythic)

You can return to your ancestral home, protecting those you bring with you.

**Prerequisite:** Elemental Jaunt<sup>ARG</sup>.

**Benefit:** You can share the *planar adaptation* you receive when you *plane shift* as if it were *mass planar adaptation*, using your level as your caster level.

## Elemental Spell (Metamagic, Mythic)

You can weave two elements together.

**Prerequisites:** Elemental Spell<sup>APG</sup>.





# Chapter 3: Mythic Feats

**Benefit:** For each damage type you have selected Elemental Spell for, you may choose to have half of a spell's damage change to that damage type, or all the damage change to that type, or have the spell deal half damage, and the damage adds the elemental type to its existing elemental type. Creatures struck by such dual-type damage only apply resistance or immunity if they have resistance or immunity to both damage types, but are vulnerable if they are vulnerable to either damage type.

For example, the mythic wizard Brandon the Green casts a mythic Elemental *fireball*, and chooses to have it deal half damage and add cold to its damage type. He rolls 10d6 and gets 36, which he halves to 18. The *fireball* deals 18 points of cold-fire damage. A creature must have resistance to cold and fire to apply any resistance to that damage, while a creature vulnerable to either cold or fire takes 50% more damage.

## Elusive Redirection (Mythic)

You redirect attacks with precision and power.

**Prerequisite:** Elusive Redirection<sup>UC</sup>.

**Benefit:** You can use this feat as a free action whenever you use your elusive target class feature. If you expend one use of mythic power as a free action when redirecting an attack, using this feat does not require expenditure of a point from your ki pool and the attack and damage rolls for the attack you redirect gain a bonus equal to one-half your mythic tier (minimum +1).

## Elven Battle Training (Combat, Mythic)

The traditional weapons of the elves are ever your faithful friends in battle.

**Prerequisite:** Elven Battle Training<sup>ARG</sup>.

**Benefit:** Your bonus to CMD against disarm and sunder maneuvers increases to +4, and this bonus also applies to your CMD against steal combat maneuvers against any of the listed weapons you are wearing or carrying, and to any saving throws that those weapons must make against attacks or effects that specifically affect them. You may also choose one of the listed weapons in which you are proficient; you gain a +2 circumstance bonus to your AC against attacks made with that weapon. If you expend one use of mythic power, this circumstance bonus to AC applies to attacks made with all of the listed weapons for a number of rounds equal to tier.

## Elven Spirit (Mythic)

The spirit of your elven ancestry lies deep within you, body and soul.

**Prerequisite:** Elven Spirit<sup>ARG</sup>.

**Benefit:** You gain two elven racial traits. These traits may include elven magic and/or traits which can be exchanged for elven magic. Alternatively, you may select a single trait which normally can be exchanged for elven magic and another trait, such as lightbringer (normally exchanged for elven immunities and elven magic) or spirit of the waters (elven magic and weapon familiarity).

## Empower Spell (Metamagic, Mythic)

You can increase the effect of a spell by +75%.

**Prerequisites:** Empower Spell<sup>CRB</sup>, 5th mythic tier.

**Benefit:** When you cast a spell augmented with Empower Spell, all variable, numeric effects of the spell are increased by +75%, including bonuses to those dice rolls.

Alternatively, you may expend a use of mythic power to cast a spell as an empowered spell (gaining only the normal benefits of an empowered spell, rather than the increased benefits outlined above) without preparing it as empowered in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls.

## Endow Ki (Ki, Mythic)

Your ki can be shared with others.

**Prerequisite:** Endow Ki<sup>WK</sup>.

**Benefit:** You need spend only 1 point from your ki pool to use this feat as a full-round action, though you can expend 2 points from your ki pool to use it as a swift action. You add your mythic tier to the number of minutes your ally retains the ki feat you grant, and if you expend one use of your mythic power, your ally gains temporary use of any two ki feats you know, which may include ki feat along with its mythic version.

## Enflaming Fire (Combat, Mythic, Teamwork)

Your allies' diversions grant you the perfect opportunity to strike the enemy's weakest point.

**Prerequisite:** Enflaming Fire<sup>UC</sup>.

**Benefit:** Add one-half your mythic tier to the bonus on ranged attacks granted by Enflaming Fire. When you confirm a critical hit, you may expend one use of mythic power to deal additional damage equal to your mythic tier, plus the mythic tier of each ally who has Enflaming Fire that is flanking the target. This damage is not multiplied on a critical hit.

## Enforcer (Combat, Mythic)

Foes flee from your mythic presence.

**Prerequisite:** Enforcer<sup>APG</sup>.

**Benefit:** If the target of your attack is a non-mythic creature, it is frightened for 1 round and then shaken as normal for this feat if your Intimidate check succeeds. If you confirm a critical hit and succeed on your Intimidate check, the target is frightened for an additional number of rounds equal to one-half your mythic tier (minimum 1) before being shaken for a number of rounds equal to the damage dealt; a non-mythic creature is panicked for 1 round, then frightened and shaken as above. You cannot frighten or panic a creature whose CR or mythic rank or tier exceeds yours.

## Enhanced Ki Throw (Combat, Mythic)

The force of your ki throws crushes and disorients your opponents.



**Prerequisite:** Enhanced Ki Throw<sup>DEP</sup>.

**Benefit:** When using Enhanced Ki Throw, you need not expend a ki point to deal damage to the target of your Ki Throw. If you have the Improved Ki Throw feat and use it to throw your target into another creature, however, you may expend one point from your ki pool to deal your unarmed strike damage to the target of your bull rush maneuver. If you hurl a larger creature into the space of two or more creatures, you must expend two points from your ki pool to deal damage to all targets of your bull rush maneuver.

In addition, if you expend one use of mythic power as a free action after successfully using your Ki Throw feat, the target must succeed on a Fortitude save (DC 10 + your level in the class that grants your ki pool + your mythic tier) or be dazed for 1 round.

## Enlarge Spell (Metamagic, Mythic)

You can triple the range of a spell.

**Prerequisites:** Enlarge Spell<sup>CRB</sup>.

**Benefit:** When you cast a spell with a range of close, medium, or long augmented with Enlarge Spell, its range is increased by +200%. An enlarged spell with a range of close now has a range of 75 ft. + 15 ft./2 levels, while medium-range spells have a range of 300 ft. + 30 ft./level and long-range spells have a range of 1,200 ft. + 120 ft./level.

Alternatively, you may expend a use of mythic power to cast a spell as an enlarged spell (gaining only the normal benefits of an enlarged spell, rather than the increased benefits outlined above) without preparing it as enlarged in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** An enlarged spell with a range of close has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level.

## Ensemble (Mythic, Teamwork)

You can draw other performers into a seamless symphony of sound.

**Prerequisite:** Ensemble<sup>UM</sup>.

**Benefit:** Any creature within 20 feet with 5 or more ranks in any Perform skill or 1 level in the bard class is treated as if it had this feat for the purpose of being able to participate in your performance. Any number of allies within 20 feet can participate in the ensemble, though no more than 7 creatures can aid any one performer. Eligible creatures in the area beyond this number can aid a different performer; having multiple performances overlapping does not diminish their effects.

## Escape Route (Mythic, Teamwork)

You and your allies dive and weave through each other's swings, aiding each other's attacks.

**Prerequisite:** Escape Route<sup>UC</sup>.

**Benefit:** When you move through the spaces or threatened areas of allies with this feat, you gain a +1 dodge bonus to AC for every square of an allied creature's space or threatened

areas through which you pass, up to a maximum dodge bonus equal to your mythic rank or tier. This bonus lasts until the beginning of your next turn. You may forfeit this bonus in order to gain an equal bonus on an Acrobatics check or over-run combat maneuver you make during your movement. You increase the bonus granted by this feat by 1 for each ally that has the Mythic Escape Route feat.

## Evade Charge (Ki, Mythic)

You nimbly sidestep your enemy's clumsy onslaught.

**Prerequisite:** Evade Charge<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, you increase the dodge bonus to AC you gain to +6 against attackers using the charge action. You can use this feat's secondary effect as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool. If an attacker uses pounce or a similar ability that allows it to make multiple attacks as part of a charge, you can use this feat every time your attacker misses with an attack during its charge.

## Evolved Familiar (Mythic)

Your familiar can gain an array of powers.

**Prerequisite:** Evolved Familiar<sup>UM</sup>.

**Benefit:** Each time you take the Evolved Familiar feat, your familiar can select an evolution from the list of 2-point evolutions, or can select two evolutions from the list of 1-point evolutions.

**Special:** Unlike the non-mythic Evolved Familiar feat, you cannot take this feat more than once; however, its effects each time you take Evolved Familiar as a feat.

## Exhausting Critical (Combat, Critical, Mythic)

You can exhaust foes at will.

**Prerequisites:** Exhausting Critical<sup>CRB</sup>, 3rd mythic tier.

**Benefit:** Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Exhausting Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

## Exile's Path (Mythic)

Your bifurcated mind is difficult for others to penetrate.

**Prerequisite:** Exile's Path<sup>ARG</sup>.

**Benefit:** You think simultaneously in Common and Elven, so attempts to read your mind automatically fail unless the creature reading your mind is able to understand both Common and Elven. You can use this feat to reroll any Will save, not only against enchantment effects, and you can use this feat more than once per day by expending one use of mythic power for each use after the first.

## Exotic Weapon Proficiency (Mythic)

Your prowess with a specific exotic weapon is beyond compare.



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**Prerequisites:** Exotic Weapon Proficiency<sup>CRB</sup>.

**Benefit:** Select one exotic weapon you are proficient with. When making additional attacks as a result of a high base attack bonus, each attack after the first has its attack bonus reduced by 4, rather than by 5. This does not change the number of additional attacks you gain, only the attack bonus used by each additional attack.

For example, Jacinth is a 14th level fighter proficient with the spiked chain who has taken Mythic Exotic Weapon Proficiency with that weapon. Normally he would receive three attacks as a result of his base attack bonus, at +14/+9/+4. However as a result of this feat, his three attacks are instead at +14/+10/+6.

## Expanded Arcana (Mythic)

You have learned magic normally forbidden to you.

**Prerequisites:** Expanded Arcana<sup>APG</sup>.

**Benefit:** Add one spell from any class's spell list to your list of spells known. This is in addition to the number of spells normally gained at each new level in your class. This spells must be at least one level lower than the highest level spell you can cast in that class. Once made, this choice cannot be changed.

## Expanded Fiendish Resistance (Mythic)

Your fiendish blood provides you with more powerful resistances.

**Prerequisite:** Expanded Fiendish Resistance<sup>ARG</sup>.

**Benefit:** Pick one of the following energy types that you do not already have resistance to: acid, cold, electricity, or fire. You gain resistance 10 to that energy type. Then pick one resistance you already have and increase it to 10. You can spend one use of mythic power and choose one resistance you have. That resistance becomes immunity for a number of rounds equal to your mythic tier.

**Special:** You can take this feat multiple times. Each time you do, pick another energy type you do not have resistance to. You gain resistance 10 to that energy type. Then take one resistance you do have, and increase it to 10.

## Expanded Resistance (Mythic)

You are resistant to many forms of magic.

**Prerequisite:** Expanded Resistance<sup>ARG</sup>.

**Benefit:** Each time you select the Expanded Resistance feat, you may select two schools of magic to which you gain resistance, and the racial bonus on saving throws against all schools is increased to +3. If you expend a mythic surge on a saving throw against a spell from one of the schools to which you have resistance, you may roll your surge die twice and select the better result.

## Expert Driver (Mythic)

You manipulate your vehicle of choice with great finesse, leaving more of your time and energy free for other activities.

**Prerequisite:** Expert Driver<sup>UC</sup>.

**Benefit:** You do not need to make drive checks when not in combat. When in combat, your DC for drive checks is reduced to 10. You can make a keep it going action as a swift action instead of a standard action. You may expend one use of mythic power to make a DC 10 driving check (DC 20 in combat) to rig the controls to automatically accelerate, decelerate, turn or keep it going for a number of turns equal to your mythic tier. Another driver who accesses the vehicle's driving mechanism may unrig the controls with a DC 10 driving check as a move action, at which point the vehicle becomes uncontrolled.

## Exploit Lore (Mythic)

Your keen study of your enemies allows you to wreak havoc upon them.

**Prerequisite:** Exploit Lore<sup>UM</sup>.

**Benefit:** When you use this ability to identify the strengths and weaknesses of a creature, you gain the benefits of this feat against all creatures of that same kind within 30 feet. This does not apply to all creatures of the same type or subtype, but only creatures of the same specific kind (e.g., frost giants, not all giants or all humanoids). In addition, you can use this feat an additional number of times per day equal to one-half your mythic tier (minimum 1).

## Extend Spell (Metamagic, Mythic)

You can triple the duration of a spell.

**Prerequisites:** Extend Spell<sup>CRB</sup>.

**Benefit:** When you cast a spell augmented with Extend Spell, it lasts three times as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Alternatively, you may expend a use of mythic power to cast a spell as an extended spell (gaining only the normal benefits of an extended spell, rather than the increased benefits outlined above) without preparing it as extended in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** An extended spell lasts twice as long as normal.

## Extended Bane (Mythic)

Your wrath is endless against your hated foes

**Prerequisite:** Extended Bane<sup>UM</sup>.

**Benefit:** You add your Wisdom bonus and your mythic tier to the number of rounds per day that you can use your bane ability. In addition, when you confirm a critical hit against a creature whose type matches your bane, you gain an additional number of rounds of bane equal to your weapon's critical multiplier.

## Extra Arcana (Mythic)

Your expertise in the magical maneuvers of the magus is unparalleled.

**Prerequisite:** Extra Arcana<sup>UM</sup>.



**Benefit:** You gain an additional magus arcana. In addition, if any of your magus arcana are normally usable only a limited number of times per day, you gain an additional number of daily uses of any of these equal to one-half your mythic tier (minimum 1). This pool of additional daily uses can be applied to a single arcana or can be spread among several different arcana with a daily usable limitation. In order to activate one of these additional daily uses, you must expend one use of your mythic power and one point from your arcana pool.

## Extra Arcane Pool (Mythic)

You have a boundless well of magical energy within you for empowering your magical magus tricks.

**Prerequisite:** Extra Arcane Pool<sup>UM</sup>.

**Benefit:** Your arcane pool increases by 3. Additionally, if your arcane pool is empty you can expend two uses of your mythic power to regain one point in your arcane pool.

**Special:** Unlike Extra Arcane Pool, you cannot take the mythic version of this feat more than once.

## Extra Bane (mythic)

You can convert your mythic power into an extension of your bane ability.

**Prerequisite:** Extra Bane<sup>UC</sup>.

**Benefit:** When you activate your bane ability, you may expend one use of mythic power to extend the duration of that bane by a number of rounds equal to one-half your mythic tier (minimum 1). These additional rounds do not count against your daily maximum of bane rounds, but they end immediately if you reactivate your bane ability against a different creature type.

## Extra Bombs (Mythic)

You rarely run out of bombs.

**Prerequisites:** Extra Bombs<sup>APG</sup>.

**Benefit:** You can expend one use of mythic power to restore a number of bombs you can throw by a number equal to your mythic tier. You may never have more than your maximum bombs per day.

## Extra Cantrips or Orisons (Mythic)

You have mastered a miscellany of minor magic.

**Prerequisite:** Extra Cantrips or Orisons<sup>UM</sup>.

**Benefit:** At each mythic tier, you may add a new cantrip or orison to your list of spells known, or you may add the mythic version of a 0-level spell which you know to your list of spells known.



## Extra Channel (Mythic)

Your mythic power gives you additional uses of channel energy each day.

**Prerequisites:** Extra Channel<sup>CRB</sup>.

**Benefit:** You can channel energy an additional two times per day. Additionally, if you have no uses of channel energy remaining, you may expend two uses of mythic power to use your channel energy ability.

## Extra Discovery (Mythic)

You have discovered something well outside your field.

**Prerequisites:** Extra Discovery<sup>APG</sup>.

**Benefit:** You gain a magus arcana, rage power, or rogue talent. You must meet the new ability's prerequisites, treating your levels in the class you have with the discovery class feature as your magus, barbarian, or rogue level (as appropriate). If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your sneak attack when you have no sneak attack) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.



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The exception to this rule is a rage power. You may use a rage power when affected by your mutagen.

## Extra Elemental Assault (Mythic)

You can use your mythic power to fuel your elemental assaults.

**Prerequisite:** Extra Elemental Assault<sup>ARG</sup>.

**Benefit:** Add one-half your mythic tier (minimum 1) to the additional rounds per day granted by Extra Elemental Assault. You may expend one use of mythic power as a move action before attacking with an elemental assault. If you succeed on the attack, add your mythic tier to the elemental damage dealt by the elemental assault.

## Extra Evolution (Mythic)

Your eidolon is more advanced than others.

**Prerequisite:** Extra Evolution<sup>UM</sup>.

**Benefit:** Your eidolon gains 1 additional evolution point. In addition, each time you summon your eidolon you can grant it a number of additional evolution points equal to one-half your mythic tier (minimum 1) by expending an equal number of uses of your mythic power.

## Extra Grit (Grit, Mythic)

You have even more grit than the average gunslinger.

**Prerequisite:** Extra Grit<sup>UC</sup>.

**Benefit:** The extra grit you gain each day and your maximum grit increase by 2. Additionally, whenever you would regain a grit point, you can expend one use of your mythic power to regain 2 points instead.

## Extra Hex (Mythic)

You have discovered something well outside your field.

**Prerequisites:** Extra Hex<sup>APG</sup>.

**Benefit:** You gain a magus arcana, oracle revelation, or rogue talent. You must meet the new ability's prerequisites, treating your levels in the class you have with the discovery class feature as your magus, oracle, or rogue level (as appropriate). If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your sneak attack when you have no sneak attack) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.

## Extra Ki (Ki, Mythic)

Your mythic power gives you additional points in your ki pool.

**Prerequisites:** Extra Ki<sup>CRB</sup>.

**Benefit:** Your ki pool increases by 3. Additionally, if your ki pool is empty, as a swift action you may expend two uses of mythic power to regain one ki point.

**Special:** Unlike Extra Ki, you cannot take Mythic Extra Ki more than once.

## Extra Lay On Hands (Mythic)

Your mythic power gives you additional uses of lay on hands each day.

**Prerequisites:** Extra Lay On Hands<sup>CRB</sup>.

**Benefit:** You can lay on hands an additional three times per day. Additionally if you have no uses of lay on hands remaining, you may expend two uses of mythic power to use your lay on hands ability.

**Special:** Unlike Extra Lay On Hands, you cannot take Mythic Extra Lay On Hands more than once.

## Extra Mercy (Mythic)

Your mythic power gives you an additional mercy you can select each day.

**Prerequisites:** Extra Mercy<sup>CRB</sup>.

**Benefit:** Each day when you regain uses of your daily abilities, you may select one additional mercy you meet the prerequisites for. As a swift action, you may expend two uses of mythic power to change this mercy for a different mercy you meet the prerequisites for, which you retain until you regain your daily abilities or change it again.

**Special:** Unlike Extra Mercy, you cannot take Mythic Extra Mercy more than once.

## Extra Performance (Mythic)

Your mythic power gives you additional rounds of bardic performance each day.

**Prerequisites:** Extra Performance<sup>CRB</sup>.

**Benefit:** You can use your bardic performance for 8 additional rounds per day. Additionally, as a swift action you can expend one use of mythic power to regain 2 rounds of bardic performance (not to exceed your maximum rounds of bardic performance for the day).

**Special:** Unlike Extra Performance, you cannot take Mythic Extra Performance more than once.

## Extra Rage (Mythic)

Your mythic power gives you additional rounds of rage each day.

**Prerequisites:** Extra Rage<sup>CRB</sup>.

**Benefit:** You can use your rage for 8 additional rounds per day. Additionally, as a swift action you can expend one use of mythic power to regain 2 rounds of rage (not to exceed your maximum rounds of rage for the day).

**Special:** Unlike Extra Rage, you cannot take Mythic Extra Rage more than once.

## Extra Rage Power (Mythic)

You have discovered something well outside your field.

**Prerequisites:** Extra Rage Power<sup>APG</sup>.

**Benefit:** You gain an alchemist discovery, magus arcana, or rogue talent. You must meet the new ability's prerequisites, treating your levels in the class you have with the discovery class feature as your alchemist, magus, or rogue level (as appropriate).



priate). If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your sneak attack when you have no sneak attack) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.

## Extra Ranger Trap (Mythic)

You mass produce traps with skill and ease.

**Prerequisites:** Extra Ranger Trap<sup>UM</sup>.

**Benefit:** You may use your trap ability an additional number of times per day equal to your mythic tier.

## Extra Revelation (Mythic)

You have discovered something well outside your field.

**Prerequisites:** Extra Revelation<sup>APG</sup>.

**Benefit:** You gain an alchemist discovery, magus arcana, or witch hex. You must meet the new ability's prerequisites, treating your levels in the class you have with the discovery class feature as your alchemist, magus, or witch level (as appropriate). If you select an ability that modifies abilities you do not have (such as choosing a discovery that modifies your bombs when you have no bomb ability) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.

## Extra Rogue Talent (Mythic)

You have discovered something well outside your field.

**Prerequisites:** Extra Rogue Talent<sup>APG</sup>.

**Benefit:** You gain an alchemist discovery, magus arcana, or witch hex. You must meet the new ability's prerequisites, treating your levels in the class you have with the discovery class feature as your alchemist, magus, or witch level (as appropriate). If you select an ability that modifies abilities you do not have (such as choosing a discovery that modifies your bombs when you have no bomb ability) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.

## Extra Summons (Mythic)

You are a prolific summoner.

**Prerequisite:** Extra Summons<sup>UM</sup>.

**Benefit:** You may use your *summon monster* spell-like ability one additional time per day. In addition, if you have exhausted your daily uses of your *summon monster* spell-like ability, you can activate the ability again by expending one use of your mythic power; you may do this a maximum number of times per day equal to one-half your mythic tier.

## Eyes of Judgment (Mythic)

Your perception of the hearts of others is unerring.

**Prerequisite:** Eyes of Judgment<sup>UM</sup>.

**Benefit:** When using your detect alignment class feature, you can study a number of creatures within 60 feet equal to your mythic tier simultaneously, learning all of their alignments after 3 rounds of concentration. Alternatively, you can study a single creature within 60 feet as a full-round action to learn its alignment. If the creature's alignment is obscured by a non-mythic effect, you add your mythic tier on any caster level check made to overcome that protection. If the protective effect does not normally allow such a check, you can expend one use of your mythic power to attempt to overcome that effect with a caster level check (adding your mythic tier as a bonus to your check) against a DC of 15 plus the caster level of the effect.

## F

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Forge Ring

Fortified Armor Training

Fortunate Son

Fortune Teller

Free Spirit

Fuel Ki

Funerary Servant

Furious Finish

## Falcata Duelist (Combat, Mythic)

Your training in the elite dueling academies of a waning empire makes you a master of the style.

**Prerequisite:** Falcata Duelist<sup>ISWG</sup>.

**Benefit:** When wielding a falcata and buckler, your shield bonus to AC increases by +2, and creatures attempting a feint or disarm or sunder combat maneuver against you take a penalty equal to your shield bonus (not including any enhancement bonus). If you successfully use Acrobatics to move through a creature's space or threatened area without provoking an attack of opportunity, you can expend an attack of opportunity at any point during your movement to make a Bluff check to feint or a combat maneuver check to disarm that creature; making a disarm check does not provoke an attack of opportunity.

## Falling Water Gambit (Combat, Mythic)

You meld the falls and shroud styles in a deadly dance.

**Prerequisite:** Falling Water Gambit<sup>ISC</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) on to your bonus on attack rolls when making attacks of opportunity during a duel and on attack rolls to confirm a critical hit against a creature denied its Dexterity bonus by your successful feint, and if the critical hit is confirmed your critical multiplier is increased by 1.

## False Casting (Mythic)

You are a master charlatan, melding deceptive stage magic with actual casting.

**Prerequisite:** False Casting<sup>ISM</sup>.

**Benefit:** You add your mythic tier to the DC of Spellcraft checks made to identify your spells or to determine when you are actually using a magic item or spell-like ability. If a creature fails a Spellcraft check to discern what you are doing, you may make a Bluff check as a free action, opposed by the result of the target's Spellcraft check. If your Bluff check succeeds, you choose the spell the target believes it saw you cast. This need not be a spell you are actually able to cast. Convincing a creature that you cast a spell with an obvious visual or sensory effects that is different from the spell you actually cast (or magic item or spell-like ability you used) results in a -5 or -10 penalty on your Bluff check, or may make it impossible at the GM's discretion.

If the creature failing its Spellcraft check is a non-mythic creature, you may substitute an Intimidate check to demoralize that creature in place of a Bluff check to deceive them about the nature of the spell.

## False Focus (Mythic)

Your holy symbol is a powerful talisman for your arcane magic.

**Prerequisite:** False Focus<sup>ISM</sup>.

**Benefit:** The value of your fake divine focus can be up to 100 gp times your mythic tier, and it can substitute for any material component for arcane spells whose value is equal to or less than the value of your false focus. In addition, you may select a number of arcane spells equal to your mythic tier that you know and can cast and which also appear on the class spell list of a divine spellcasting class (including domain spells, if you worship a deity). You can expend mythic power to cast these spells as mythic spells. Each time you gain a mythic tier, you can select one additional such spell.

## False Opening (Combat, Mythic)

You lure enemies into incautious advances when you make ranged attacks.

**Prerequisites:** False Opening<sup>UC</sup>.

**Benefit:** When you use this feat to provoke an attack of opportunity, you increase the the dodge bonus to Armor Class against that attack of opportunity that this feat provides by an amount equal to one-half your mythic tier (minimum 1). In addition, an opponent that makes such an attack and misses is denied its Dexterity bonus to AC against you until the end of your next turn, rather than the end of your current turn.

## Familiar Range Extension (Mythic)

Your familiar's mind is never far from yours, wherever it may roam.

**Prerequisite:** Familiar Range Extension<sup>CAF</sup>.

**Benefit:** Your empathic communication with your familiar has unlimited range, as long as you are on the same plane.

## Familiar Spell (Metamagic, Mythic)

You can store mythic spells in your familiar.

**Prerequisite:** Familiar Range Extension<sup>CAF</sup>.

**Benefit:** Your familiar can store a number of spell levels



equal to your caster level plus your mythic tier, and all familiar spells you prepare are treated as if they had been prepared with Eschew Materials. You can expend one use of mythic power when preparing a familiar spell in order to ignore a spell's verbal component. Your familiar can now cast that spell even if it is unable to speak.

In addition, you can prepare a familiar spell as a mythic spell if you know the mythic version of the spell. You must imbue the required amount of mythic power to cast that mythic spell at the time the spell is prepared. That mythic power counts against your daily uses of mythic power and you may not regain those uses of mythic power until the mythic spell is cast by your familiar.

## Fast Drinker (Mythic)

Every event is a good time to take a drink.

**Prerequisites:** Fast Drinker<sup>APG</sup>.

**Benefit:** You may drink an alcoholic drink to regain ki as an immediate action, or in place of an attack of opportunity provoked by a creature with a CR or HD no lower than your level -2.

## Fast Healer (Mythic)

Your body heals itself at a rapid rate.

**Prerequisites:** Fast Healer<sup>APG</sup>.

**Benefit:** The bonus hit points you gain from the Fast Healer feat are equal to your Constitution modifier. In addition, you may spend a use of mythic power as a swift action to gain fast healing equal to your Constitution modifier for a number of rounds equal to your mythic tier.

## Fast Learner (Mythic)

You study a variety of racial traditions to broaden your skill set.

**Prerequisite:** Fast Learner<sup>ARG</sup>.

**Benefit:** When you gain a level in a favored class, you gain +1 hit point, +1 skill point, and the alternate class reward for your favored class.

## Fast Swimmer (Mythic)

You have incredible speed in the water.

**Prerequisite:** Fast Swimmer.

**Benefit:** Your swim speed increases by 20 feet. This stacks with the increase gained from the non-mythic Fast Swimmer feat. In addition, if you expend one use of your mythic power as a swift action, your swim speed is doubled when using the charge, withdraw, or run action for a number of rounds equal to your mythic rank or tier. Apply this doubling before applying the normal multiplier to your speed. This is an exception to the normal rule for stacking multipliers.

## Fatal Finesse (Combat, Ki, Mythic)

Your subtle grace and swift hands bring death to your ene-

mies who thought themselves stronger than you.

**Prerequisite:** Mythic Weapon Finesse, ki pool, sneak attack +1d6.

**Benefit:** As long as you have at least 1 point in your ki pool and one use of mythic power remaining, you may add your Charisma modifier or your Dexterity modifier to damage (instead of your Strength modifier) with melee weapons or thrown weapons, as long as the weapon can be used with Weapon Finesse in melee. You can also use this feat with shuriken.





# Chapter 3: Mythic Feats

When you confirm a critical hit or deal sneak attack damage with an attack you can expend one use of mythic power or 1 point from your ki pool to reroll all damage dice from your attack. If you threaten a critical hit while making a sneak attack, you can also expend one use of mythic power or one point from your ki pool in order to reroll your attack roll to confirm the critical hit. If the target has an effect that grants it a percentage chance to ignore critical hits or sneak attack damage, this also allows you to reroll this chance.

## Fate Link (Ki, Mythic)

You knit auras together to conjoin fates.

**Prerequisite:** Fate Link<sup>MIM</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) to the save DC for a creature to resist the Fate Link. Willing participants in a Fate Link can absorb a harmful condition from another linked creature as a free action, and mythic creatures can expend uses of mythic power interchangeably with points from a ki pool, allowing mythic creatures without a ki pool to absorb harmful conditions from another linked creature. If you expend one use of mythic power when establishing the Fate Link, it functions as *mythic shield other*.

## Favored Defense (Combat, Mythic)

Your expertise at fighting your favored foes keeps your allies from harm.

**Prerequisite:** Favored Defense<sup>APG</sup>.

**Benefit:** All allies adjacent to you gain a competence bonus to AC equal to 1 less than the dodge bonus to AC you gain from your Favored Defense feat (or feats, if you have selected the feat more than once). If you spend one use of your mythic power, all adjacent allies gain a competence bonus equal to your dodge bonus—and all allies within 30 feet gain a competence bonus 1 less than your dodge bonus—for a number of rounds equal to your mythic tier.

## Favored Judgment (Mythic)

Your judgment is severe against the subjects of your wrath.

**Prerequisite:** Favored Judgment<sup>UM</sup>.

**Benefit:** You add your mythic tier to your inquisitor level to determine the effect of your judgments against creatures of your chosen creature type. This does not increase the number of judgments you can use per day.

## Fearless Aura (Mythic)

Your allies adopt your fearlessness in the face of peril.

**Prerequisite:** Fearless Aura<sup>UM</sup>.

**Benefit:** Your aura of courage expands to a 30-foot-radius emanation, and you and your allies gain immunity to all harmful non-mythic emotion effects whose spell level is lower than your tier. If you use your lay on hands ability to heal an ally, in place of a mercy you can grant that ally an *aura of courage* for a number of rounds equal to your Charisma modifier plus your mythic tier.

## Fearless Curiosity (Mythic)

Your courage leads you into and through dire situations.

**Prerequisite:** Fearless Curiosity<sup>ARG</sup>.

**Benefit:** You increase your save bonus against emotion effects by 1. In addition, when rolling a new save to reduce an existing fear effect, you can roll twice and select the better result if the effect is a non-mythic fear effect. If the fear effect did not allow a saving throw or has an effect even on a successful save, you can still reduce the severity of the fear effect with a successful Will save against the standard default DC for an ability used by the creature that created the fear. When creature you threaten makes an Intimidate check or uses a fear effect, it provokes an attack of opportunity from you, regardless of the type of ability or actions such as casting defensively. Fear auras, frightful presence, and similar constant fear effects (GM's discretion) do not provoke attacks of opportunity from you.

## Feint Partner (Mythic, Teamwork)

A little diversion goes a long way.

**Prerequisites:** Feint Partner<sup>UC</sup>.

**Benefit:** Enemies made flat-footed by Feint Partner remain flat-footed against you until the end of your next turn. During this time, you can make a feint against that creature as a swift action.

## Feline Grace (Mythic)

You nimbly slip aside from dangerous advances.

**Prerequisite:** Feline Grace<sup>ARG</sup>.

**Benefit:** Your CMD bonus against bull rush, grapple, overrun, reposition, and trip combat maneuvers increases to +4, and you can spend a use of mythic power as an immediate action to force an attacker to reroll their combat maneuver check when attempting one of these maneuvers against you; they must use the result of the second roll.

## Felling Escape (Combat, Mythic)

When others try to hold you, a quick counter puts them on the ground.

**Prerequisite:** Felling Escape<sup>UC</sup>.

**Benefit:** You add your mythic tier on combat maneuver checks made to escape an opponent's grapple. If your check fails, you can spend one use of your mythic power to reroll the check, though this roll is made without the bonus. If your check succeeds, you can make a combat maneuver check to trip that opponent as a free action. If you spend a swift action instead, you add your mythic rank or tier on the check.

## Felling Smash (Combat, Mythic)

You can channel the force of your Felling Smash into knocking your opponent's legs away.

**Prerequisite:** Felling Smash<sup>UC</sup>.

**Benefit:** You may use Felling Smash as a free action. If you use it as a swift action, you ignore the penalty on your combat



maneuver bonus from using the Power Attack feat. If you already have the ability to ignore that penalty, such as with the Furious Focus feat, you may instead gain a bonus on your combat maneuver check to trip your opponent by forfeiting some or all of your bonus damage from Power Attack. You gain a +1 bonus for every 2 points of your Power Attack damage bonus you forfeit, and you must decide how much to forfeit before rolling damage for your attack.

## Felling Strike (Ki, Mythic)

Your strength allows you to bring your opponents to the ground.

**Prerequisite:** Felling Strike<sup>WK</sup>.

**Benefit:** You need spend only 1 point from your ki pool to use this feat to attempt a trip combat maneuver after a successful melee attack. If you confirm a critical hit, you must still expend 1 point from your ki pool but can perform the trip maneuver as a free action, rolling the combat maneuver check twice and selecting the better result. Spending 1 point from your ki pool to add your Wisdom modifier on trip checks is always a free action.

## Feral Combat Training (Combat, Mythic)

Your ascetic discipline allows you to fight with martial precision even with beast weapons.

**Prerequisite:** Feral Combat Training<sup>UC</sup>.

**Benefit:** You can apply the effects of feats that have Improved Unarmed Strike as a prerequisite, as well as other effects that augment an unarmed strike, to any of your natural attacks. In addition, if you are a monk and use your natural weapon(s) to perform a flurry of blows, you add one-half your mythic tier to your monk level to determine the number of additional attacks you may perform.

## Ferocious Action (Mythic)

As long as you can keep damaging your foes you can claw your way back even from the brink of death.

**Prerequisite:** Ferocious Action<sup>ARG</sup>.

**Benefit:** As long as you have 0 hit points or fewer, every time you deal damage with a melee attack you may roll to stabilize. Once you have stabilized, you gain a number of hit points equal to one-half your mythic tier (minimum 1) every time you deal damage with a melee attack until you reach 1 hit point.

## Ferocious Resolve (Mythic)

When you go down, you go down fighting to the last.

**Prerequisite:** Ferocious Resolve<sup>ARG</sup>.

**Benefit:** You add your mythic tier to the number of negative hit points you can endure before dying. When fighting on at negative hit points, you can expend one use of mythic power to negate the staggered condition for as long as you remain at negative hit points. You add one-half your mythic tier (minimum 1) on the bonus this feat grants on Intimidate checks.

## Ferocious Summons (Mythic)

Your summoned creatures are vicious and bloodthirsty.

**Prerequisite:** Ferocious Summons<sup>ARG</sup>.

**Benefit:** Creatures you summon gain the blood rage universal monster ability.

## Ferocious Tenacity (Combat, Mythic, Rage)

Your furious rage keeps you alive in spite of horrible wounds.

**Prerequisite:** Ferocious Tenacity<sup>ARG</sup>.

**Benefit:** You can use this feat more than once per day, as long as you have rounds of rage remaining. Each round of rage you spend reduces the attack's damage by 2 points. If the damage from the attack is still enough to render you unconscious and you have rounds of rage remaining, you continue expending one round of rage each round rather than your rage ending immediately. Your rage-based bonus to Constitution does not disappear, along with any bonus hit points it grants, until you run out of rounds of rage.

## Fey Foundling (Mythic)

You were orphaned as a child, bearing the sure sign of noble faerie parentage.

**Prerequisite:** Fey Foundling<sup>ISWG</sup>.

**Benefit:** You can speak and understand Aklo or Sylvan (your choice), and when you select the feat you may choose to gain a permanent +2 circumstance bonus on either Wisdom checks and Wisdom-based skill checks or on Charisma checks and Charisma-based skill checks made when interacting with fey. When you are targeted with a magical healing effect, you can expend one use of your mythic power to gain the maximum healing from that effect, as if it were maximized with the Maximize Spell feat. This has no effect on magical healing effects that are already maximized or that heal a fixed amount of damage, such as *heal*.

## Field Repair (Mythic)

You can repair even complex mechanisms like constructs.

**Prerequisites:** Field Repair<sup>UC</sup>

**Benefit:** You may use the appropriate Craft skill to repair damage to a creature with the construct type as a full-round action that provokes an attack of opportunity (utilizing the same Craft skill required to create the construct; Craft (Sculpture) or Craft (Stonemasonry) for a stone golem, for example.) This action repairs 1d8 points of damage to the construct for every 2 ranks in the appropriate craft skill you have. If you spend 1 point of mythic power when using this ability you repair the maximum amount of damage possible and it the action does not provoke an attack of opportunity.

## Fiend Sight (Mythic)

Your gaze pierces fog, mirk and gloom.

**Prerequisite:** Fiend Sight<sup>ARG</sup>.

**Benefit:** You can see through fog without penalty, ignoring



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any cover or concealment bonuses from fog or vapors. This does not allow you to see anything you could not otherwise see (for example, invisible creatures are still invisible).

## Fight On (Mythic)

You myth does not end by you dying.

**Prerequisites:** Fight On<sup>APG</sup>.

**Benefit:** Add your mythic tier to the number of temporary hit points you gain from the Fight On feat. You may activate the Fight On feat after you have already used it for the day by expending a use of mythic power.

## Final Embrace (Combat, Mythic)

Your crushing coils are deadly snares for your enemies.

**Prerequisite:** Final Embrace<sup>UC</sup>.

**Benefit:** Add one-half your mythic rank or tier (minimum +1) to the damage you deal with your constrict special attack and to the DC of Escape Artist checks to escape your grapple or to your CMD for the purpose of a grappled creature trying to escape from your grapple. In addition, you can grab and constrict opponents up to one size category larger than you with your grab ability if you expend one use of your mythic power as part your grapple check.

**Normal:** You can grab and constrict creatures one size smaller than you (or your size, with the Final Embrace feat).

## Final Embrace Horror (Combat, Mythic)

Creatures caught in your grasp are struck with mortal terror.

**Prerequisite:** Final Embrace Horror<sup>UC</sup>.

**Benefit:** A creature that takes damage from your constrict attack is also *frightened* until the start of your next turn. If you constrict a non-mythic creature, this effect lasts for a number of rounds equal to one-half your mythic tier (minimum 1 round) after the creature last takes damage from your constrict attack.

## Final Embrace Master (Combat, Mythic)

Few survive your devastating constriction.

**Prerequisite:** Final Embrace Master<sup>UC</sup>.

**Benefit:** Double not only the damage dice dealt by your constrict attack, but also any modifiers to that damage, including the bonus gained from the mythic Final Embrace feat. If you roll a natural 20 on any grapple maneuver, you deal triple damage instead of double damage.

## Finding the Center (Ki, Mythic)

Your ki flows and focuses all powers you bring to bear on your foes.

**Prerequisite:** Finding the Center<sup>WK</sup>.

**Benefit:** You can use this feat with any ability that requires a saving throw, and can expend uses of your mythic power interchangeably with points from your ki pool. Using this feat is a free action, regardless of whether you spend 1 or 2 points from

your ki pool. If the target of the effect is a single non-mythic creature, the increase to the save DC is doubled.

## Fire Hand (Combat, Mythic)

You delight in setting your foes alight.

**Prerequisite:** Fire Hand<sup>ARG</sup>.

**Benefit:** Any non-mythic creature you hit with a torch or flaming weapon catches on fire (DC 15 Reflex negates). You can expend a mythic surge to add the result of your surge die to this DC, though this increase applies only against non-mythic creatures.

## Fire Tamer (Mythic)

You are marked by the flame, and it lives within you.

**Prerequisite:** Fire Tamer<sup>ARG</sup>.

**Benefit:** Your saving throw bonus against fire spells increases to +4, and it applies against all fire effects, not just spells. Your bonus on Diplomacy and Intimidate checks against other goblins is increased to +4. You can use *spark*<sup>APG</sup> at will as a spell-like ability, and you can expend one use of mythic power to use *quench* as a spell-like ability. These spell-like abilities have a caster level equal to your tier.

## Firearm Familiarity (Mythic)

You are facile with every kind of firearm.

**Prerequisite:** Firearm Familiarity<sup>ISC</sup>.

**Benefit:** You can use this feat twice per day, and you may expend one use of your mythic power to negate a misfire.

## Firesight (Mythic)

The flames grant you extra insight, revealing your enemies.

**Prerequisite:** Firesight<sup>ARG</sup>.

**Benefit:** You can see any invisible creatures or objects within 10 ft. of a fire source within your line of sight, as if using *see invisibility*.

## Flagbearer (Combat, Mythic)

You bear an ever-victorious banner that rallies your allies to you.

**Prerequisite:** Flagbearer<sup>ISWG</sup>.

**Benefit:** All allies of your clan, house, or party with line of sight to you and your banner gain the benefits of this feat. Cohorts and followers within 30 feet gain double the normal bonus, and if you are a cavalier allies using a teamwork feat granted by your *tactician* ability also gain double the normal bonus from the Flagbearer feat. If you have the *banner* cavalier class feature, you add your mythic tier to your cavalier level to determine the effect of your banner, and those bonuses stack with those granted by this feat even if both are morale bonuses.





## Flagellant Focus (Mythic)

Self-inflicted suffering brings you focus and power.

**Prerequisite:** Flagellant Focus<sup>GCC</sup>.

**Benefit:** You can use this feat as a full-round action, and your maximum damage reduction against nonlethal damage is equal to your level plus your Wisdom modifier plus your mythic tier. This damage reduction also applies against spells and other magical effects that deal nonlethal damage. As long as you have any amount of nonlethal damage, you add a +1 bonus to the result of your surge die when you use a mythic surge. This bonus is increased to +2 if your nonlethal damage exceeds your level plus your Constitution modifier plus your mythic tier.

## Flame Heart (Mythic)

The fire recognizes you as its own and burns you not.

**Prerequisite:** Flame Heart<sup>ARG</sup>.

**Benefit:** Your fire resistance increases to 10, and when you are affected by a fire effect you can expend one use of mythic power to gain fire resistance of 5 times your mythic tier until the end of your next turn. When casting fire spells with the fire descriptor or throwing alchemist bombs that deal fire damage, treat your caster level or alchemist level as though it was.

## Flanking Foil (Combat, Mythic)

Foes find it nearly impossible to flank you.

**Prerequisites:** Flanking Foil<sup>UC</sup>

**Benefit:** Whenever you hit an adjacent opponent with a melee attack that opponent does not gain any flanking bonus on attack rolls while it is flanking you and cannot deal sneak-at-

tack damage to you for a number of rounds equal to your mythic tier. It also cannot provide a flank for its allies against you.

## Flaring Spell (Metamagic, Mythic)

Your spells are accompanied by a blinding flash.

**Prerequisite:** Flaring Spell<sup>UM</sup>.

**Benefit:** Creatures damaged by your flaring spell must succeed on a Fortitude save against the spell's save DC (even if the spell does not normally allow a saving throw) or be blinded for 1 round and dazzled for a number of rounds equal to the spell's actual level plus your mythic tier. Creatures succeeding on this saving throw are dazzled for a number of rounds equal to the spell's actual level. Alternatively, you may expend one use of mythic power to cast a spell as a flaring spell (gaining only the normal benefits of a flaring spell, rather than the increased benefits outlined above) without preparing it as flaring in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Flick of the Wrist (Mythic)

A hidden weapon is a deadly implement in your hands.

**Prerequisites:** Dex 17, Quick Draw, Sleight of Hand 5 ranks.

**Benefit:** When you can draw a light weapon, as a free action you can make a Sleight of Hand check with a bonus equal to your mythic tier, opposed by the Perception check of your target. If you win this opposed check, you treat the target as flat-footed against this attack.

You can use this feat a number of times in each combat equal to your mythic tier, though the DC increases by 2 for each use after the first and you cannot use it more than once per round against a given opponent. You may use it more than once per round if you use it against different opponents; however, the DC for each Sleight of Hand check increases by 5 for each Flick of the Wrist attack you make after the first check in each round.

## Flowing Stance (Combat, Ki, Mythic)

You dance with grace through the battlefield.

**Prerequisite:** Flowing Stance<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, your dodge bonus to AC increases to +3. When you activate this feat's secondary effect, you add your Wisdom bonus as a dodge bonus to your AC against attacks of opportunity, and as a bonus to your CMD, even against combat maneuvers that are not part of an attack of opportunity, until the end of your next turn.

## Flyby Attack (Mythic)

You are able to avoid counterattacks when swooping swiftly in and out of combat.

**Prerequisite:** Flyby Attack<sup>B1</sup>.

**Benefit:** When you make a melee attack as part of a Flyby Attack, your movement does not provoke attacks of opportu-



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nity from the target of your melee attack. In addition, if you expend one use of your mythic power as a free action at the beginning of your turn, you can move up to twice your fly speed during a round when you use Flyby Attack, rather than being limited to your fly speed.

## Focused Discipline (Combat, Mythic)

You embody the soldierly ideal of reliability and toughness, standing firm with discipline and fearlessness.

**Prerequisite:** Focused Discipline<sup>ISWG</sup>.

**Benefit:** Your bonus on saving throws against fear is increased by 2, and when you successfully save against a fear effect you are completely unaffected by it, even if it normally has a partial effect on a successful save. If you fail a save against a fear effect, you can expend one use of your mythic power as a free action to reroll the save, adding your mythic surge die to the result. You must accept the results of the second save, even if worse.

## Focused Eidolon (Mythic)

Your harmonic resonance with your eidolon aids your focus in spellcasting.

**Prerequisite:** Focused Eidolon<sup>UM</sup>.

**Benefit:** When you are within your eidolon's reach, you gain a +4 bonus on concentration checks. When you are adjacent to your eidolon, you add one-half your mythic tier (minimum 1) to this bonus, and if you fail a concentration check you can leach away one evolution from your eidolon in order to reroll your concentration check with an additional bonus equal to the evolution's point cost. You must accept the result of the second check even if worse than the first. That evolution is lost until the next time you summon your eidolon.

## Focused Kiai (Combat, Ki, Mythic)

The power of your ki is a mighty tool in your hands.

**Prerequisite:** Focused Kiai<sup>WK</sup>.

**Benefit:** You add your mythic tier to the sonic damage dealt by your kiai, and you can shape your shout into a cone-shaped burst 15 feet long or a line 30 feet long per point you spend from your ki pool. If you expend one use of your mythic power, your kiai bypasses resistance or immunity to sonic damage and increases the area to a cone-shaped burst 20 feet long or a line 40 feet long per point you spend from your ki pool.

## Focused Shot (Combat, Mythic)

You know where to shoot things.

**Prerequisites:** Focused Shot<sup>APG</sup>.

**Benefit:** You add your Intelligence bonus to damage dealt on all ranged attacks you make against creatures within 30 feet that are vulnerable to critical hits and sneak attacks.

## Focused Spell (Metamagic, Mythic)

Your mythic magic powers allow you to focus on more than one foe at a time.

**Prerequisites:** Focused Spell<sup>APG</sup>.

**Benefit:** When you cast a focused spell, you may focus on two targets (rather than just one). If you are mythic tier 10, you may focus on three targets.

## Focused Strike (Combat, Ki, Mythic)

Your focused insight guides your blows with terrific force.

**Prerequisite:** Focused Strike<sup>WK</sup>.

**Benefit:** You need spend only 1 point from your ki pool to use this feat; however, if you expend 2 points from your ki pool you can use this feat as a free action and its effects last for an additional number of rounds equal to one-half your mythic tier (minimum 1), though after this time you forfeit the benefits of all ki feats you possess for an equal number of rounds. If you expend one use of your mythic power, its effects last an additional number of rounds equal to your mythic tier, and you do not forfeit the benefits of your ki feats.

## Focusing Blow (Mythic, Teamwork)

You know just where to strike to bring your allies back to their senses.

**Prerequisite:** Focusing Blow<sup>ARG</sup>.

**Benefit:** You can use this ability to help allies who do not have this feat to shake off mind-affecting effects. If your allies are not hobgoblins, you must deal them at least 10 points of damage to use this feat, and the bonus you grant is equal to +1 for every 10 points of damage you deal. When you hit an ally with a Focusing Blow, you may expend one use of mythic power (two uses if your ally is a mythic creature) to treat the result of your attack as a critical threat. When you confirm a critical hit with a Focusing Blow, one-half of the damage is nonlethal, but you treat it as lethal damage for the purpose of this feat.

## Following Step (Combat, Mythic)

No one can interrupt you when you follow a foe.

**Prerequisites:** Following Step<sup>APG</sup>.

**Benefit:** Movement you take as part of using Step Up, or any feat that has Step Up as a prerequisite, does not provoke attacks of opportunity, and ignores difficult terrain.

## Foment the Blood (Mythic)

As you channel, orcs around you rise to the occasion with renewed vigor.

**Prerequisite:** Foment the Blood<sup>ARG</sup>.

**Benefit:** When using Foment the Blood, add one-half your mythic tier (minimum 1) to the bonuses granted by the feat. You may expend one use of mythic power to heal all orcs within range a number of hit points equal to your mythic tier plus the number of dice of healing you normally provide when channeling energy.

## Forge Ring (Item Creation, Mythic)

You have mastered the art of forging magic rings, and can even imbue them with a portion of your essence.

**Prerequisites:** Forge Ring<sup>CRB</sup>, 2nd mythic tier.



**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic ring you are forging. You can only do this once per day on each ring you are forging, though you may also add an actual eight-hour work day toward the forging of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

When you successfully forge a magic ring, you may choose to imbue it with one spell, spell-like ability, or supernatural ability you possess. You cannot use this ability unless you are wearing the ring, but when you are wearing it you may either use the ability one more time per day (if it has limited uses per day), or cast it one without having it count against your spells/day (for spells or spell-like abilities), have your effective level be considered 4 levels higher for determining the abilities effects (for abilities with level-dependent effects), or have its save DC increased by +1 (for abilities with a save DC). If the ability qualifies for more than one of these benefits, you may select which it benefits from at the beginning of each day when you regain your pool of mythic power.

For every 3 full mythic tiers you have, you may imbue another spell, spell-like ability, or supernatural ability you possess into such a ring. Rings with your powers imbued into them are treated as minor artifacts for purposes of destroying them. A ring with 4 or more abilities imbued in it is treated as a full artifact, and can only be destroyed by a specific set of circumstances selected by the GM. You may only use the spell or ability imbued in such a ring while the ring is in your possession. When the ring is on your possession, you also gain one use of mythic power per day that can only be used in regards to the imbued spell or ability (any mythic ability that applies to the spell or ability can be fueled with this use of mythic power). If a ring imbued with powers of yours is destroyed, you lose the imbued spell or ability permanently – only a miracle, wish, or similar power can restore it to you.

When a ring imbued with powers of yours is not in your possession, once per day you may meditate for one hour to gain a sense of how to reach it. This acts as a find the path spell, except it allows you to know the shortest, most direct physical route to your ring, rather than to a location.

## Fortified Armor Training (Combat, Mythic)

Your enemies weapons break against your resolve.

**Prerequisites:** Fortified Armor Training<sup>UC</sup>

**Benefit:** If an opponent confirms a critical hit against you and you turn it into a normal hit with Fortified Armor Training, your opponent's weapon suffers an equal amount of damage as you do. If your opponent is using a natural weapon or unarmed strike they suffer the damage themselves. Damage dealt in this fashion ignores hardness and damage reduction on non-mythic foes.

## Fortunate One (Mythic)

Good luck follows you around.

**Prerequisite:** Fortunate One<sup>ARG</sup>.

**Benefit:** The number of times per day you can use the adaptable luck trait is increased by one-half your mythic tier (minimum 1). When you use a mythic surge, you may expend one use of your adaptable luck at the same time to maximize the result of the surge die. You must choose to do this before you roll the surge die.

## Fortune Teller (Mythic)

You are well-versed in the divinatory traditions of your people, opening your inner eye to see what cannot be seen by others.

**Prerequisite:** Fortune Teller<sup>ISWG</sup>.

**Benefit:** When you use your chosen focus item to help cast a divination spell, you can expend two uses of your mythic power to use the mythic version of that spell, even if you do not normally know the mythic version of that spell. If the spell's level is less than half your mythic tier (treating cantrips as 1/2 level for this purpose), you need spend only 1 use of mythic power to cast a mythic divination. You cannot use augmented versions of mythic divination spells unless you actually know the spell in question. If you do know a mythic divination, the cost in mythic power to cast an augmented mythic divination is reduced by 1 (minimum 1).

## Free Spirit (Mythic)

Your embrace of freedom for all helps you throw off the shackles of those that would bind you.

**Prerequisite:** Free Spirit<sup>ISWG</sup>.

**Benefit:** Your bonus on saving throws against mind-affecting effects is increased by 2, and you can add one-half your mythic tier (minimum 1) on Escape Artist and grapple checks made to escape a grapple or escape from bonds. If you fail such an Escape Artist or grapple check, you can expend one use of your mythic power as a free action to reroll the check, adding your mythic surge die to the result. You must accept the results of the second check, even if it is worse.

## Fuel Ki (Ki, Mythic)

Your living body is fuel for your inner strength.

**Prerequisite:** Fuel Ki<sup>WK</sup>.

**Benefit:** You regain 3 ki points for every 2 points of Strength, Dexterity, or Constitution damage you take, and you can exceed your normal maximum daily ki points by an amount equal to your mythic tier, though ki points over your normal daily maximum not spend within a number of hours equal to your mythic tier are lost. Using this feat is a move action.

## Funerary Servant (Mythic)

Your necromental servants unite the power of death with the elements.

**Prerequisite:** Funerary Servant<sup>GCC</sup>.



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**Benefit:** You can use this feat when you summon multiple elementals. If you summon only a single elemental, you add a bonus equal to one-half your mythic tier (minimum 1) to the elemental's natural armor bonus to AC against incorporeal creatures, up to a maximum equal to its full natural armor bonus. You also add one-half your mythic tier to the DC of your elemental's engulf special attack.

## Furious Finish (Combat, Mythic)

Channeling your rage into a massive blow does not hinder you.

**Prerequisites:** Furious Finish<sup>UC</sup>

**Benefit:** When you use Furious Finish to end your rage you are not fatigued afterward.

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## Gang Up (Combat, Mythic)

You can help your allies take advantage of overwhelmed foes.

**Prerequisite:** Gang Up<sup>UC</sup>.

**Benefit:** Allies threatening an enemy you and at least one other ally also threaten gain the same dodge bonus to AC you gain if you are using Combat Expertise. In addition, you can use the aid another action to simultaneously aid a number of adjacent allies up to one-half your mythic tier (minimum 1). If you make a combat maneuver check to grapple against a target that is threatened by at least two of your allies, you gain a bonus on your check equal to the number of allies that threaten the target.

## Giant Killer (Combat, Mythic)

Giants fear your unbridled wrath.

**Prerequisite:** Giant Killer<sup>ARG</sup>.

**Benefit:** Your critical threat range is increased by 1 on additional attacks you make against giants, and critical hits you confirm against giants with your additional attacks gain the benefit of the Crippling Critical<sup>APG</sup> feat. In addition, once per round when you hit a giant with an additional attack granted by Cleave or Great Cleave, you can attempt a combat maneuver check as a free action to trip that giant. This does not provoke attacks of opportunity, and the giant may not attempt to trip you in return if you fail your check.

## Giant Steps (Mythic)

Your strides are swift and span great distances when you increase your size.

**Prerequisite:** Giant Steps<sup>ARG</sup>.

**Benefit:** Add one-half your mythic tier (minimum 1) times 5 feet to the increase in base speed granted by Giant Steps.

## Gliding Steps (Mythic)

Your grace and agility in movement are uncanny.

**Prerequisite:** Gliding Steps<sup>UM</sup>.

**Benefit:** You gain the benefits of this feat even when your ki pool is empty. In addition, you can expend one use of your mythic power in place of one point from your ki pool to avoid provoking attacks of opportunity during your move.



## Gloom Sight (Mythic)

Your vision in darkness is highly acute.

**Prerequisite:** Gloom Sight<sup>ARG</sup>.

**Benefit:** The range of your darkvision is increased to 120 feet, and you do not gain the light sensitivity weakness.

## Gloom Strike (Combat, Mythic)

You lash out from the shadows with deadly strokes.

**Prerequisite:** Gloom Strike<sup>ARG</sup>.

**Benefit:** In dim light, your bonus on attack rolls increases to +2; in darkness, it increases to +3. If you expend one use of mythic power you add this bonus to damage rolls for a number of rounds equal to your mythic tier. If you confirm a critical hit while in dim light or darkness, the target is dazzled for a number of rounds equal to one-half your mythic tier. The penalties for being dazzled are doubled as long as the target is in dim light or darkness.



## Gnome Weapon Focus (Combat, Mythic)

You are a master of your racial heritage weapons.

**Prerequisite:** Gnome Weapon Focus<sup>ARG</sup>.

**Benefit:** Your bonus on attack rolls with “gnome” weapons is increased by 1. If you expend one use of mythic power, you gain a bonus on attack rolls with “gnome” weapons equal to half your tier until the end of your turn. Firearms modified by an experimental gunsmith<sup>ARG</sup> are considered “gnome” weapons for the purpose of this feat.

## Go Unnoticed (Mythic)

Creatures larger than you find it difficult to spot you.

**Prerequisite:** Go Unnoticed<sup>APG</sup>.

**Benefit:** When using the Go Unnoticed feat, opponents take a penalty on their Perception checks to notice you equal to -2 per size category they are larger than you. In addition, if you expend one use of mythic power as a free action, any creature failing its Perception check to notice you treats you as if you were invisible until the end of your turn. If you have cover or concealment at the end of your turn, you may make a Stealth check to remain hidden.

## Goblin Cleaver (Combat, Mythic)

Goblins fly before your flashing blade.

**Prerequisite:** Goblin Cleaver<sup>ARG</sup>.

**Benefit:** Your critical threat range is increased by 1 on additional attacks you make against goblins, and critical hits you confirm against giants with your additional attacks gain the benefit of the Bull Rush Strike<sup>APG</sup> feat. In addition, once per round when you hit a goblin with an additional attack granted by Cleave or Great Cleave, you can attempt a combat maneuver check as a free action to overrun that goblin, moving into its space. This does not provoke attacks of opportunity.

## Goblin Gunslinger (Combat, Mythic)

Your big frakking gun knocks your targets for a loop.

**Prerequisite:** Goblin Gunslinger<sup>ARG</sup>.

**Benefit:** When you hit with a Medium-sized firearm, you can expend one use of your mythic power to attempt a bull rush or trip combat maneuver as a free action against the target, with a -5 penalty on the combat maneuver check but using your Dexterity modifier in place of your Strength modifier to calculate your CMB. On a critical hit, this functions instead as an awesome blow combat maneuver. If your target is a non-mythic Medium humanoid, you reduce the penalty on the combat maneuver check by an amount equal to one-half your mythic tier (minimum 1).

## Godless Healing (Mythic)

You call upon your inner strength to suppress pain and recover from injury.



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**Prerequisite:** Godless Healing<sup>JSWG</sup>.

**Benefit:** You can use this feat even if you have more than half your hit points, adding your mythic tier to your Hit Dice to determine the amount of damage cured. If you are half your hit points or below, you heal twice the normal amount of damage. If you are at 0 hit points or below, you can use this feat on your turn without taking an action, curing three times the normal amount. If you are affected by a pain effect when you use this feat, you can attempt a new saving throw to end the effect. If the effect does not allow a save, the remaining duration of the effect is halved (minimum 1 round).

## Gore Fiend (Combat, Mythic)

Your exultant fury surges when the blood flows freely.

**Prerequisite:** Gore Fiend<sup>ARG</sup>.

**Benefit:** When you are raging and confirm a critical hit with a melee weapon or when a critical hit is confirmed against you, all morale bonuses granted by your rage are increased by 2 until the end of your next turn. This stacks if you confirm multiple critical hits or multiple critical hits are confirmed against you, up to a maximum of double your normal morale bonuses.

## Gory Finish (Combat, Mythic)

Your savage bloodletting terrifies your enemies.

**Prerequisite:** Gory Finish<sup>UC</sup>.

**Benefit:** You can use this feat in conjunction with a charge action, a coup de grace, or a combat feat that normally requires its own standard action, such as Cleave, Deadly Stroke, Great Cleave, Pinpoint Targeting, or Vital Strike. In addition, you may expend one use of your mythic power as a free action to use this feat whenever you reduce a target to 0 or fewer hit points with any attack wielding a weapon in which you have Weapon Focus, including attacks of opportunity or attacks made as part of a full attack action.

**Normal:** Using Gory Finish requires using the attack action to make a single attack.

## Graceful Calm (Ki, Mythic)

Your mind is always calm and focused.

**Prerequisite:** Graceful Calm<sup>WK</sup>.

**Benefit:** You can use this feat as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool. In addition, you add one-half your mythic tier (minimum 1) to the bonus you gain on concentration checks as long as you have at least 1 point in your ki pool. If you expend one use of mythic power as well as 1 point from your ki pool, you may add your Dexterity bonus on concentration checks to cast defensively and add your Wisdom bonus as a dodge bonus to AC against attacks of opportunity provoked by casting spells for a number of rounds equal to one-half your mythic tier (minimum 1), regardless of how many spells you cast.

## Grant Initiative (Mythic)

Your allies share in the benefits of your battlefield intuition.

**Prerequisite:** Grant Initiative<sup>UM</sup>.

**Benefit:** When you grant your Wisdom modifier on initiative to an ally, you still retain some or all of your Wisdom bonus on your own initiative, up to a maximum equal to your mythic tier. If you expend one use of your mythic power, you can share your Wisdom modifier with an additional number of allies equal to one-half your mythic tier (minimum 1).

## Grasping Tail (Mythic)

Your tail can do most anything your hands could do if they didn't have thumbs.

**Prerequisite:** Grasping Tail<sup>ARG</sup>.

**Benefit:** As a swift action, you may expend one use of mythic power to pick up, put down, move, stow, unstow or place any small object within 5 feet with the same level of dexterity as if you'd used your hand, though you may not manipulate items. You may expend one use of mythic power as a swift action to throw a small item held in your tail into any square within 30 feet; you may use this ability to make a ranged attack against a creature within 30 feet.

## Grave Elemental (Mythic)

Your necromental servants are inured to negative energies.

**Prerequisite:** Grave Elemental<sup>GCC</sup>.

**Benefit:** You can use this feat when you summon multiple elementals. If you summon only a single elemental, you add twice your mythic tier to its energy resistance against negative energy and a bonus equal to one-half your mythic tier (minimum 1) to its saving throws against death effects, energy drain, negative energy, and necromantic effects, and to the save DC of its *chill touch* special attack.

## Great Hatred (Combat, Mythic)

Your hatred for your ancient enemies is unending and without remorse.

**Prerequisite:** Great Hatred<sup>ARG</sup>.

**Benefit:** Your attack roll bonus against targets of your hatred racial trait is increased by 2 rather than by 1, and you apply your hatred bonus on saving throws against charm or fear effects used by such creatures. If you fail a saving throw against a charm or fear effect used by the object of your hatred, you can expend one use of mythic power as an immediate action to reroll the save.

## Greater Blighted Critical (Critical, Mythic)

Your accursed criticals ravage your enemies with terrible woe.

**Prerequisite:** Greater Blighted Critical<sup>UM</sup>.

**Benefit:** The caster level check DC to remove any spellblight you inflict with this feat is increased by an amount equal to one-half your tier (minimum 1), or equal to your mythic tier if you possess both the Mythic Blighted Critical and Mythic Greater



Blighted Critical feats. In addition, whenever you confirm a critical hit with a weapon, natural weapon, or unarmed strike against a spellcasting opponent, you can expend one use of your mythic power to inflict a random **major spellblight**. The target can resist acquiring the spellblight with a successful Will save against a DC equal to 10 plus your base attack bonus plus your mythic tier. If your weapon has a critical multiplier greater than x2, the save DC is increased by 1 for every multiple in excess of x2.

## Greater Blind-Fight (Combat, Mythic)

Your perception goes well beyond the senses of the mortal realm.

**Prerequisites:** Blind-Fight (Mythic), Greater Blind-Fight<sup>APG</sup>, Improved Blind-Fight (Mythic), mythic tier 5th.

**Benefit:** You gain blindsight with a range of 5 feet per mythic tier. You can expend a use of mythic power to gain tremorsense with the same range and *true seeing* (as the spell) with a caster level equal to your character level + mythic tier. The tremorsense lasts as long as the *true seeing* does. When you do this, you can strike and do full damage to any creature with your weapons, even if they are normally immune (such as fine swarms), have a miss percentage (even if it is from a source such as the *blink* spell), or on another plane of existence (such as ethereal creatures).

## Greater Channel Force (Mythic)

Your eruption of holy power leaves your enemies reeling.

**Prerequisite:** Greater Channel Force<sup>ARG</sup>.

**Benefit:** When using this feat, add a +2 bonus on combat maneuver checks made to push or pull targets in the area; this bonus stacks with the bonus for Mythic Channel Force and Mythic Improved Channel Force. You may push some targets and pull others. If you expend one use of mythic power, you can increase the save DC by an amount equal to one-half your mythic tier (minimum 1), and creatures that fail their saves are staggered for 1 round in addition to other effects. When you use this feat, you may expend one use of mythic power to increase or decrease the radius of your burst by 5 feet, plus 5 feet per 2 tiers after 1st.

## Greater Channel Smite (Combat, Mythic)

The power of your faith thrums through your weapon.

**Prerequisite:** Greater Channel Smite<sup>UC</sup>.

**Benefit:** Activating this feat is a free action, not a swift action, and you retain all unused dice until they are expended. They are not lost if not used by the end of your turn. You can use this feat only once per round, but you can use it in multiple rounds to acquire a larger pool of dice; however, the number of channeled energy dice you can have at one time cannot exceed your mythic tier.

## Greater Dirty Trick (Combat, Mythic)

You fight as dirty as a trickster god.

**Prerequisites:** Greater Dirty Trick<sup>APG</sup>.

**Benefit:** A foe cannot take an action to remove the condition you impose with a successful dirty trick combat maneuver without expending one use of mythic power, though it's duration ends normally.

## Greater Disarm (Combat, Mythic)

You can disarm a foe with such precision as to place its weapons in the hands of allies.

**Prerequisites:** Greater Disarm<sup>CRB</sup>.

**Benefit:** When you disarm a foe, as a free action you can choose to have the item you disarm be in your hand (if you have a free hand), in the hand of any ally within 15 feet who has a free hand, or tucked into a belt, bag, or haversack in your possession.

## Greater Drag (Combat, Mythic)

Foes go where you want them to.

**Prerequisites:** Greater Drag<sup>APG</sup>.

**Benefit:** If you succeed at a drag combat maneuver, you can move a foe a distance up to your movement as part of the standard action to perform the maneuver, and are not limited to a straight line. If you expend a point of mythic power, there is no size limit to how big a foe you can drag for 1 minute.

## Greater Drow Nobility (Mythic)

Your racial spell-like abilities are infused with your spark of mythic power.

**Prerequisite:** Greater Drow Nobility<sup>ARG</sup>.

**Benefit:** Three times per day you can use the mythic version (though not the augmented mythic version) of any of your racial spell-like abilities without needing to expend mythic power.

## Greater Eldritch Heritage (Mythic)

The magical power that runs through your veins is beyond compare.

**Prerequisite:** Greater Eldritch Heritage<sup>UM</sup>.

**Benefit:** You gain sorcerer bloodline powers of the bloodline tied to Eldritch Heritage as if your sorcerer level were equal to your character level, and you use your full character level to determine the effects of your bloodline powers.

## Greater Elemental Focus (Mythic)

Your elemental spells create additional effects.

**Prerequisites:** Elemental Focus (mythic), Greater Elemental Focus<sup>APG</sup>.

**Benefit:** When you inflict points of damage to foes with a spell that deals damage of the elemental type you selected for Greater Elemental Focus, any foe that fails a save against the spell suffers an additional effect as well. These additional effects depend on the type of damage inflicted, as defined below.

*Acid:* Targets take an additional 1d6 points of acid damage



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per spell level the round after they are first damaged by the spell.

*Cold:* Targets are staggered for 1 round per 2 levels of the spell.

*Electricity:* Targets are fatigued for 1 round per 2 levels of the spell.

*Fire:* Targets catch on fire. Nonmagic means of extinguishing the fire are ineffectual for 1 round per 2 levels of the spell.

*Sonic:* Targets are deafened for 1 round per level of the spell.

## Greater Feint (Combat, Mythic)

Your ability to confuse a foe in combat is legendary.

**Prerequisites:** Greater Feint<sup>CRB</sup>.

**Benefit:** When you successfully feint a foe, in addition to losing his Dexterity to AC against every attack you make until the beginning of your next turn, he also loses it against the first attack made by each creature that attacks him before the beginning of your next turn.

Additionally, the target is so distracted that until the beginning of your next turn creatures that do not attack or interact with the target may make stealth checks to escape his attention, even if they are in bright light or in his direct line of sight.

## Greater Finesse (Combat, Mythic)

You can use almost any weapon in a lashing, graceful dance of death.

**Prerequisite:** Mythic Weapon Finesse, Weapon Focus.

**Benefit:** You can use Weapon Finesse with any one-handed melee weapon or two-handed reach weapon with which you have Weapon Focus. You cannot use Weapon Finesse with two-handed weapons that do not have reach.

## Greater Kiai (Combat, Ki, Mythic)

Your shout of spirit-power is devastating to your foes.

**Prerequisite:** Greater Kiai<sup>WK</sup>.

**Benefit:** Your kiai deals sonic damage equal to three times your Wisdom modifier, and creatures failing their save are pushed away an additional 5 feet, plus 5 feet per 5 mythic tiers you possess. If you expend one use of your mythic power, creatures failing their save are also knocked prone. The damage and effects are cumulative with Improved Kiai.

## Greater Mercy (Mythic)

Your powers of healing are miraculous indeed.

**Prerequisite:** Greater Mercy<sup>UM</sup>.

**Benefit:** Whenever you use your lay on hands ability and the target has no conditions your mercies can remove, you add your mythic tier to the additional 1d6 points of damage you cure. If this brings the target to full health, any leftover healing is gained by the target as temporary hit points that last one hour or until expended. In addition, if you expend one use of your mythic power you may add the effect of one additional mercy that you do not possess but for which you qualify.

## Greater Rending Fury (Combat, Mythic)

Your ferocious assault very nearly tears your foes limb from limb.

**Prerequisites:** Greater Rending Fury<sup>UC</sup>.

**Benefit:** Whenever you rend an opponent, you temporarily cripple one of its forms of movement, as if you had confirmed a critical hit with the Crippling Critical<sup>APG</sup> feat. If you expend one use of your mythic power, you can deal 1 point of Constitution bleed in addition to the hit point bleed damage you deal with this feat.

## Greater Reposition (Combat, Mythic)

You can shove foes into pits and off cliffs.

**Prerequisites:** Greater Reposition<sup>APG</sup>.

**Benefit:** If you succeed at a reposition combat maneuver, you can move a foe into an intrinsically dangerous space (such as into a *wall of fire*). If you expend a point of mythic power, for 1 minute there is no size limit to how big a foe you can reposition.

## Greater Shield Specialization (Combat, Mythic)

Your shield is a near-divine bulwark that protects you.

**Prerequisites:** Greater Shield Specialization<sup>APG</sup>.

**Benefit:** As long as you have a shield equipped with which you have Shield Specialization, you can expend a use of mythic power to negate the effect of any one attack roll against you, as long as it is not a critical hit. You can expend a use of mythic power to negate the effect of any one critical hit against you, causing it to be treated as a normal successful attack.

## Greater Shield Specialization (Combat, Mythic)

Your skill with the shield protects you from the most vicious attacks.

**Prerequisite:** Greater Shield Specialization<sup>APG</sup>.

**Benefit:** The bonus on to your Armor Class against critical hits is increased by an amount equal to your mythic tier. In addition, you may gain additional uses of the ability to negate critical hits with this feat by expending one use of mythic power for each critical hit you negate each day after the first.

## Greater Snap Shot (Combat, Mythic)

You can exploit any gap in your foe's defenses, and at extreme range.

**Prerequisite:** Greater Snap Shot<sup>UC</sup>.

**Benefit:** Whenever you hit with an attack of opportunity using a ranged weapon, you add a bonus equal to one-half your mythic tier (minimum 1) on the damage roll and on rolls to confirm a critical hit with that attack. You may instead expend one use of your mythic power to automatically confirm the critical hit.

## Greater Spell Specialization (Mythic)

You are the consummate master of one spell.



**Prerequisite:** Greater Spell Specialization<sup>UM</sup>.

**Benefit:** When you specialize in a spell, you may spontaneously cast any *communal*, *greater*, *lesser*, or *mass* versions of the same spell, or any alternate versions of that spell designated by a Roman numeral (such as *beast shape I*, *II*, *III*, or *IV*) by sacrificing a prepared spell of the same level or higher. Adding metamagic feats to your spontaneously cast specialized spell(s) does not increase their casting time.

If you have the Mythic Spell Focus feat, you can change your specialized spell to a different spell of the same school by expending one use of your mythic power per level of the spell and concentrating for 1 hour. You add any variants of your new specialized spell (as described above) to your list of spells known, and any variants of your former specialized spell that were previously added your list of spells known by this feat are lost.

## Greater Steal (Combat, Mythic)

Nothing is beyond your grasp.

**Prerequisites:** Greater Steal<sup>APG</sup>.

**Benefit:** You do not have to have a hand free to attempt a steal combat maneuver. If you expend a use of mythic power, you can attempt to steal an item secured in a bag or pouch, or worn closely on the body (such as a ring or gloves), though not something that requires more than a standard action for the wearer to remove (such as armor). The target gains a +10 bonus to his CMD against steal combat maneuvers made against items closely worn or stored in containers.

## Greater Trip (Combat, Mythic)

You can drive foes to land on the ground in uncoordinated heaps.

**Prerequisites:** Greater Trip<sup>CRB</sup>.

**Benefit:** When you successfully trip an opponent, the opponent is flat-footed for the attacks of opportunity provoked as a result of being tripped.

## Greater Two-Weapon Fighting (Combat, Mythic)

You strike with two weapons as easily as with one.

**Prerequisites:** Greater Two-Weapon Fighting<sup>CRB</sup>, 5th mythic tier.

**Benefit:** If you hit a creature with your primary weapon and your off-hand weapon in the same round, you gain a +2 circumstance bonus on attack rolls and to your Armor Class against that creature until the beginning of your next turn. If you hit a creature twice with your primary weapon and your off-hand weapon, this bonus is increased to +4.

In addition, you can expend one use of mythic power as a full-round action to move up to your speed while taking a full attack action, taking your attacks at any point during your movement. Your movement provokes attacks of opportunity; however, any creature that you hit with both your primary and off-hand weapon cannot make attacks of opportunity against you until the beginning of your next turn.

**Special:** If your base attack bonus is +16 or greater, you gain a fourth attack with your off-hand weapon, albeit at a -15 penalty.

## Greater Vital Strike (Combat, Mythic)

You can deliver blows that shatter mountains and cut adamantine.

**Prerequisites:** Greater Vital Strike<sup>CRB</sup>, 10th mythic tier.

**Benefit:** Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, your attack ignores all damage reduction, energy resistance, and hardness your target possesses.

## Greater Whip Mastery (Combat, Mythic)

Your whip is like an extension of yourself.

**Prerequisite:** Greater Whip Mastery<sup>UC</sup>.

**Benefit:** You gain a +4 on all combat maneuver checks made with your whip. If you have to pull a creature adjacent to you to grapple it with your whip, you do not provoke an attack of opportunity from that opponent. If you attempt to tie up a grappled opponent with your whip, you take no penalty on the combat maneuver check to do so. Finally, if you expend a use of mythic power, you can use the *Chokehold* feat on an opponent grappled by your whip for the duration of the grapple.

## Greater Wild Empathy (Mythic)

You possess a harmonic empathy with all creatures of nature.

**Prerequisite:** Greater Wild Empathy<sup>UM</sup>.

**Benefit:** Your insight bonus on wild empathy checks is increased by an amount equal to your mythic tier, and you can use wild empathy in place of Intimidate or Diplomacy to influence a creature's reaction regardless of its Intelligence, as long as it is an animal, magical beast, or one of the creature types you have selected when taking the non-mythic Greater Wild Empathy feat. If you expend one use of your mythic power when using a mind-affecting effect against creatures of one of these types, you increase the save DC by an amount equal to one-half your mythic tier, and non-mythic creatures must save twice and use the lower result.

## Green Guardian (Mythic)

Your magical energies do not harm the things of nature.

**Prerequisite:** Green Guardian<sup>ISWG</sup>.

**Benefit:** You can select one of the following creature types per two mythic tiers you possess or gain (minimum 1) to remain unharmed when you cast spells that deal damage, channel negative energy, or otherwise harm life: animals, elementals, fey, magical beasts, or vermin. When you cast spells that affect, heal, or enhance plants, your caster level is increased by 2 rather than 1.

## Groundling (Mythic)

You are the Mole King.

**Prerequisites:** Groundling<sup>APG</sup>.



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**Benefit:** You can use *charm animal* as a spell-like ability at will, but only to charm burrowing animals like gophers, moles, and the like.

## Grudge Fighter (Combat, Mythic)

You never forgive and never forget.

**Prerequisite:** Grudge Fighter<sup>ARG</sup>.

**Benefit:** Add one-half your mythic tier (minimum 1) to the morale bonuses granted by Grudge Fighter. You gain those bonuses against any creature that has ever attacked you as long as you remember their attack.

## Guardian of the Wild (Mythic)

You are one with the land, and it is your shield as you are its guardian.

**Prerequisite:** Guardian of the Wild<sup>ARG</sup>.

**Benefit:** Your dodge bonus to AC in your chosen terrain increases to +4, and you also gain a +2 bonus on Reflex saves in your attuned terrain type. You can expend one use of mythic tier to ignore that cover or concealment (other than total cover or total concealment) granted by natural terrain or vegetation for a number of rounds equal to your mythic tier. This does not affect cover or concealment from other sources, such as an enemy using a tower shield or *blur* spell.

## Gun Twirling (Grit, Mythic)

Your guns dance in your hands, keeping your foes off balance.

**Prerequisite:** Gun Twirling<sup>CB</sup>.

**Benefit:** You can use a grit point to make a make a feint attempt with any firearm. If you have Weapon Focus in a one-handed firearm in question, you can make a feint attempt as a swift action (or a free action if the target is non-mythic) when you spend 1 grit point. If you have the Quick Draw feat, you can holster or stow any firearm as a free action as long as you have 1 grit point.

## Gunsmithing (Mythic)

Your skill at crafting firearms and ammunition is legendary.

**Prerequisites:** Gunsmithing<sup>UC</sup>.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on crafting one firearm or a batch of ammunition. Unlike normal firearm or ammunition crafting, work accomplished by expending a use of mythic power does not require any special work space (though the cost of firearms or ammunition in this fashion is not changed).

Additionally, by expending one use of mythic power during one day of work you can repair a broken or destroyed firearm as if by *make whole*.

## H

Hadouken

Half-Drow Paragon

Hamatulatsu Strike

Hammer the Gap

Hard-Headed

Harmonic Sage

Harrowed

Harrowed Summoning

Haunted Gnome

Haunted Gnome Assault

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Hero's Display

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Hoist the Colors

Horde Charge

Horse Master

Human Spirit

Huntmaster

Hydraulic Maneuver

## Hadouken (Combat, Ki, Mythic)

The power of the elements lies in your fists.

**Prerequisite:** Hadouken<sup>WK</sup>.

**Benefit:** When you confirm a critical hit while using Elemental Fist, you add your mythic tier to the elemental damage dealt; this damage is not multiplied. If you expend one use of your mythic power when confirming a critical hit with Elemental Fist, your Elemental Fist damage bypasses any elemental resistance or immunity the target possesses (except for that of mythic creatures with the cold or fire subtype) for a number of rounds equal to your mythic power. When using your Elemental Fist as a ranged touch attack, the range increment and maximum range of your attack are doubled.

## Half-Drow Paragon (Mythic)

The traditional darkling magic of the drow comes naturally to you.

**Prerequisite:** Half-Drow Paragon<sup>ARG</sup>.

**Benefit:** You can expend mythic power to use the mythic versions of any of your drow spell-like abilities. If you are able to cast any of those abilities as spells, you are considered to know those as mythic spells as well, as if you had taken the Mythic Spell Lore feat.

## Hamatulatsu Strike (Combat, Mythic)

Your deadly fighting style makes your limbs like a whirlwind of knives.

**Prerequisite:** Hamatulatsu Strike<sup>ISWG</sup>.

**Benefit:** Your unarmed strikes deal may bludgeoning damage, piercing damage, or both simultaneously, and the duration



of the sickened or staggered condition caused by your critical hits stacks with itself and other sources of becoming sickened or staggered.

## Hammer the Gap (Combat, Mythic)

Your repeated blows crush your enemies.

**Prerequisites:** Hammer the Gap<sup>UC</sup>

**Benefit:** At the end of a full-attack action you may knock your opponent back 5 feet for every successful, consecutive attack you made against them in that round. Against non-mythic foes you may also make a Combat Maneuver Check as a free action to knock them prone at the end of their move. Movement made in this fashion does not provoke attacks of opportunity.

## Hard-Headed (Combat, Mythic)

Your hard head is both weapon and shield for you.

**Prerequisite:** Hard-Headed<sup>ARG</sup>.

**Benefit:** When wearing a helmet, you gain a +1 shield bonus to AC. Even if helmetless, you can attack with a head-butt as if it were a shield bash attack, treating your head as a light shield if you are bare-headed or as a heavy shield if you are wearing a helmet; your head is always considered a light weapon. If you expend one use of mythic power, you can treat your helmet as if it had the *bashing* shield property for making shield bash attacks and gain the benefits of Bull Rush Strike<sup>APG</sup> on any critical hit you confirm with your head for a number of rounds equal to your mythic tier.

## Harmonic Sage (Mythic)

Your harmonies ward your allies and are sustained even longer.

**Prerequisites:** Harmonic Sage<sup>UC</sup>

**Benefit:** When you use Harmonic Sage you gain additional abilities:

*Reinforcing Harmony:* By creating buffering sound waves you grant all allies a +1 bonus on saves against sonic effects.

*Mythic Reverberation:* Your reverberation ability now lasts a number of rounds equal to your mythic tier.

## Harrowed (Mythic)

The cards have foretold your fate and charted your epic destiny.

**Prerequisite:** Harrowed<sup>ISWG</sup>.

**Benefit:** Your bonus on Will saves is increased by 1, and when you draw a harrow card you can use the +2 bonus you gain an additional number of times per day equal to one-half your mythic tier (minimum 1). In addition, you can expend two of your remaining bonuses as a swift action to draw a new harrow card; your remaining bonuses that day apply to rolls modified by the suit of the new card.

## Harrowed Summoning (Mythic)

The cards of fate make your summoned monsters mighty.

**Prerequisite:** Harrowed Summoning<sup>HH</sup>.

**Benefit:** You may draw three cards from your harrow deck. If all three cards are of the same suit, your summoned creatures gain a +8 enhancement bonus to the ability score

corresponding to the suit of the cards. If you expend one use of your mythic power, you can discard any or all of your three cards and replace them with newly drawn cards. If you draw a card whose alignment conflicts with the creature you summon, you can expend one use of mythic power to negate the reduction in duration that normally occurs with an alignment conflict.

## Haunted Gnome (Combat, Mythic)

Your gnome magic takes on mythic qualities.

**Prerequisites:** Haunted Gnome<sup>UC</sup>

**Benefit:** You can use *haunting mists*<sup>UM</sup> once per day as a racial spell-like ability, and you can expend mythic power to use the mythic or augmented mythic versions of your *ghost sound*, *haunted fey aspect*<sup>UC</sup>, and *haunting mist* spell-like abilities. If you can cast the spells of the same name, you can also cast the mythic versions of those spells, as though you had learned them with Mythic Spell Lore.

## Haunted Gnome Assault (Combat, Mythic)

Your haunting magic can terrorize your opponents.

**Prerequisites:** Haunted Gnome Assault<sup>UC</sup>

**Benefit:** You can gain a number of additional independent uses of your racial spell-like abilities equal to one-half your mythic tier (minimum 1). In addition, if you discharge your *haunted fey aspect* after a successful charge attack or critical hit, it does not end the spell if you choose to make your target shaken for 1 round; however, you may choose to make all targets you threaten shaken or to force your target to succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier + one-half your mythic tier) or become frightened for 1 round and then shaken for a number of rounds equal to one-half your mythic tier; this ends the spell.

## Haunted Gnome Shroud (Combat, Mythic)

You disappear into a hazy shroud of haunting visions.

**Prerequisites:** Haunted Gnome Shroud<sup>UC</sup>

**Benefit:** The miss chance granted by Haunted Gnome Shroud increases to 50%. You can see through *haunting mists* that you create and are never harmed by them. While under the effect of *haunted fey aspect*, you may spend one point of mythic power as a swift action to become incorporeal for a number of rounds equal to one-half your mythic tier (minimum 1) or until the *haunted fey aspect* ends, whichever comes first.

## Heart Ripper (Combat, Mythic, Mythos)

Your bloody blows can tear out a foe's beating heart.

**Prerequisite:** Heart Ripper<sup>GCC</sup>.

**Benefit:** Your critical multiplier with your unarmed strike is increased to x3 against humanoids or monstrous humanoids no more than one size category larger than you. On any confirmed critical hit with your unarmed strike against such a creature, you can expend one use of your mythic power to attempt to rip its heart out. You can use this ability against a mythic creature whose tier is equal to or lower than yours



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by expending two uses of mythic power. If the creature has fortification or a similar percentage chance to ignore critical hits, you can expend one additional use of your mythic power to force the target to roll twice and select the worse result to determine whether it ignores an unarmed critical hit from you. You add one-half your mythic tier (minimum 1) to the save DC when you attempt to rip out a non-mythic creature's heart.

At 3rd tier and every 3 tiers thereafter, you can select an additional creature type against which you can use this feat, though you are limited to affecting creatures more than one size category larger than you.

## Heavenly Radiance (Mythic)

You channel the holy light of the heavens.

**Prerequisite:** Heavenly Radiance<sup>ARG</sup>.

**Benefit:** You can expend mythic power to use the mythic or augmented mythic versions of any aasimar racial spell-like abilities you possess. If you can cast the spells of the same name, you can also cast the mythic versions of those spells, as though you had learned them with Mythic Spell Lore.

## Heighten Spell (Metamagic, Mythic)

Your metamagic spells are always more potent.

**Prerequisites:** Heighten Spell<sup>CRB</sup>, 2nd mythic tier.

**Benefit:** When you apply metamagic feats to a spell, the effective level of the spell is increased to be equal to the level of the spell slot used to prepare or cast it. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level.

## Heightened Precision (Ki, Mythic)

Your spirit-strength makes your blows deadly precise.

**Prerequisite:** Heightened Precision<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, you roll d8s instead of d6s for your sneak attack dice. When you make a sneak attack or confirm a critical against a non-mythic creature with a chance to negate the sneak attack or critical hit, such as a creature with the fortification ability, you automatically bypass that ability if you spend 1 point from your ki pool.

## Hero's Display (Combat, Mythic, Performance)

A dramatic display of your weapons elates onlookers and demoralizes, more so when you put your weapons to work.

**Prerequisite:** Hero's Display<sup>UC</sup>.

**Benefit:** When you spend a swift action to make a performance combat check, you present the weapon in which you have Weapon Focus in a triumphant display. You gain a +4 bonus on the performance combat check and make an Intimidate check to demoralize all foes within 30 feet who can see your display. Each time you make a successful attack with the weapon in which you have Weapon Focus against a demoralized opponent, the duration of that opponent's shaken condition increases by 1 round.

## Heroic Will (Mythic)

You can quickly shrug off effects sapping your will.

**Prerequisite:** Heroic Will<sup>ARG</sup>.

**Benefit:** You can choose to use this feat as a swift or move action. If you use it as a standard action, you can expend a mythic surge as part of the same action and add the result to your second save. You can use this feat more than once per day by expending one use of mythic power for each additional use.

## Hex Strike (Mythic)

You blend your secret mystical arts with your martial skills.

**Prerequisite:** Hex Strike<sup>UM</sup>.

**Benefit:** You can use this feat as a free action rather than a swift action. If you spend a swift action, you add your mythic tier to your witch level to determine the effect of the hex you apply to your unarmed strike.

## Hobgoblin Discipline (Mythic)

The presence of your fellow hobgoblins steels your will.

**Prerequisite:** Hobgoblin Discipline<sup>ARG</sup>.

**Benefit:** Add one-third your mythic tier (minimum 1) to the morale bonus granted by Hobgoblin Discipline, and this bonus is doubled against emotion-based effects, including fear. You may expend one use of mythic power to share that bonus with all other hobgoblins within 30 feet, and the bonus is increased by 1 if there are 10 or more hobgoblins within 30 feet of you.





## Hoist the Colors (Mythic)

Your dread banner strikes terror into the hearts of enemies.

**Prerequisite:** Cha 15, Intimidate 5 ranks, Profession (sailor) 5 ranks.

**Benefit:** You can use Intimidate to demoralize creatures that can see your distinctive banner or flag at any distance, as long as they can clearly see your ensign. This functions as normal for the Intimidate skill but does not require you to threaten the creature.

If you expend one use of your mythic power while making an Intimidate check, you can demoralize the entire crew of a ship by successfully demoralizing the captain of that ship; at the GM's option, you can also use this ability to demoralize a troop of soldiers or similar military unit, using their commander to set the DC of the Intimidate check. If you beat the Intimidate DC, the captain and crew are shaken for a number of minutes equal to the difference between your check and the DC. You may also choose to take a -10 penalty on this Intimidate check; if your check succeeds despite this penalty, the target ship and crew are frightened instead of shaken. This penalty is reduced by an amount equal to one-half your mythic tier.

If you expend two uses of your mythic power, you may choose to increase the severity of the fear you cause by one step or increase the duration to 10 minutes times the difference between your check and the DC. Ships that are frightened or panicked and unable to flee will strike their colors and surrender to you.

## Horde Charge (Mythic, Teamwork)

You and your allies are savage in your onslaught.

**Prerequisite:** Horde Charge<sup>ARG</sup>.

**Benefit:** The bonus granted by this feat is increased to +3 on attack and damage rolls, and if you charge a creature that has already been charged by an ally with this feat you gain the bonus of the Charge Through<sup>APG</sup> feat during your charge. You also gain a +1 dodge bonus against attacks of opportunity during your charge for each ally with this feat within 30 feet that has charged since the end of your last turn. If you can make multiple attacks on a charge, the attack and damage roll bonus provided by this feat applies to all of your attacks.

## Horse Master (Mythic)

Your mount is as legendary as your horsemanship.

**Prerequisites:** Horse Master<sup>UC</sup>

**Benefit:** Your mount counts as a mythic creature for purposes of determine what abilities affect it.

## Human Spirit (Mythic)

Your human side is raw and strong.

**Prerequisite:** Human Spirit<sup>ARG</sup>.

**Benefit:** Each time you gain a level, you can choose to gain a bonus skill rank or the favored class bonus for whatever class level you select; all classes are considered your favored classes

for this purpose. You are not limited to gaining only 4 skill ranks.

## Huntmaster (Mythic)

Your favored hunting beasts are relentless.

**Prerequisite:** Huntmaster<sup>ARG</sup>.

**Benefit:** You are considered two levels higher for all purposes related to animal companions or mounts of your chosen type, and your bonus on Handle Animal and Knowledge (nature) checks with creatures of that type increases to +4. If you are adjacent to your animal companion, it can always take 10 on Survival checks and on Constitution checks, and you can expend one use of mythic power to allow your companion to treat the result of such a check as a 20.

**Special:** If you have the favored terrain, quarry, swift tracker, or woodland stride class feature, you can expend one use of mythic power for each ability (or each terrain type, for favored terrain) to share that ability with your companion or mount for a number of hours equal to your mythic tier. It gains the benefits of this ability only while within 30 feet of you. If it moves farther than 30 feet from you, this ability is suppressed and until it comes back within range.

## Hydraulic Maneuver (Mythic)

Your hydraulic pushes baffle your enemies with their strength and subtlety.

**Prerequisite:** Hydraulic Maneuver<sup>ARG</sup>.

**Benefit:** Add one-half your mythic tier to your combat maneuver bonus when using a *hydraulic push* to perform a combat maneuver. You may expend one use of mythic power to treat your target as if denied its Dexterity bonus against your *hydraulic push*, eliminating its Dexterity modifier and any dodge bonuses from its CMD.

## I

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Imbue Ki Crystal

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## Ignore Distraction (Ki, Mythic)

Your spiritual focus is unassailable.

**Prerequisite:** Ignore Distraction<sup>WK</sup>.

**Benefit:** You can use this feat as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool. In addition, you add one-half your mythic tier (minimum 1) to the bonus you gain on concentration checks as long as you have at least 1 point in your ki pool. When you begin your turn within a swarm, you can expend 1 use of your mythic power to gain immunity against its distrac-

tion ability until the end of your next turn. When you spend 1 use of your ki pool to roll twice on a concentration check, you can roll twice on any concentration checks you must make until the beginning of your next turn, and you add your mythic tier as a bonus on these checks.

## Imbue Ki Crystal (Ki, Mythic)

You can transfer your ki into crystal storage.

**Prerequisite:** Imbue Ki Crystal<sup>WK</sup>.

**Benefit:** You can meditate and perfect a crystal as a full-round action, and you need expend only 1 point from your ki pool to store 1 point of ki in the crystal. You add your mythic tier as a bonus on Craft checks made to create a ki crystal, as well as on Wisdom checks made to retrieve stored ki. If you roll a natural 1 on the Craft check to create a ki crystal, you can expend one use of your mythic power to prevent the crystal from shattering. The ki remains stored for a number of days equal to your Wisdom modifier plus your mythic tier, and you can retrieve stored ki from a ki crystal you have created as a standard action.

## Impact Critical Shot (Combat, Mythic)

Foes knocked down or away by your ranged attacks are crippled.

**Prerequisites:** Impact Critical Shot<sup>UC</sup>

**Benefit:** When you successfully bull rush or trip an opponent with Impact Critical Shot they are also staggered for 1 round.

## Impaling Charge (Mythic)

This charging creature impales opponents on its deadly horns and drives them forcefully across the battlefield.

**Prerequisites:** Impaling Charge<sup>CMR</sup>.

**Benefit:** When the creature hits an opponent with a gore attack and successfully grapples its opponent as part of an impaling charge attack, the creature can continue its movement in the line of the charge after making its attack, moving the grappled opponent with it without impeding its own movement or requiring a separate combat maneuver check (up to the limit of its movement). At the end of the attacking creature's movement, the creature can place its opponent in any square adjacent to it. If the creature attempts to place its opponent in a hazardous location, the opponent can attempt to break the grapple as a free action (though the opponent does not receive the usual +4 bonus to its CMB). Additionally, if the attacking creature moves its opponent at least 5 feet, the creature can expend one use of mythic power as a swift action to automatically render its opponent staggered for a number of rounds equal to the attacking creature's mythic rank.

## Impaling Critical (Combat, Critical, Mythic)

When you run your enemies through you can make them bleed out.

**Prerequisites:** Impaling Critical<sup>UC</sup>



**Benefit:** When your weapon is removed after successfully impaling an opponent, they take bleed damage equal to the weapon's base damage dice for a number of rounds equal to your mythic tier.

## Implant Bomb (Mythic)

You can implant bombs of surpassing power inside unwilling flesh.

**Prerequisite:** Implant Bomb<sup>UM</sup>.

**Benefit:** Damage dealt by your implanted bomb is increased by one die size (generally, d6s to d8s). If you expend one use of your mythic power when implanting the bomb, its damage dice are increased by two die sizes (generally, d6s to d10s) and the damage from the bomb bypasses non-mythic forms of energy resistance or immunity. You can remove an implanted bomb without the need for *dispel magic* by expending one use of your mythic power or a successful Disable Device check as usual. You gain a bonus on this Disable Device check equal to your mythic tier.

## Improved Back to Back (Mythic, Teamwork)

You dart through the battle, throwing your weight around and making your allies more difficult to hit.

**Prerequisite:** Improved Back to Back<sup>UC</sup>.

**Benefit:** You may expend one use of mythic power to grant an additional +2 bonus to AC to each ally with Back to Back who is adjacent to you during any part of your turn. That bonus lasts until the start of your next turn.

## Improved Blind-Fight (Combat, Mythic)

You do not need to see your enemies to strike them.

**Prerequisites:** Blind-Fight (Mythic), Improved Blind-Fight<sup>APG</sup>.

**Benefit:** You gain blindsense with a range of 5 feet per mythic tier.

## Improved Channel Force (Mythic)

Your waves of righteous force wash over your enemies.

**Prerequisite:** Improved Channel Force<sup>ARG</sup>.

**Benefit:** When using this feat, add a +2 bonus on combat maneuver checks made to push or pull targets in the area; this bonus stacks with the bonus for Mythic Channel Force. You may push some targets and pull others. If you expend one use of mythic power, you increase the save DC by 1 and add 10 feet to the length of the line you create, plus an additional 10 feet per 3 tiers after 1st; if creating a cone-shaped burst, you increase its length by 5 feet, plus 5 feet per 3 tiers after 1st.

## Improved Charging Hurler (Combat, Mythic)

Every muscle in your body adds its force to your thrown weapons. You can throw your weapon such that it pushes your foes rather than pushing through them.

**Prerequisites:** Improved Charging Hurler<sup>UC</sup>.

**Benefit:** When you use Charging Hurler and your target is within 30 feet, you add your mythic tier to damage rolls. On a successful hit, you may expend one use of mythic power to make a combat maneuver check to bull rush the target, with a +5 bonus on the check for every 10 points of damage dealt by the attack. This movement does not provoke attacks of opportunities, and the target must end this move in a safe space it can stand in. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

## Improved Cleaving Finish (Combat, Mythic)

You are a whirlwind of death.

**Prerequisites:** Improved Cleaving Finish<sup>UC</sup>.

**Benefit:** Whenever you make an attack with cleaving finish against a foe within reach, you may make a two additional attacks against them. The first attack is made with a -5 penalty, and the second a -10 penalty.

## Improved Dark Sight (Mythic)

Your eyes can pierce any dark shroud.

**Prerequisite:** Improved Dark Sight<sup>ARG</sup>.

**Benefit:** You do not gain the light blindness weakness.

## Improved Devastating Strike (Combat, Mythic)

Your crushing blows are deadly and crippling to your enemies.

**Prerequisite:** Improved Devastating Strike<sup>UC</sup>.

**Benefit:** When you confirm a critical hit when making a Vital Strike attack, you may forgo the bonus hit point damage from this feat to instead deal 2 points of Strength, Dexterity, or Constitution damage (your choice) to the target. A successful Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier + your mythic tier) halves this ability damage for non-mythic targets or negates it for a mythic target. If you have Improved Vital Strike, you deal 4 points of ability damage; if you have Greater Vital Strike, you deal 6 points of ability damage.

## Improved Drow Nobility (Mythic)

You can unleash great powers of darkness that ordinary drow cannot match.

**Prerequisite:** Improved Drow Nobility<sup>ARG</sup>.

**Benefit:** You may choose a number of your racial spell-like abilities equal to one-half your mythic tier (minimum 1). You can expend mythic power to use the mythic version of that spell-like ability. In addition, if you are able to cast the spell of the same name, you can cast that as a mythic spell, as if you had learned it with Mythic Spell Lore.

## Improved Eldritch Heritage (Mythic)

The magical power in your veins grows in strength.

**Prerequisite:** Improved Eldritch Heritage<sup>UM</sup>.

**Benefit:** You add gain a bonus feat from your list of bloodline feats, or you gain the mythic version of a bloodline feat you already possess. In addition, you treat your character level



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as your sorcerer level for any 3rd or 9th-level bloodline powers you gain from the Improved Eldritch Heritage feat.

## Improved Feint (Combat, Mythic)

You can draw a foe out of position with a twitch of your eyes.

**Prerequisites:** Improved Feint<sup>CRB</sup>.

**Benefit:** You can feint a foe as a swift action.

## Improved Feint Partner (Mythic, Teamwork)

Your companions leave your enemies open to fatal blows.

**Prerequisites:** Improved Feint Partner<sup>UC</sup>

**Benefit:** When your ally feints the target, you can take an attack of opportunity if you threaten the target or you can make a ranged attack against that target as an immediate action if you are within 30 feet. You add your mythic tier to the damage dealt by your attack of opportunity or ranged attack and increase your critical threat range by 1, and if the attack is a critical threat you add your mythic tier on the attack roll to confirm the critical hit.

## Improved Flight (Mythic)

You are unusually swift and graceful in flight.

**Prerequisite:** Fly speed, Fly 1 rank.

**Benefit:** Your fly speed is increased by 20 feet and your maneuverability is improved by one category.

## Improved Great Fortitude (Mythic)

You can draw upon a mythic reserve to resist nearly any disease, poison, or other grievous harm.

**Prerequisites:** Improved Great Fortitude<sup>CRB</sup>.

**Benefit:** Once per day, when you fail a Fortitude save, you may choose to replace your saving throw result with 20 + your total Fortitude save bonus (as if you had rolled a 20 on the d20 roll for your Fortitude save, though this does not count as an automatic success). You must make this decision immediately after discovering your initial Fortitude save failed.

This benefit is in addition to (does not replace) the normal benefit of Improved Great Fortitude.

## Improved Impaling Critical (Combat, Critical, Mythic)

You can pin your impaled opponents to the ground.

**Prerequisites:** Improved Impaling Critical<sup>UC</sup>

**Benefit:** When you confirm a critical hit and have successfully impaled an opponent, you may perform a combat maneuver check as a free action to immobilize your opponent as with the weapon impaling them. Your opponent must be adjacent to a solid, immobile object (such as the ground). If your combat maneuver check is successful, your opponent is immobilized and may not move from the square they are in. You must maintain your hold on the impaling weapon (with at least one hand) and succeed at a Combat Maneuver Check every round to maintain the immobilization. Your opponent may attempt to make a Combat Maneuver Check on his turn to attempt to escape immobilization.

## Improved Improvisation (Mythic)

You can pull off astonishing feats with little preparation or study.

**Prerequisite:** Improved Improvisation<sup>ARG</sup>.

**Benefit:** Your skill bonus on skill checks for skills in which you have no ranks increases by 1 (this bonus stacks with the bonus from Mythic Improvisation), and once per day per two mythic tiers (minimum 1) you can add a mythic surge to such a skill check without expending mythic power. You may also use these mythic surges when making an attack roll with an improvised weapon or broken weapon or a weapon in which you are not proficient.

Once per day, you can expend one use of mythic power to gain a mythic feat for which you qualify as a bonus feat; you gain the benefits of this feat for a number of rounds equal to your mythic tier. This feat cannot serve as a prerequisite for any purpose or to perform an action that takes longer than the amount of time you retain the bonus feat, such as creating a magic item or preparing a spell using a feat to which you have only temporary access.

## Improved Iron Will (Mythic)

Your legendary clarity of thought allows you to resist nearly any mental attack.

**Prerequisites:** Improved Iron Will<sup>CRB</sup>.

**Benefit:** Once per day, when you fail a Will save, you may choose to replace your saving throw result with 20 + your total Will save bonus (as if you had rolled a 20 on the d20 roll for your Will save, though this does not count as an automatic success). You must make this decision immediately after discovering your initial Will save failed.

This benefit is in addition to (does not replace) the normal benefit of Improved Iron Will.

## Improved Ki Throw (Combat, Mythic)

Your use of an enemy's body to knock other enemies to the ground is unparalleled.

**Prerequisite:** Improved Ki Throw<sup>APG</sup>.

**Benefit:** When using Improved Ki Throw, your bull rush combat maneuver check does not receive the -4 penalty against the secondary target. Additionally, if you throw a Large or larger creature into an area containing multiple secondary targets, each additional penalty of -4 on your combat maneuver check can be negated by expending one use of mythic power. In addition, you can affect creatures larger than your own size by expending one use of mythic power (or 1 point from your ki pool) per two size categories of difference (round up).

## Improved Kiai (Ki, Mythic)

Your spiritual shout is deafening to foes.

**Prerequisite:** Improved Kiai<sup>WK</sup>.

**Benefit:** Your kiai deals sonic damage equal to twice your Wisdom modifier, and the radius of the effect is increased to 10 feet, plus 10 feet per additional point you spend from your



ki pool. You may choose to exclude a number of allies equal to one-half your mythic tier (minimum 1) from the effects of your kiai. You can expend uses of your mythic power interchangeably with points from your ki pool when using this feat.

## Improved Lightning Reflexes (Mythic)

Your legendary speed allows you to avoid nearly any area effect.

**Prerequisites:** Improved Lightning Reflexes<sup>CRB</sup>.

**Benefit:** Once per day, when you fail a Reflex save, you may choose to replace your saving throw result with 20 + your total Reflex save bonus (as if you had rolled a 20 on the d20 roll for your Reflex save, though this does not count as an automatic success). You must make this decision immediately after discovering your initial Reflex save failed.

This benefit is in addition to (does not replace) the normal benefit of Improved Lightning Reflexes.

## Improved Low Blow (Combat, Mythic)

Your strikes from below pierce the soft underbelly of your enemies.

**Prerequisite:** Improved Low Blow<sup>ARG</sup>.

**Benefit:** Your bonus on critical hit confirmation rolls increases by 1 for each size category the target is larger than you. In addition, you can use your ability to reroll a critical hit confirmation roll against a larger creature more than once per day by expending one use of mythic power for each additional use.



## Improved Monster Lore (Mythic)

Your obsessive study of monsters lends you uncanny insights.

**Prerequisite:** Improved Monster Lore<sup>UM</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) on skill checks made to identify the abilities and weaknesses of creatures, and if you expend one use of mythic power you can treat the result of such a skill check as a natural 20. If you spend a standard action carefully studying a creature while making such a check, you may add an insight bonus equal to the result of your skill check divided by 10 to any one d20 roll you make against that creature before the end of your next turn.

## Improved Precise Shot (Combat, Mythic)

Your prowess with ranged attacks is legendary.

**Prerequisites:** Improved Precise Shot<sup>CRB</sup>, 5th mythic tier.

**Benefit:** When you make a ranged attack, you automatically hit your target (regardless of its AC) on a natural roll of 17 or better (the d20 roll shows a 17, 18, 19, or 20). This is treated as if you had rolled a natural 20 on the attack, although your attack is not a critical threat unless the die roll actually rolls within your attack's threat range.

## Improved Rending Fury (Combat, Mythic)

Your savage brutality leaves your foes battered and bruised.

**Prerequisites:** Improved Rending Fury<sup>UC</sup>.

**Benefit:** When rend an opponent, you deal 1d6 points of bonus damage for each of the natural weapons you use to rend that hits that opponent. You may choose to forfeit this damage and instead deal 1 point of Strength or Dexterity damage to the target for every 1d6 points of damage you would have dealt with this feat. Neither hit point damage nor ability damage is multiplied on a critical hit.

## Improved Second Chance (Combat, Mythic)

Your accuracy is legendary.

**Prerequisites:** Improved Second Chance<sup>APG</sup>.

**Benefit:** When you reroll a missed attack using the Second Chance feat, you can expend a use of mythic power to still make the rest of your attacks that turn without the -5 penalty to each attack normally imposed by Improved Second Chance.

## Improved Share Spells (Mythic)

Your connection to your bonded ally runs stronger than most.

**Prerequisite:** Improved Share Spells<sup>APG</sup>.

**Benefit:** The range of your share spells is increased by 5 feet per mythic tier before your bonded creature loses the benefit of spells it shares with you. In addition you may target your bonded creature with touch spells (including shared spells) at a range of 5 feet per mythic tier. When you use a spell-trigger or spell-completion item to produce a spell effect, you can expend one use of your mythic power to share that spell effect with your bonded creature.



# Chapter 3: Mythic Feats

## Improved Shield Bash (Combat, Mythic)

You use your shield for offense almost as much as defense.

**Prerequisites:** Improved Shield Bash<sup>CRB</sup>, 2nd mythic tier.

**Benefit:** You can make a shield bash attack as a swift action.

## Improved Sidestep (Combat, Mythic)

You can sidle away from harm at the last moment.

**Prerequisites:** Improved Sidestep<sup>APG</sup>.

**Benefit:** Whenever an opponent misses you with an attack, you can use the withdraw action as an immediate action, though you can move only up to your speed. You gain a dodge bonus to AC equal to one-half your mythic tier (minimum +1) against attacks of opportunity provoked by your movement that are made by the attacker that missed you. If you expend one use of your mythic power, you can move up to twice your speed when using this feat. Movement you take during this immediate action does not affect your movement on your next turn.

## Improved Snap Shot (Combat, Mythic)

Take advantage of your opponents' vulnerabilities and reposition yourself at the same time.

**Prerequisite:** Improved Snap Shot<sup>UC</sup>.

**Benefit:** When taking an attack of opportunity with your ranged weapon, you may take a 5 foot step as part of that attack. This does not count against the 5-foot step you can take during your turn. Additionally, by expending one use of your mythic power, you can reload your ranged weapon as an immediate action if you have a free hand.

## Improved Stalwart (Mythic)

You adopt a defensive stance that absorbs mighty blows.

**Prerequisites:** Improved Stalwart<sup>UC</sup>.

**Benefit:** You may spend 1 point of mythic power as an immediate action to grant the damage reduction you gain from Stalwart to one ally within reach.

## Improved Surprise Follow-Through (Combat, Mythic)

Your follow-up strikes leave your foes reeling.

**Prerequisite:** Improved Surprise Follow-Through<sup>ARG</sup>.

**Benefit:** When using Great Cleave, all opponents you hit are treated as flat-footed until the beginning of your next turn or until they are struck by an attack that requires an attack roll.

## Improved Two-Weapon Feint (Combat, Mythic)

Your flashing blades distract your target and leave him open to deadly countermeasures.

**Prerequisite:** Improved Two-Weapon Feint<sup>UC</sup>.

**Benefit:** When you use this feat, you can forgo your first (highest base attack bonus) attack with either your primary hand or your off hand in order to make a Bluff check to feint. If the Bluff check succeeds, your target is denied its Dexterity bonus to AC against you until the end of your turn. If you

forgo your first (highest base attack bonus) attack with both your primary hand and your off hand and both Bluff checks to feint succeed, your target is denied its Dexterity bonus until the beginning of your next turn against attacks by you and any one ally you choose that also threatens the target.

## Improved Two-Weapon Fighting (Combat, Mythic)

You strike with two weapons as easily as with one.

**Prerequisites:** Improved Two-Weapon Fighting<sup>CRB</sup>, 5th mythic tier.

**Benefit:** As a standard action, you may make one attack with your primary weapon and one with your off-hand weapon. When you make an attack of opportunity, if your primary weapon hits you may also make an attack with your secondary weapon as a free action.

## Improved Umbral Scion (Mythic)

Your magical heritage is a glorious endowment.

**Prerequisite:** Improved Umbral Scion<sup>ARG</sup>.

**Benefit:** You add *clairaudience/clairvoyance*, *detect secret doors*, *discern lies*, *message*, and *see alignment*<sup>UC</sup> to your list of spell-like abilities which you may use once per day. These uses are in addition to the daily uses gained from the Umbral Scion or Mythic Umbral Scion feat.

## Improved Vital Strike (Combat, Mythic)

You can deliver blows that shatter bone and liquefy internal organs.

**Prerequisites:** Improved Vital Strike<sup>CRB</sup>, 5th mythic tier.

**Benefit:** Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, multiply all damage (even damage from sources that wouldn't normally be multiplied on a critical hit) by the number of weapon damage dice you roll for that feat.

## Improvisation (Mythic)

You are a consummate dilettante, able to do a bit of almost everything and do it well.

**Prerequisite:** Improvisation<sup>ARG</sup>.

**Benefit:** Your skill bonus on skill checks for skills in which you have no ranks increases by 1, and once per day per two mythic tiers (minimum 1) you can add a mythic surge to such a skill check without expending mythic power.

Once per day, you can expend one use of mythic power to gain a feat for which you qualify as a bonus feat; you gain the benefits of this feat for a number of rounds equal to your mythic tier. This feat cannot serve as a prerequisite for any purpose or to perform an action that takes longer than the amount of time you retain the bonus feat, such as creating a magic item or preparing a spell using a feat to which you have only temporary access.

## Improvised Weapon Mastery (Combat, Mythic)

Everything is a deadly weapon in your hands.

**Prerequisites:** Improvised Weapon Mastery<sup>CRB</sup>.



**Benefit:** When using a one-handed improvised weapon, you may always choose to treat it as a light weapon. You also treat any improvised melee weapon as having any two of the following special weapon features (decided by you at the beginning of each turn before you take any other actions): blocking, deadly, disarm, distracting, grapple, monk, nonlethal, performance, sunder, trip. If using a 2-handed improvised melee weapon you may also select from the brace, double, or reach special weapon features. When using an improvised ranged weapon, treat it as having a 40 ft. range increment.

## Improved Whip Mastery (Combat, Mythic)

No one is safe within the reach of your lash.

**Prerequisite:** Improved Whip Mastery<sup>UC</sup>.

**Benefit:** While wielding a whip, you threaten the area of your natural reach plus 10 feet. You can use your whip to drag an unattended Medium object into your square. To do so, you must hit AC 10 with a melee touch attack. If you trip an opponent of Medium or smaller size with you whip, you can immediately attempt to drag the prone opponent with your whip, as per the combat maneuver, without provoking attacks of opportunity.

## Improvisation (Mythic)

You are a consummate dilettante, able to do a bit of almost everything and do it well.

**Prerequisite:** Improvisation<sup>ARG</sup>.

**Benefit:** Your skill bonus on skill checks for skills in which you have no ranks increases by 1, and once per day per two mythic tiers (minimum 1) you can add a mythic surge to such a skill check without expending mythic power.

Once per day, you can expend one use of mythic power to gain a feat for which you qualify as a bonus feat; you gain the benefits of this feat for a number of rounds equal to your mythic tier. This feat cannot serve as a prerequisite for any purpose or to perform an action that takes longer than the amount of time you retain the bonus feat, such as creating a magic item or preparing a spell using a feat to which you have only temporary access.

## In Harm's Way (Combat, Mythic)

Your body is a shield for your allies.

**Prerequisite:** In Harm's Way<sup>APG</sup>.

**Benefit:** When using the Bodyguard feat to improve an ally's AC, you can spend either an immediate action or one of your attacks of opportunity to intercept that attack, taking its effects upon yourself. If an attack you intercept would have struck your ally, it hits you; it need not hit your AC.

In addition, if an ally that you can reach an ally by making a 5-foot step is successfully attacked, you can use an immediate action to take a 5-foot step to move adjacent to that ally and intercept the attack. If an ally that you could reach with a single move action is attacked, you can move adjacent to that ally and intercept the attack by spending one use of your

mythic power for every 10 feet or fraction thereof you must move to reach them. Your movement does not provoke attacks of opportunity.

**Normal:** You must be adjacent to your ally to use this feat. While the standard Bodyguard and In Harm's Way feats states you are using the aid another action to improve your ally's AC, you do not need to threaten your ally's attacker to use them.

## Incinerating Spell (Metamagic, Mythic)

Your intense fires are all-consuming.

**Prerequisite:** Incinerating Spell<sup>GCC</sup>.

**Benefit:** Objects that fail their saves against your incinerating spell that are not destroyed lose a number of points of hardness equal to your mythic tier, with a maximum equal to the spell's original level. This lost hardness can be repaired by *make whole*, with each point of hardness repaired using 10 hit points worth of the spell's effect. Creatures fail their saves but are not killed lose a number of points of their natural armor bonus to AC equal to one-half your mythic tier (minimum 1), with a maximum equal to one-half the spell's original level. Lost points of natural armor are treated as points of ability damage for the purpose of natural or magical healing.

## Incremental Elemental Assault (Mythic)

You may activate multiple elements simultaneously, or increase the damage of one type.

**Prerequisite:** Incremental Elemental Assault<sup>ARG</sup>.

**Benefit:** When you use your elemental assault ability, you may choose to sheathe each arm in a separate energy type, such as fire on one arm and ice on the other, dealing damage as appropriate. If you choose a single energy type for both arms, your elemental damage is increased by an amount equal to one-half your mythic tier (minimum 1). If you spend one use of your mythic power, targets damaged by your elemental assault also suffer the following effect(s) based on the type of energy you use. The save DC for these secondary effects is 10 + 1/2 your level + your Constitution modifier.

*Acid:* Target must succeed at a Fort save or be sickened for one round.

*Cold:* Target must succeed at a Fort save or be staggered for one round.

*Electricity:* Target must succeed at a Reflex save or be dazed for one round.

*Fire:* Target must succeed at a Reflex save or catch fire (1d6 damage)

## Inescapable Grasp (Combat, Mythic)

It is almost impossible for foes to wriggle free from your grasp.

**Prerequisite:** Improved Grapple or grab special attack.

**Benefit:** Your CMD against attempts to escape from your grapple is increased by an amount equal to your mythic tier, whether such attempts are made as a grapple combat maneuver or an Escape Artist skill check. In addition, you can grapple creatures using *freedom of movement*, though you take a base -20



penalty on combat maneuver checks made to grapple such a target. This penalty is reduced by an amount equal to your mythic tier (if your target is a mythic creature or is using mythic *freedom of movement*) or by twice your mythic tier otherwise.

## Inexplicable Luck (Mythic)

Your luck bails you out of any situation.

**Prerequisite:** Inexplicable Luck<sup>ARG</sup>.

**Benefit:** The bonus you gain on the d20 roll is increased to +10 if you apply the bonus before the roll, +5 if you apply the bonus after the roll. You can use this ability more than once per day if you expend one use of mythic power for each additional use. If you are affected by a curse, an effect that requires you to roll multiple times and select the worse result, or an effect that explicitly states it causes you to have bad luck (GM's discretion), you can trigger this feat to negate that effect on you. If an effect granting you a luck bonus is dispelled, you can expend one use of mythic power to negate that dispelling.

## Inner Breath (Mythic)

You can use the elemental air suffusing your body to purify the air around you.

**Prerequisite:** Inner Breath<sup>ARG</sup>.

**Benefit:** You gain a +2 racial bonus on saving throws against inhaled poisons and cloud, gas, or mist attacks (such as *cloudkill*). If you spend one use of your mythic power you can, as a full-round action that draws attacks of opportunity, expel elemental air from your body to end the effects of any inhaled poison, cloud, mist, or gas affecting you or an adjacent ally. If you are the area of such an effect when you use this ability, you can instead choose to dispel and disperse a 10-foot cube of such cloud, gas, or mist for every two mythic tiers you possess (minimum 1).

## Inner Flame (Combat, Mythic)

The heat your body generates can set others aflame.

**Prerequisite:** Inner Flame<sup>ARG</sup>.

**Benefit:** Your bonus on saves against fire attacks and spells with the fire or light descriptors increases to +6. When you use Scorching Weapons or grappling, targets that take fire damage from your attacks or successful grapple checks must succeed at a Reflex save or catch on fire (DC = 10 + 1/2 your level + your Con modifier). This fire does not harm you even if you are grappling a burning creature.

## Inscribe Ki Tattoo (Ki, Mythic)

You can channel your spiritual power into another through your tattooing needles.

**Prerequisite:** Inscribe Ki Tattoo<sup>WK</sup>.

**Benefit:** You can inscribe a tattoo in 1 minute, expending only 1 point from your ki pool, and if you expend one use of your mythic power you also reduce the cost required by 50 gp times your mythic tier. If the creature on which you inscribe a ki tattoo is a mythic creature, you can expend one use of your mythic power to imbue a ki feat plus its mythic version as part of the same tattoo, as long as you possess both versions of the feat.

## Inscribe Magical Tattoo (Item Creation, Mythic)

You can infuse great magical energy into magical tattoos.

**Prerequisite:** Inscribe Magical Tattoo<sup>ISM</sup>.

**Benefit:** You can inscribe multiple tattoos per day, as long as their total value does not exceed 1,000 gp plus 500 gp times your mythic tier, to a maximum of 6,000 gp value per day of work. If you expend one use of your mythic power, you can inscribe a single magical tattoo worth up to 1/10 this amount as a full-round action, or up to half this amount in 1 minute. You can also infuse one use of your mythic power into a tattoo you create. This costs nothing but takes 1 hour. This use of mythic power remains potent for a number of hours equal to your mythic tier or until expended. The tattooed creature can expend the stored mythic power as a swift action when he is activating the magical tattoo, granting the benefit of a mythic surge using your surge die. The tattooed creature need not be a mythic creature to use this mythic surge. A creature cannot hold more than one use of your mythic power, regardless of how many magical tattoos it has.





## Insightful Gaze (Mythic)

You can see through deceptions and prevarications with ease.

**Prerequisite:** Insightful Gaze<sup>UM</sup>.

**Benefit:** Whenever you make a Sense Motive check to oppose someone's Bluff check, you add your mythic tier on the check if your opponent is a non-mythic creature, or one-half your mythic tier (minimum 1) on the check if your opponent is mythic. If both die roll results are less than 10, as an immediate action you can take 10 on the check.

## Instant Judgment (Mythic)

You may condemn a foe without a second thought.

**Prerequisites:** Instant Judgment<sup>UC</sup>

**Benefit:** You may spend 1 point of mythic power to pronounce a judgment or change an active judgment as a free action.

## Intensified Spell (Metamagic, Mythic)

Your spells stretch beyond the limits of their normal firepower.

**Prerequisites:** Intensified Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with Intensified Spell, its maximum number of damage dice is increased by 10 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat.

Alternatively, you may expend a use of mythic power to cast a spell as an Intensified spell (gaining only the normal benefits of an intensified spell, rather than the increased benefits outlined above) without preparing it as Intensified in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** An intensified spell has its maximum number of damage dice increased by 5 levels.

## Intimidating Bane (Mythic)

Your deadly weapons bring baneful terror to your chosen foes.

**Prerequisite:** Intimidating Bane<sup>UC</sup>.

**Benefit:** Whenever you use Dazzling Display while your bane feature is active, you add your mythic tier on your Intimidate check against creatures of the type your bane weapon currently affects. If your Intimidate check exceeds the DC by 10 or more, creatures are frightened rather than shaken. If it exceeds the DC by 20 or more, they are panicked rather than shaken. In either case, the fear effect remains as long as your bane feature is still active and effective against their creature type.

In addition, you gain the benefit of the non-mythic Intimidating Bane feat whenever you are wielding a weapon that possesses the bane property, provided you have Weapon Focus with that weapon. When doing so, add one-half your mythic tier to the number of rounds a creature is shaken by your successful Intimidate check (instead of the condition lasting as long as the bane effect lasts).

**Normal:** You can use this feat only when using your bane

class feature.

## Intimidating Confidence (Mythic)

Your single-minded focus cowers and dismays your enemies.

**Prerequisite:** Intimidating Confidence<sup>ARG</sup>.

**Benefit:** You can make an Intimidate check as a free action against a non-mythic creature whenever you threaten a critical hit, even if you do not confirm the critical hit. If you confirm the critical hit and succeed on this Intimidate check, you can replace the shaken condition with the effects of *crushing despair* for the same duration. This is an extraordinary ability and a mind-affecting emotion effect. You can expend a mythic surge as part of your critical hit confirmation roll. If the critical hit is confirmed, you apply the bonus from the mythic surge to the Intimidate check as well.

## Intimidating Gaze (Mythic)

Your stern gaze causes even stout-hearted enemies to quail before it.

**Prerequisites:** Intimidating Gaze<sup>UM</sup>.

**Benefit:** You gain an additional number of daily uses of this feat equal to one-half your mythic tier (minimum 1). If both die roll results are less than 10, as an immediate action you can take 10 on the check. Instead of rolling twice on your Intimidate check, you may use this feat to make an Intimidate check against a non-mythic living creature that is normally immune to fear; in this case, you roll only once and cannot take 10 on the check.

## Invert Flow (Ki, Mythic)

You can disruptively interrupt the flow of the target's ki.

**Prerequisite:** Invert Flow<sup>MIM</sup>.

**Benefit:** You can use this feat in melee as a swift action, or as a ranged touch attack with a range of 5 feet times your mythic tier as a standard action. You add one-half your mythic tier (minimum 1) to the reduction in the target's ability modifier and the save DC, and the save changes to Will half instead of Will negates.

## Ironguts (Mythic)

Your digestion can take any amount of punishment.

**Prerequisites:** Ironguts<sup>APG</sup>.

**Benefit:** You become immune to the sickened condition. In addition, you may select a single ingested poison for every mythic tier you possess. You are immune to this poison. Each time you gain a new mythic tier you may select an additional poison. You may choose one inhaled, injury, or contact poison in place of two ingested poisons.

## Ironhide (Mythic)

Your skin's toughness is legendary.

**Prerequisites:** Ironhide<sup>APG</sup>.

**Benefit:** The natural armor bonus you gain from the Ironhide feat increased by one. It increases by one more at mythic tier 4, 7, and 10.



# Chapter 3: Mythic Feats

## Island Blood (Mythic)

Your ancestry traces back to the forbidden island of perfection.

**Prerequisite:** Island Blood<sup>ISWG</sup>.

**Benefit:** You may choose three skills with the same associated ability score, or any two skills you wish; these skills are always considered class skills for you. Whenever you use a mythic surge to boost a skill check using one of these skills, you may roll the surge die twice and select the better result. You can also use *know direction* at will as a spell-like ability (caster level = your Hit Dice), though rather than learning which way is north you discern the direction to the forbidden island of your ancestors.

## J

Janni Rush

Janni Style

Janni Tempest

Jawbreaker

Jinxed Spell

Judgment Surge

## Janni Rush (Combat, Mythic)

Your leaping charges crash down upon your enemies like thunder.

**Prerequisites:** Janni Rush<sup>UC</sup>.

**Benefit:** When using Janni Rush, you gain a bonus on Acrobatics checks made to jump equal to your mythic tier. In addition, you can expend one use of your mythic power as a free action when jumping to increase this bonus to 5 times your mythic tier. If jump while charging and hit your opponent with an unarmed strike, you add your mythic tier to the damage you deal. This damage is multiplied on a critical hit.

## Janni Style (Combat, Mythic, Style)

You are a whirling dervish as you dash in and out of crowded combats.

**Prerequisites:** Janni Style<sup>UC</sup>.

**Benefit:** When using the charge action, you take no penalty on your Armor Class, and you reduce the attack roll that flanking creatures gain against you by an amount equal to one-half your mythic tier (minimum 0). In addition, when charging while unarmed you can expend one use of your mythic power to gain the ability to move through the spaces of allied creatures and to turn as often as desired until the end of your charge.

## Janni Tempest (Combat, Mythic)

Your spinning strikes send foes flying across the field.

**Prerequisites:** Janni Tempest<sup>UC</sup>.

**Benefit:** When you are using this style and hit an opponent with an unarmed strike, until the end of your next turn you can make a combat maneuver check to bull rush or trip that target as a swift action, or as a move action you can attempt

both bull rush and trip maneuvers against the target. If you expend one use of your mythic power, you can attempt a bull rush and a trip maneuver against the target as part of the same swift action.

## Jawbreaker (Combat, Mythic)

Your powerful punch smashes your target's teeth in.

**Prerequisite:** Jawbreaker<sup>UC</sup>.

**Benefit:** After the bleed damage caused by this feat is ended, the target's mouth remains damaged. Its bite attack (if any) is treated as if it had the *broken* condition. The target takes a -2 penalty on skill checks involving talking and has a 20% chance of spell failure on any spell with a verbal component, and the save DC of any language-dependent effect or verbal bardic performance is also reduced by 2. These penalties can be removed with one week of long-term care with the Heal skill, with a DC equal to your Stunning Fist save DC. A regenerate spell removes these effects immediately, and a creature with regeneration can remove this condition in 1d4 rounds. You can expend one use of your mythic power or a point from your ki pool to use this feat rather than a daily use of your Stunning Fist feat.

## Jinxed Spell (Metamagic, Mythic)

Your spells carry bad luck to your enemies.

**Prerequisite:** Jinxed Spell<sup>HG</sup>.

**Benefit:** You may choose a number of creatures equal to one-half your mythic tier (minimum 1) to be affected by your jinx when they fail their saving throw against your jinxed spell. In addition, you can select one creature that succeeds on its saving throw against your spell and target that creature with your *halfling jinx*; it is allowed the normal saving throw to avoid your jinx. Alternatively, you may expend one use of mythic power to cast a spell as a jinxed spell (gaining only the normal benefits of a jinxed spell, rather than the increased benefits outlined above) without preparing it as jinxed in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Judgment Surge (Mythic)

Your righteous wrath surges with divine power.

**Prerequisite:** Judgment Surge<sup>UM</sup>.

**Benefit:** You gain an additional number of daily uses of this feat equal to one-half your mythic tier. In addition, if you become frightened, panicked, paralyzed, stunned, unconscious, or otherwise subject to an effect that would normally suppress the bonuses from your judgment, you can expend one use of your mythic power or one daily use of this feat to retain the bonuses of your judgment even while you are unable to participate in combat. Your bonuses still immediately end if you voluntarily leave combat.



## K

Keen Scent  
 Ki Agility  
 Ki Balance  
 Ki Cloak  
 Ki Focus  
 Ki Infusion  
 Ki Insight  
 Ki Meditation  
 Ki Regeneration  
 Ki Resilience  
 Ki Rush  
 Ki Sprint  
 Ki Stand  
 Ki Throw  
 Ki Touch  
 Kiai  
 Kirin Path  
 Kirin Strike  
 Kirin Style  
 Kobold Ambusher  
 Kobold Sniper

### Keen Scent (Mythic)

Your sense of smell is highly acute.

**Prerequisites:** Keen Scent<sup>APG</sup>.

**Benefit:** The range of your scent ability increases by 30 feet.

In addition you may select a single creature type (and subtype) from the ranger's favored enemy list per mythic tier. You can use scent to detect creatures of that type from an additional 30 feet and can note the direction of their scent as a free action. Each time you gain an additional mythic tier choose an additional creature type (and subtype).

### Ki Agility (Ki, Mythic)

Your spiritual focus aids your extreme agility.

**Prerequisite:** Ki Agility<sup>WK</sup>.

**Benefit:** You can use this feat as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool. You increase your competence bonus on Acrobatics checks by 2, and when you spend 1 point from your ki pool after making a Reflex save or Acrobatics check, you can roll twice and select the better result.

### Ki Balance (Ki, Mythic)

Your spiritual balance keeps your physical balance in harmony.

**Prerequisite:** Ki Balance<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, your dodge bonus to AC increases to +2. Spending a point from your ki pool to make an Acrobatics check to avoid falling prone is a free action, and you can roll twice on the check and select the better result. You can also use this ability to avoid being moved by an awesome blow, bull rush, drag, or reposition combat maneuver.

### Ki Cloak (Ki, Mythic)

Your attunement with the universe allows you to evade the senses of the weak-minded.

**Prerequisite:** Ki Cloak<sup>WK</sup>.

**Benefit:** After making a Stealth check, you can spend 1 point from your ki pool or expend one use of your mythic power to reroll the check; you must accept the result of the second roll even if it is worse. In addition, when you activate this feat, the effects last for an additional number of rounds equal to one-half your mythic tier (minimum 1) before you must spend additional ki as a move action to maintain the effect. You can expend one use of your mythic power as a swift action to double the radius of this effect, or as an immediate action to activate disappear from view when it is not your turn.

### Ki Focus (Ki, Mythic)

Your mastery of ki is unsurpassed.

**Prerequisite:** Ki Focus<sup>WK</sup>.

**Benefit:** You can use this feat an additional number of times per day equal to your mythic tier, with a maximum equal to your character level plus your mythic tier. You can expend two uses of this feat to increase the bonus you gain to +2.

### Ki Infusion (Ki, Mythic)

Your spells resound with your soul-force.

**Prerequisite:** Ki Infusion<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool,





# Chapter 3: Mythic Feats

your bonus on caster level checks increases to +2. You can use this feat to increase your caster level as a free action, and if you expend one use of your mythic power you increase the caster level of the spell or spell-like ability you use by 1 for every point you spend from your ki pool, up to a maximum equal to your Wisdom bonus.

## Ki Insight (Ki, Mythic)

Your mental balance and focus allows you to discern subtle patterns and clues.

**Prerequisite:** Ki Insight<sup>WK</sup>.

**Benefit:** You can use this feat as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool. You increase your bonus on Sense Motive checks by 2, and when you spend 1 point from your ki pool to gain a bonus on a Will save or Sense Motive check made to oppose a Bluff check, you can roll twice and select the better result.

## Ki Meditation (Ki, Mythic)

You can tap into your inner spiritual strength.

**Prerequisite:** Ki Meditation<sup>WK</sup>.

**Benefit:** Once per day, after meditating or resting for 8 hours, you gain a ki pool containing a number of ki points equal to your Wisdom modifier (minimum 1). As long as you have at least 1 point in your ki pool, you gain a +3 insight bonus to your chosen skill, which you can double to +6 as a free action by expending 1 point from your ki pool.

**Special:** If you gain levels in a class that grants a ki pool, you can immediately retrain this feat for a different ki feat.

## Ki Regeneration (Combat, Ki, Mythic)

You can use the power of your spirit to repair your body.

**Prerequisite:** Ki Regeneration<sup>WK</sup>.

**Benefit:** You add your mythic tier to the number of hit points you regain when you expend a point from your ki pool. You may choose to heal 1 point of ability damage in place of these additional hit points.

## Ki Resilience (Ki, Mythic)

Your strength of mind and body work as one.

**Prerequisite:** Ki Resilience<sup>WK</sup>.

**Benefit:** You add your mythic tier to the number of temporary hit points you gain from this feat, and they last for a number of hours equal to your Wisdom modifier plus your mythic tier or until expended.

## Ki Rush (Combat, Ki, Mythic)

Your mental focus lets you barrel through obstacles.

**Prerequisite:** Ki Rush<sup>WK</sup>.

**Benefit:** When you spend a point from your ki pool as part of a charge action, you can make a number of the following maneuvers equal to your Wisdom modifier plus one-half your mythic tier (minimum 1): turn up to 90 degrees, move through

the space of an allied creature, or move through a square of difficult terrain. If you expend one use of mythic power, you can make a combat maneuver check as a free action to bull rush or overrun a creature in the path of your charge. If you fail to move the creature out of your way, you must move around them using the maneuvers listed above or else end your charge adjacent to that creature.

## Ki Sprint (Ki, Mythic)

Your spiritual centering grants you great speed.

**Prerequisite:** Ki Sprint<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, you increase the multiplier you apply to your speed and gain a +2 dodge bonus to AC against attacks of opportunity or readied attacks against you when you are using the charge, run, or withdraw action. You retain your Dexterity bonus to AC when running. When you expend a point from your ki pool to increase your speed when running or charging, your increased speed lasts for a number of rounds equal to your mythic tier. If you expend a use of your mythic power, your speed is increased by 5 feet times your mythic tier, and attacks against you while charging, running, or withdrawing have a 20% miss chance.

## Ki Stand (Mythic)

You can turn a fall to your advantage.

**Prerequisite:** Ki Stand<sup>UM</sup>.

**Benefit:** Standing up as a swift action no longer provokes an attack of opportunity. Spending a ki point allows you to move up to 5 feet as part of this action. You may instead spend a use of mythic power to move up to half your speed as part of this action. This movement does not provoke attacks of opportunity.

## Ki Throw (Combat, Mythic)

Your throw enables you to switch positions with your enemy or send it flying.

**Prerequisite:** Ki Throw<sup>APG</sup>.

**Benefit:** When using Ki Throw, you may switch places with the target, knocking it prone in your own square and simultaneously moving into the space it just vacated. If the target occupies multiple squares, you cannot move it into a square occupied by other creatures, and you must move into the nearest square within its space. This movement does not provoke attacks of opportunity and does not count as a 5-foot step. In addition, you can affect creatures larger than your own size by expending one use of mythic power (or 1 point from your ki pool) per two size categories of difference (round up).

## Ki Touch (Combat, Ki, Mythic)

Your spirit guides your blows<sup>WK</sup>.

**Prerequisite:** Ki Touch.

**Benefit:** You can spend 1 point from your ki pool to use this feat as part of any single attack, regardless of the type of action



it uses, including an attack of opportunity, charge attack, Vital Strike, or an attack made as a swift or immediate action. It does not require a separate action to activate this feat, and you can use this feat multiple times per round by spending 1 point from your ki pool for each attack you wish to resolve as a touch attack.

## Kiai (Combat, Ki, Mythic)

Your shout focuses your inner strength.

**Prerequisite:** Kiai<sup>WK</sup>.

**Benefit:** You can use this feat as a free action, as long as you are able to speak, and you can expend uses of your mythic power interchangeably with points from your ki pool. You can apply the bonus you gain to Dexterity checks and Dexterity-based skill checks. If you expend one use of your mythic power, the bonus you choose persists for a number of additional rounds equal to one-half your mythic tier (minimum 1). You can benefit from only one kiai at a time; if you use this feat again before the previous use has expired, the new benefit replaces the previous benefit.

## Kirin Path (Combat, Mythic)

You walk a careful path around your enemies, knowing their every move before they make it.

**Prerequisites:** Kirin Path<sup>UC</sup>.

**Benefit:** When making a Knowledge check to identify a creature, you can take 20 on the check a number of times per day equal to one-half your mythic tier (minimum 1). In addition, when you use an attack of opportunity to move after a creature you have studied ends its turn in your threatened area, you can end your move in a square that is not threatened by the creature. Alternatively, you can remain within the creature's threatened area but move an additional 5 feet per 2 mythic tiers (minimum 5 feet).

## Kirin Strike (Combat, Mythic)

You are a masterful student of all opponents, and your cunning blows always pierce your target's defenses.

**Prerequisites:** Kirin Strike<sup>UC</sup>.

**Benefit:** You add your mythic tier to your insight bonus on Knowledge checks made to identify creatures. If you use a swift action to deal additional damage to a creature you have studied, your attack also bypasses an amount of damage reduction (including DR/- or DR/epic) equal to your mythic tier, or one-half your mythic tier if your target is a mythic creature.

## Kirin Style (Combat, Mythic, Style)

Your awareness of enemies helps keep you safe from harm.

**Prerequisites:** Kirin Style<sup>UC</sup>.

**Benefit:** When using this style, you can make a Knowledge check to identify a single creature as an immediate action, even if you are flat-footed. In addition, once per round on your turn, you can make a check to identify a creature within 5 feet times your mythic tier as a free action rather than a swift action. If

you succeed on your check to identify a creature, you increase the bonus you gain on saving throws and to AC by one-third your mythic tier (minimum 1). If you expend one use of mythic power, you gain this bonus against all creatures of the same specific kind as the creature you identified; hence, if you identified a frost giant, you would gain these bonuses against other frost giants but not other giants or other humanoids.

## Kobold Ambusher (Combat, Mythic)

You are practically unnoticeable even when running, and do more damage against unsuspecting opponents.

**Prerequisite:** Kobold Ambusher<sup>ARG</sup>.

**Benefit:** Your penalty on Stealth checks when running or charging is reduced to -5. When you hit a creature who is unaware of your presence, you gain a bonus on your weapon damage roll equal to your mythic tier. In addition, whenever you roll a critical threat during a surprise round or against an opponent that is unaware of you, you add one-half your mythic tier (minimum 1) to the attack roll to confirm that critical hit.

## Kobold Sniper (Combat, Mythic)

Your sniping ability is without equal, and you do extra damage to unsuspecting opponents.

**Prerequisite:** Kobold Sniper<sup>ARG</sup>.

**Benefit:** Your penalty on Stealth checks to stay hidden after sniping is reduced to -5. When you hit a creature who is unaware of your presence with a ranged attack, you gain a bonus on your weapon damage roll equal to your mythic tier. Alternatively, if there is another creature within 5 feet of you times your mythic tier, you can forgo this bonus damage in order to attempt a Bluff check as a free action with a bonus equal to your mythic tier, opposed by your target's Perception check. If your Bluff check succeeds, the target believes the creature you designate was the one that used the ranged attack against it.

## L

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# Chapter 3: Mythic Feats

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Lucky Strike

Lustful

## Landing Roll (Combat, Mythic)

You are as nimble flat on the ground as most are standing up.

**Prerequisites:** Landing Roll<sup>UC</sup>.

**Benefit:** When you use this feat, you can stand up after falling prone as part of the same immediate action. Standing up provokes attacks of opportunity from creatures that threaten your new location. If you expend one use of your mythic power, you do not provoke attacks of opportunity when standing up. Alternatively, when you use this feat you can move up to half your speed as an immediate action before falling prone at the end of your movement. This movement does not provoke attacks of opportunity.

## Leadership (Mythic)

Even those who follow you are mythic.

**Prerequisites:** Leadership<sup>CRB</sup>, 2nd mythic tier.

**Benefit:** Add your mythic tier to your leadership score. The cohort you gain from the Leadership feat is a mythic character with a mythic tier equal to 1/2 your own mythic tier. Additionally if your cohort dies you may replace him in 24 hours by calling on the source of your mythic power. However, doing so causes you to have 1 fewer uses of mythic power per day for the next 30 days.

If you are of the 5th or greater mythic tier, your 10 highest level followers are also 1st mythic tier.

## Leaf Singer (Mythic)

Your voice is legendary.

**Prerequisites:** Leaf Singer<sup>APG</sup>.

**Benefit:** When you use bardic performance with audible components in any outdoor setting, the range or area of your chosen performance is doubled. In addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the fey type, regardless of where the performance occurs. These bonuses stack with the benefits from Leaf Singer.

## Leaping Shot Deed (Grit, Mythic)

You can leap through the air, firing multiple shots, and possibly come down standing on your feet.

**Prerequisite:** Leaping Shot Deed<sup>UC</sup>.

**Benefit:** Your bonus on Acrobatics checks made to jump increases by 2. If you have the Quick Draw feat, then for every 3 mythic tiers you possess, you can drop a firearm you've fired as part of the full-round action and draw another, firing it with a -2 penalty at your highest base attack bonus. If you expend one use of your mythic power, you can roll back to your feet at the end of your move as a free action, rather than remaining prone.

## Learn Ranger Trap (Mythic)

You are a quick study in the art of trapmaking.

**Prerequisites:** Learn Ranger Trap<sup>UM</sup>.

**Benefit:** You learn an additional number of ranger traps equal to one-half your mythic tier (minimum 1). In addition, if you expend one use of your mythic power when creating an extraordinary trap, the DC is not reduced by 2.

## Ledge Walker (Mythic)

You are a consummate cliffside combatant.

**Prerequisite:** Ledge Walker<sup>ARG</sup>.

**Benefit:** You add your mythic tier on Acrobatics checks to maintain your balance or reduce damage from a fall and on Climb checks to catch yourself or another creature when falling, and you do not risk falling when you take damage while climbing. You do not take penalties on Acrobatics checks on sloped or severely sloped surfaces, and your attack roll bonus for being on high ground is increased to +2, while creatures that have the high ground on you do not gain a bonus on their attack rolls. If you fall while within 5 feet of a cliff or wall, you can expend one use of mythic power to *feather fall* for a number of rounds equal to your mythic tier.

## Legendary Missiles (Metamagic, Mythic)

Your *magic missiles* strike with devastating power.

**Prerequisite:** Legendary Missiles<sup>BPMMF</sup>.





**Benefit:** Each time you apply this metamagic feat to your *magic missile* spell, you increase the damage die size of your *magic missiles* by two steps, rather than one step.

## Lengthen Flow (Ki, Mythic)

You still your body's natural functions through the stillness of your mind.

**Prerequisite:** Lengthen Flow<sup>MIM</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, the interval between taking damage or making saving throws you must make due to disease, poison, or bleed effects, is multiplied by your mythic tier (minimum x3). You multiply the amount of time you can hold your breath or go without food or water by the same amount. If you use an immediate action to delay the onset of bleed, disease, exhaustion, fatigue, nausea, or sickening, you delay its onset for a number of rounds equal to one-half your mythic tier (minimum 1).

## Life Lure (Mythic)

Your potent channeling of the power of life draws undead to you like moths to a flame.

**Prerequisites:** Life Lure<sup>UM</sup>.

**Benefit:** Undead creatures that fail their saving throws are captivated (similar to the captivating song of a *harpy*), being compelled to move towards you by the most direct means available. If the path leads the creature into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A non-mythic undead creature within 5 feet of you becomes dazed for the remainder of the Life Lure's duration, while a mythic undead creature is fascinated. Non-mythic undead with fewer Hit Dice than you are fascinated for 1 round even if they successfully save.

## Life's Blood (Mythic)

Your blood contains powerful healing properties.

**Prerequisite:** Life's Blood<sup>ARG</sup>.

**Benefit:** When you use this feat, the creature healed by the ritual gains hit points equal to twice the damage you take. Additionally, you can spend a use of mythic power to add lingering effects to the ritual. The affected creature gains fast healing 1 for a number of rounds equal to the number of points of damage you take.

## Light Step (Mythic)

You can move through the most hazardous terrain.

**Prerequisites:** Light Step<sup>APG</sup>.

**Benefit:** You can expend a use of mythic power to grant yourself *freedom of movement* for ten minutes per mythic tier.

## Lighten Weapon (Mythic)

You can use oversized weapons with ease.

**Prerequisite:** Lighten Weapon<sup>CAF</sup>.

**Benefit:** The effects of this feat apply to any weapon within the same weapon group (as described in *Pathfinder Roleplaying Game Ultimate Combat*) as your chosen weapon. If the weapon belongs to more than one weapon group, you must choose one group to which this benefit applies. In addition, you can expend one use of mythic power to eliminate the usual -2 penalty on attack rolls for 1 minute when wielding a weapon sized for a creature one size category larger than your size.

**Special:** Unlike the non-mythic Lighten Weapon feat, Mythic Lighten Weapon can be taken only once; its effects apply to all Lighten Weapon feats you have selected.

## Lightning Stance (Combat, Mythic)

Your movements cannot be predicted.

**Prerequisites:** Lightning Stance<sup>CRB</sup>, 3rd mythic tier.

**Benefit:** If you move more than 5 feet, you gain 50% concealment for 1 round. If you expend one use of mythic power, you gain this concealment for one minute rather than 1 round.

## Lingering Invisibility (Mythic)

Your translucence lasts longer, and you can even force your invisibility to resume.

**Prerequisite:** Lingering Invisibility<sup>ARG</sup>.

**Benefit:** Your concealment you gain after the expiration of an *invisibility* effect lasts for 2 rounds per minute of duration the *invisibility* effect had remaining (minimum 2 rounds). This occurs even if the *invisibility* is from an item or a spell cast on you by another creature. While you have this concealment, you can spend one use of mythic power to become invisible again, with a duration equal to the duration the invisibility effect had remaining, minus 1 minute (minimum 1 minute).

## Lingering Performance (Mythic)

The power of your performance continues to echo even after it ends.

**Prerequisites:** Lingering Performance<sup>APG</sup>.

**Benefit:** The effects of your bardic performances or masterpieces continue for an additional number of rounds equal to one-half your mythic tier (minimum +1) after you stop performing. Additionally, if you begin a new bardic performance while the effects of a previous performance linger, you may spend one use of your mythic power as a swift action to allow the effects of the first performance to continue to linger as normal. If you begin a third performance, you can cause your second performance to linger as well by expending two uses of your mythic power, and you can continue causing additional performances to linger simultaneously, with the cost in mythic power increasing by one for each additional performance.

## Lingering Spell (Metamagic, Mythic)

Your spells have lives of their own.

**Prerequisites:** Lingering Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with Lingering



# Chapter 3: Mythic Feats

Spell, you cause an instantaneous spell that affects an area to persist for 2 rounds. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A Lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet. On your next turn, as a move action you can have the location of the spell move up to 5 feet per mythic tier.

Alternatively, you may expend a use of mythic power to cast a spell as a Lingering spell (gaining only the normal benefits of a Lingering spell, rather than the increased benefits outlined above) without preparing it as Lingering in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Long-Nose Form (Mythic)

You have increased olfactory abilities in your human form.

**Prerequisite:** Long-Nose Form<sup>ARG</sup>.

**Benefit:** When in your long-nosed human form, you gain a bonus equal to one-half your mythic tier (minimum 1) on all Perception checks and on Survival checks to track by smell. You can spend one use of mythic power as a move action to temporarily heighten your olfactory senses to preternatural levels, granting blindsense in a 10-foot radius for 1 round per mythic tier you possess. Creatures with overpowering scents, such as skunks or troglodytes, can be detected by your blindsense up to 30 feet away.

## Lookout (Combat, Mythic, Teamwork)

You and your allies are alert for danger.

**Prerequisites:** Lookout<sup>APG</sup>.

**Benefit:** For purposes of using the Lookout feat, you count as adjacent to any ally with the Lookout feat you can see. Additional, you can expend a use of mythic power to grant an ally the Lookout feat for a number of hours equal to your mythic tier.

## Low Profile (Combat, Mythic)

You can maximize the benefits of your small size.

**Prerequisites:** Low Profile<sup>APG</sup>.

**Benefit:** You gain a +1 dodge bonus to AC against ranged attacks. This stacks with the bonus from Low Profile. In addition, you can choose whether or not you count as occupying a space when enemies and allies try to move through the space, make ranged attacks against adjacent foes, and determine whether or not you provide soft cover to creatures when ranged attacks pass through your square.

## Lucky Healer (Mythic)

Your luck with healing turns mortal wounds into mere scratches.

**Prerequisite:** Lucky Healer<sup>ARG</sup>.

**Benefit:** When you spend a use of adaptive luck to use this feat, you may roll twice and select the better result for all

healing effects that affect you for a number of rounds equal to one-half your mythic tier (minimum 1). In addition, if a conjuration (healing) effect requires a caster level check, such as *remove disease* or *neutralize poison*, you may spend a use of adaptive luck or a use of mythic power to reroll the result of that caster level check.

## Lucky Strike (Combat, Mythic)

Your blows land at just the right moment to hit hardest.

**Prerequisite:** Lucky Strike<sup>ARG</sup>.

**Benefit:** When you spend a use of adaptive luck to use this feat, you may roll twice and select the better result on all weapon damage rolls until the beginning of your next turn. In addition, you may expend one use of mythic power to cause a single weapon damage roll to deal maximum damage without needing to roll.

## Lustful (Mythic, Sinful)

You are the living embodiment of lust.

**Prerequisite:** Lustful<sup>ARG</sup>.

**Benefit:** You add your mythic tier as a bonus on Bluff checks to make someone believe that you wish to have sexual relations with them and on Diplomacy checks to improve their attitude toward you if you are able to entice them into sexual activity. You gain the listed benefits for lustful activity for 24 hours after sexual gratification. You can double the bonus you gain from this feat as a swift action, though this reduces the remaining duration of the effect to a number of rounds equal to your mythic tier.

## M

Mage of the Wild

Mage's Tattoo

Magical Tail

Major Spell Expertise

Mantis Style

Mantis Torment

Mantis Wisdom

Marid Coldsnap

Marid Spirit

Marid Style

Martial Mastery

Martial Versatility

Martial Weapon Proficiency

Mass Effect Spell

Master Alchemist

Master Combat Performer

Master Craftsman

Master of Falconry

Master Siege Engineer

Masterful Display

Masterful Flourish

Maximize Spell

Maximized Spellstrike



Menacing Bane  
Menacing Blow  
Mental Feedback  
Merciful Bane  
Merciful Spell  
Metallic Wings  
Mighty Kiai  
Mind Over Body  
Mindlink  
Mindworm  
Minotaur's Charge  
Minor Spell Expertise  
Mocking Dance  
Monastic Staff  
Monkey Moves  
Monkey Shine  
Monkey Style  
Monstrous Mount  
Monstrous Mount Mastery  
Moonlight Stalker  
Moonlight Stalker Feint  
Moonlight Stalker Master  
Moonlight Summons  
Mother's Gift  
Mounted Shield  
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Multitalented Mastery  
Murderer's Circle  
Murmurs of Earth  
Mutagenic Summons  
Mystic Metamagic  
Mystic Reflex  
Mystic Stride  
Mystic Tattoo  
Mythic Minor Magic  
Mythic Arcane Discovery  
Mythic Spell Scaling

### Mage of the Wild (Mythic)

You and your magic are in communion with the land.

**Prerequisite:** Mage of the Wild<sup>ARG</sup>.

**Benefit:** Your bonus on concentration, Knowledge (arcana), and Spellcraft checks in your attuned terrain is increased to +4. In addition, if you can expend one use of mythic power when casting an area spell, that spell does not harm animals, plants, or the natural terrain and environment.

### Mage's Tattoo (Mythic)

The intricate tracteries of ink in your skin enhance and focus the power of your chosen magical specialty.

**Prerequisite:** Mage's Tattoo<sup>ISWG</sup>.

**Benefit:** Up to three times per day, in lieu of using your chosen school's spell-like ability, you may expend mythic power to cast a prepared arcane spell (or an arcane spell you are able to

cast, if a spontaneous caster) of your chosen school as a mythic spell, even if you do not normally know the mythic version of that spell. The level of the mythic spell you cast cannot exceed one-half your mythic tier (treating 0-level cantrips as 1/2 level).

**Special:** If you have Mythic Spell Focus in your chosen school, you can use this feat to cast mythic spells of your chosen school whose level is lower than your mythic tier (rather than 1/2 your mythic tier).

### Magical Tail (Mythic)

Your extra tail provides you further magical power.

**Prerequisite:** Magical Tail<sup>ARG</sup>.

**Benefit:** Your spell-like abilities can be used 4 times per day, and DCs for these abilities gain a bonus equal to 1/3 your mythic tier (minimum +1). If you spend a use of your mythic power and 2 uses of your spell-like ability, you can instead invoke a more powerful spell-like effect. The effects depend on which tail you use. You do not gain the bonus to DC when using the more powerful spell-like abilities.

1. *adjustable disguise*
2. *charm monster*
3. *mislead*
4. *greater invisibility*
5. *mass suggestion*
6. *project image*
7. *insanity*
8. *dominate monster*

### Major Spell Expertise (Mythic)

Your mythic power fuels one of your moderate spells.

**Prerequisites:** Major Spell Expertise<sup>APG</sup>, ability to cast 9th-level spells.

**Benefit:** You can cast any spell you have selected with Major Spell Expertise feat as a spell-like ability an additional number of times per day equal to your mythic tier.

### Mantis Style (Combat, Mythic, Style)

The crippling accuracy of your strikes pierces your opponents' ability to resist their effects.

**Prerequisites:** Mantis Style<sup>UC</sup>.

**Benefit:** If you use your Stunning Fist while using Mantis Style, the target must roll twice on its saving throw and use the lower result. If your Stunning Fist can create multiple different effects, you must choose one of these effects before making your attack roll. However, you may expend one or more uses of your mythic power as a free action in order to deliver additional effects on a failed save, adding one effect of your choice for each use of mythic power you expend.

### Mantis Torment (Combat, Mythic)

Your knowledge of the mysteries of anatomy allows you to inflict crippling pain and weaken your enemies to exhaustion.

**Prerequisites:** Mantis Torment<sup>UC</sup>.

**Benefit:** You can expend one use of your mythic power



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instead of a Stunning First attempt to use Mantis Torment. The save DC for your Mantis Torment is increased by one-half your mythic tier (minimum 1), and the duration of the dazzled condition it inflicts is increased by a number of rounds equal to your mythic tier. Opponents who fail their saves also become fatigued; creatures already fatigued become exhausted.

### Mantis Wisdom (Combat, Mythic)

Your knowledge of vital areas is enhanced, and your debilitating strikes land with uncanny precision.

**Prerequisites:** Mantis Wisdom<sup>UC</sup>.

**Benefit:** Add one-half your mythic tier (minimum 1) to your monk level to determine which effects you inflict with your Stunning Fist, as the monk class feature. If you miss with an unarmed Stunning Fist attack while using Mantis Style, you can expend one use of mythic power to reroll that attack. You must take the result of the second roll, even if it is lower.

### Marid Coldsnap (Combat, Mythic)

Your unleash a frozen torrent at your foes.

**Prerequisites:** Marid Coldsnap<sup>UC</sup>.

**Benefit:** You add your mythic tier to the damage dealt by your Marid Coldsnap, and the ground in the area of Marid Coldsnap becomes as difficult to traverse as the area of a *grease* spell, and any creature falling prone within the affected line takes cold damage equal to one-half your mythic tier. Any creature entering or remaining within that area takes cold damage equal to one-half your mythic tier. Creatures damaged by your Marid Coldsnap become entangled (and fatigued, if non-mythic) for 1d4 rounds on a failed Fortitude save against the same DC as the feat's Reflex save DC.

### Marid Spirit (Combat, Mythic)

Your freezing flesh keeps you safe from harm.

**Prerequisites:** Marid Spirit<sup>UC</sup>.

**Benefit:** While you are using this style, you increase your cold resistance by an amount equal to your mythic tier. You can expend one use of your mythic power as an immediate action to enter the Marid Style and gain this resistance until the end of your next turn, even if you are flat-footed or otherwise denied your Dexterity bonus to AC. If you are already using Marid Style, you can expend one use of your mythic tier as an immediate action to gain immunity to cold until the end of your next turn. Non-mythic creatures that fail their save against your Elemental Fist are fatigued for 1 minute from hypothermia in addition to being staggered.

You can also expend one use of your Elemental Fist feat as a free action to sheathe your body in ice until the beginning of your next turn. Any creature that hits you with a natural weapon, unarmed strike, or melee touch attack during this time takes 1 point of cold damage per hit and must succeed at a Reflex save or be entangled (and sickened, if a non-mythic creature) for 1d4 rounds. A creature need save only once per round against this effect.



### Marid Style (Combat, Mythic, Style)

The icy waters of the depths swirl around your every blow, lashing your enemies.

**Prerequisites:** Marid Style<sup>UC</sup>.

**Benefit:** You gain an additional number of Elemental Fist attempts per day equal to one-half your mythic tier, and you add one-half your mythic tier to the cold damage you deal with your Elemental Fist attack. In addition, you can expend one use of your mythic power when making an Elemental Fist attack in order to bypass the cold resistance or cold immunity of creatures you strike with your Elemental Fist or with feats in the Marid Style group for a number of rounds equal to your mythic tier. If attacking an object (other than an artifact or legendary weapon), you can bypass a number of points of hardness equal to your mythic tier. This does not allow you to bypass their resistance or immunity with other forms of cold.

In addition, you can expend one unit of your mythic power as a free action to extend your reach by an additional 5 feet for a number of rounds equal to your mythic tier. This extended reach applies only to unarmed strikes made while using Marid Style.

### Martial Mastery (Combat, Mythic)

All weapons are one in your hands, and each functions in your hands with masterful skill.

**Prerequisite:** Martial Mastery<sup>ARG</sup>.



**Benefit:** You can use all combat feats that apply to a specific weapon (such as Weapon Focus) with any weapon in any weapon group in which you have weapon training.

**Special:** If you are a gunslinger with the gun training class feature (or equivalent substitute feature), you can use all combat feats that apply to a specific firearm (such as Improved Critical) with any firearm.

## Martial Versatility (Combat, Mythic)

You practice your specialized tricks with many weapons.

**Prerequisite:** Martial Versatility<sup>ARG</sup>.

**Benefit:** You can use the chosen feat with any weapon in any weapon group in which you have weapon training.

**Special:** If you are a gunslinger with the gun training class feature (or equivalent substitute feature), you can use the chosen feat with any firearm.

## Martial Weapon Proficiency (Combat, Mythic)

Your prowess with a specific martial weapon is beyond compare.

**Prerequisites:** Martial Weapon Proficiency<sup>CRB</sup>.

**Benefit:** Select one martial weapon you are proficient with. When making additional attacks as a result of a high base attack bonus, each attack after the first has its attack bonus reduced by 4, rather than by 5. This does not change the number of additional attacks you gain, only the attack bonus used by each additional attack.

For example, Jacinth is a 14th level fighter proficient with the longsword who has taken Mythic Martial Weapon Proficiency with that weapon. Normally he would receive three attacks as a result of his base attack bonus, at +14/+9/+4. However as a result of this feat, his three attacks are instead at +14/+10/+6.

## Mass Effect Spell (Metamagic, Mythic)

You can spread the effects of your spell to many targets.

**Prerequisite:** Mass Effect Spell<sup>DM</sup>.

**Benefit:** You can affect one additional number of creatures equal to your mythic tier with your spell, and targets need not be within 30 feet of one another as long as all targets are within range.

## Master Alchemist (Mythic)

Your alchemical skills are beyond compare.

**Prerequisites:** Master Alchemist<sup>APG</sup>.

**Benefit:** You gain a bonus on Craft (alchemy) checks equal to one-half your mythic tier. In addition, you may craft magical potions as if you had the Brew Potion feat, and you may create magical dusts, elixirs, glues, ointments, pastes, powders, salves, soaps, solvents, and similar limited-use alchemically-themed items (GM's discretion) as if you had the Craft Wondrous Item feat, using Craft (alchemy) in place of Spellcraft for any relevant skill checks. When brewing potions, you may ignore one prerequisite (including the ability to cast the spell) without

increasing the Spellcraft DC. Your caster level is equal to your ranks in Craft (alchemy) plus your mythic tier.

## Master Combat Performer (Mythic, Performance)

You are a legend in the arena.

**Prerequisites:** Master Combat Performer<sup>UC</sup>.

**Benefit:** You add your mythic tier to your performance combat checks.

## Master Craftsman (Mythic)

Your skill with a craft is like magic.

**Prerequisites:** Master Craftsman<sup>CRB</sup>.

**Benefit:** Select one spellcasting class. For purposes of using or creating magic items, you are considered to know all the spells on that classes' spell list, up to a spell level equal to half your ranks in the Craft or Profession skill you selected with the Master Craftsman feat.

## Master of Falconry (Mythic)

You are a master at the training and breeding of birds of prey.

**Prerequisite:** Master of Falconry<sup>ISWG</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) on Handle Animal and wild empathy checks made with birds of prey. If you have a bird of prey as an animal companion or familiar, it gains any two of the listed benefits, and it is considered a mythic creature and it gains the mythic version of any one feat it possesses. If your bird is within 60 feet, you can expend one use of your mythic power as a swift action to grant your bird DR/epic equal to your mythic tier and allowing its natural weapons to overcome epic damage reduction for a number of rounds equal to your mythic tier.

## Master Siege Engineer (Combat, Mythic)

You are a one-man engine of war.

**Prerequisites:** Master Siege Engineer<sup>UC</sup>.

**Benefit:** You may operate a siege engine by yourself, without the aid of a crew.

## Masterful Display (Combat, Mythic, Performance)

Your unique victory performance gets the crowd on your side.

**Prerequisite:** Masterful Display<sup>UC</sup>.

**Benefit:** Choose the effects of any two mythic performance feats you have, or any three performance feats. When you make a performance combat check, you gain the benefits of those feats, but you only gain a +2 on the performance combat check.

## Masterful Flourish (Combat, Mythic, Performance)

Your true martial training shines through even when making fanciful flourishes.

**Prerequisite:** Masterful Flourish<sup>ISC</sup>.

**Benefit:** You add twice your weapon training bonus as a bonus on performance combat checks. If you expend a mythic surge when making a performance combat check, you may roll



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the surge die twice and select the better result. If you are using a weapon from one of your weapon training groups in which you have Weapon Focus and you are facing an opponent that is also using a weapon from one of your weapon training groups, you may roll twice and select the better result on your performance checks.

## Maximize Spell (Metamagic, Mythic)

Your maximum spell power is “more than maximum.”

**Prerequisites:** Maximize Spell<sup>CRB</sup>, 7th mythic tier.

**Benefit:** When you cast a spell augmented with Maximize Spell, all variable, numeric effects of the spell are treated as 150% of their maximum.

Alternatively, you may expend two uses of mythic power to cast a spell as a maximized spell (gaining only the normal benefits of a maximized spell, rather than the increased benefits outlined above) without preparing it as maximized in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** All variable, numeric effects of a maximized spell are automatically at their highest value.

## Maximized Spellstrike (Mythic)

If your foe doesn't see you coming, you can maximize your attack spell with minimal effort.

**Prerequisite:** Maximized Spellstrike<sup>UC</sup>.

**Benefit:** Using this feat costs only 2 points from your arcane pool, and you can expend uses of mythic power interchangeably with points from your arcane pool. You can use your **maximized magic arcana**<sup>UM</sup> more than once per day by expending two uses of mythic power for each use after the first. If the spell's level (including any adjustments for metamagic feats) is less than one-half your mythic tier, this cost is reduced to one use of mythic power.

## Menacing Bane (Mythic)

You combine fear and wrath into a great force.

**Prerequisites:** Menacing Bane<sup>UC</sup>.

**Benefit:** When you use Menacing Bane your melee weapon is considered both menacing and bane.

**Special:** If you have the Double Bane feat, both weapons you wield are considered bane and menacing.

## Menacing Blow (Combat, Mythic)

Your devastating blows terrorize your enemies.

**Prerequisite:** Menacing Blow.

**Benefit:** Add your mythic tier as a bonus on Intimidate checks you make when using this feat. If you exceed the DC by 10 or more, the target becomes frightened for rather than shaken. If the target is a non-mythic creature, it becomes shaken for 1 round even on a failed Intimidate check.

## Mental Feedback (Ki, Mythic)

Your united mind-body-spirit are dangerous ground for intruders.

**Prerequisite:** Mental Feedback<sup>WK</sup>.

**Benefit:** You add your mythic tier to the damage dealt by your Mental Feedback (or twice your mythic tier, if the target is a non-mythic creature), and one-half your mythic tier to the save DC. A successful save reduces damage by half, while a failed save causes the target to become staggered for 1d4 rounds. You can expend one use of your mythic power to use this feat even if you are dazed, fascinated, stunned, unconscious, or otherwise unable to take actions.

## Merciful Bane (Mythic)

Your nonlethal bane weapons can easily subdue an opponent.

**Prerequisites:** Merciful Bane<sup>UC</sup>.

**Benefit:** When you choose to deal nonlethal damage with a weapon that is under the effect of your bane ability, your weapon's critical multiplier is increased by an amount equal to 1/2 your mythic tier (minimum 1).

## Merciful Spell (Metamagic, Mythic)

Your spell damage can be reversed, or made deadly.

**Prerequisites:** Merciful Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with Merciful Spell, as a standard action you can remove all nonlethal damage you inflicted on a target with Merciful spells in the past 10 minutes. If you expend a use of mythic power, you can instead turn all the nonlethal damage you inflicted on a target with Merciful spells in the past 10 minutes into lethal damage.

Alternatively, you may expend a use of mythic power to cast a spell as a Merciful spell (gaining only the normal benefits of a Merciful spell, rather than the increased benefits outlined above) without preparing it as Persistent in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Metallic Wings (Mythic)

Your metallic wings are deadly sharp weapons.

**Prerequisite:** Metallic Wings<sup>ARG</sup>.

**Benefit:** Your wings deal damage as a creature one size larger than normal, and your wings are considered either cold iron or silver (your choice) for the purpose of overcoming damage reduction. You can expend one use of mythic power to use your wings as primary natural weapons for 1 minute.

## Mighty Kiai (Ki, Mythic)

The power of your spirit-shout beggars description.

**Prerequisite:** Mighty Kiai<sup>WK</sup>.

**Benefit:** Your Kiai deals sonic damage equal to five times your Wisdom modifier, and creatures failing their saving throw against it are stunned for 1 round and then staggered for 1 round. A successful save results in half damage and negates stunning but not staggering. The damage and effects are cumulative with Greater Kiai and Improved Kiai.

## Mind Over Body (Ki, Mythic)

Your mind overcomes the frailties of the body.

**Prerequisite:** Mind Over Body<sup>WK</sup>.



**Benefit:** When you ignore a harmful condition by spending a point from your ki pool, that effect is suppressed for a number of rounds equal to your mythic tier if it is a non-mythic effect, or for half that time for a mythic effect.

## Mindlink (Ki, Mythic)

The union of mind and spirit link you to others.

**Prerequisite:** Mindlink<sup>MIM</sup>.

**Benefit:** Mind-affecting effects you create take effect at +2 caster levels rather than +1, and a Mindlink you create lasts a number of hours equal to your Wisdom modifier plus your mythic tier. If you attempt to create a Mindlink with an unwilling creature, you add one-half your mythic tier (minimum 1) to the Will save DC. When you create a *status* or *sending* effect, you can use the mythic version of that effect by expending one use of your mythic power.

## Mindworm (Ki, Mythic)

You can bridge the gap between minds and invade those that invade yours.

**Prerequisite:** Mindworm<sup>MIM</sup>.

**Benefit:** You add your mythic tier to the save DC against your ability to *detect thoughts* on a creature that has created a mind-affecting effect, and the time within which you can use this ability is increased to a number of minutes equal to your Wisdom modifier plus your mythic tier, or an equivalent number of hours if you expend one use of your mythic power. If you establish a Mindlink with that creature, you add your mythic tier to the DC of Sense Motive checks made to detect your mental intrusion, and if you expend one use of your mythic power you may add one-half your mythic tier (minimum 1) to the save DC of the listed spells used against that creature. Your Mindlink can penetrate non-mythic effects that block divinations if you succeed in a Wisdom check, adding your mythic tier and the number of points in your ki pool as a bonus, against a DC of 15 plus the caster level of the effect (or the caster level check DC, if the spell already allows one).

## Minotaur's Charge (Mythic)

The ferocity of this creature's charge surprises its opponents and sends them reeling.

**Prerequisites:** Minotaur's Charge<sup>CMR</sup>.

**Benefit:** When the creature hits with a charge attack and successfully performs a bull rush against its opponent, it adds 10 feet to the distance it pushes its opponent, knocks its opponent prone, and dazes its opponent for 1 round. Additionally, as a swift action, the creature can expend one use of mythic power to extend the duration of the dazed effect an additional round.

## Minor Spell Expertise (Mythic)

Your mythic power fuels one of your lesser spells.

**Prerequisites:** Minor Spell Expertise, ability to cast 4th-level spells.

**Benefit:** You can cast any spell you have selected with Minor Spell Expertise feat as a spell-like ability an additional number of times per day equal to your mythic tier.

## Mocking Dance (Combat, Mythic, Performance)

You perform a dance that both humiliates your foe and wins over the crowd.

**Prerequisite:** Mocking Dance<sup>UC</sup>.

**Benefit:** When you spend a swift action to make a performance combat check, before making that check you can either move 5 feet without provoking attacks of opportunity, or you can move your speed and provoke attacks of opportunity. You cannot end this move in a space where you threaten an enemy. If you do move at least 5 feet, you gain a +4 bonus on the combat performance check, and make an Intimidate check to demoralize all foes within 30 feet who can see your display. If you have the *Antagonize* feat, you can instead make a Diplomacy or Intimidate check to antagonize your foes.

## Monastic Staff (Mythic)

You knock the feet from under creatures with your staff.

**Prerequisite:** Weapon Focus (quarterstaff), flurry of blows class feature, ki strike class feature, 1st mythic tier.

**Benefit:** You can expend one use of your mythic power or one point from your ki pool as a full-round action to imbue any quarterstaff you touch with the *ki focus* weapon property for 1 hour. This property functions only in your hands. When you use this quarterstaff to perform a flurry of blows, you add one-half your mythic tier on combat maneuver checks made to disarm or Sunder.

## Monkey Moves (Combat, Mythic)

You shift constantly around your opponent and can climb like a monkey.

**Prerequisites:** Monkey Moves<sup>UC</sup>.

**Benefit:** While using Monkey Style, you can spend a swift action or one use of your mythic power to take a 5-foot step, even if you have moved this round, whenever you hit an opponent with your unarmed strike. In addition, while using Monkey Style, you can spend one use of your mythic power to gain a climb speed of half your normal land speed for as long as you continue using that style, up to 1 minute.

## Monkey Shine (Combat, Mythic)

You are an expert in extreme close-quarters fighting and are difficult to shake off.

**Prerequisites:** Monkey Shine<sup>UC</sup>.

**Benefit:** While using Monkey Style, you can enter your opponent's space without successfully delivering a Stunning Fist attempt by spending one use of your mythic power. In addition, if your opponent's movement provokes an attack of opportunity from you and your attack hits, you may move with your opponent for up to 5 feet times your mythic tier (maximum distance equal to your speed). As long as your opponent



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does not move farther than you do or use a form of movement you do not possess, you remain in its square. You may expend one use of your mythic power as an immediate action to remain in the creature's space until the end of its movement, regardless of how far it moves or what form of movement it uses. If it uses teleportation effect, you may spend two uses of your mythic power to accompany it to its destination.

## Monkey Style (Combat, Mythic, Style)

Your ground-fighting style is supreme.

**Prerequisites:** Monkey Style<sup>UC</sup>.

**Benefit:** While using this style, you take no penalty on melee attack rolls or to AC while kneeling or sitting. Further, you can stand up as a swift action without needing to make an Acrobatics check. If you spend one use of your mythic power, you can stand up as an immediate action that does not provoke attacks of opportunity.

**Normal:** You take a -2 penalty on attack rolls and AC against melee attacks while kneeling or sitting.

## Monstrous Mount (Mythic)

Even savage beasts willingly serve you if trained and well treated.

**Prerequisite:** Monstrous Mount<sup>ISC</sup>.

**Benefit:** You are considered one level higher for all purposes related to the class feature that grants you a mount or companion. Your monstrous mount is considered a mythic creature and gains the hard to kill base mythic ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*. Whenever you expend a mythic surge your mount also gains a mythic surge that it can use at any time before the beginning of your next turn.

**Special:** You can select the mythic companion 1st-tier path ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*, regardless of your path.

## Monstrous Mount Mastery (Mythic)

You are able to drive your monstrous mount to perform amazing feats.

**Prerequisite:** Monstrous Mount Mastery<sup>ISC</sup>.

**Benefit:** You are considered one level higher for all purposes related to the class feature that grants you a mount or companion; this stacks with the increase granted by Mythic Monstrous Mount. Your mount also gains the recuperation base mythic ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*. You may expend one use of your mythic power to allow your mount to use this ability recover more quickly. You may expend one use of your mythic power as a full-round action to allow your monstrous mount to use the mythic version of any one feat it knows for 1 minute. If the mythic feat has effects that are not constant effects and require the use of mythic

power, you must be riding your mount and must expend your mythic power to allow it to use these abilities. You can change the mythic feat your mount possesses by expending one use of mythic power; it may only gain one mythic bonus feat in this way.

**Special:** You can select the blessed companion or possess companion 3rd-tier path abilities, as described in *Pathfinder Roleplaying Game Mythic Adventures*, regardless of your path.

## Moonlight Stalker (Combat, Mythic)

You are a master at using shadows to conceal your attacks and deliver deadly wounds.

**Prerequisite:** Moonlight Stalker<sup>UC</sup>.

**Benefit:** Your bonus on attack and damage rolls against an opponent from which you have concealment increases to +3. In addition, while you have concealment from an opponent, the critical multiplier of your weapon increases by 1 against that opponent. This does not stack with other abilities that increase a weapon's critical multiplier.

## Moonlight Stalker Feint (Combat, Mythic)

Your strikes from the shadows easily penetrate your opponent's defenses.

**Prerequisite:** Moonlight Stalker Feint<sup>UC</sup>.

**Benefit:** When using Moonlight Stalker Feint, you gain a bonus on your Bluff check equal to your mythic tier against non-mythic creatures, or one-half your mythic tier against mythic creatures. In addition, you can expend one use of mythic power to treat the Bluff check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

## Moonlight Stalker Master (Combat, Mythic)

Your opponent's swings at shadows enable you to shift and deliver a devastating counterattack.

**Prerequisite:** Moonlight Stalker Master<sup>UC</sup>.

**Benefit:** While you have concealment or total concealment, the miss chance for attacks against you increases by 10%. This increase stacks with the increase from Moonlight Stalker Master. If an opponent's attack misses you because of this miss chance, you treat that foe as flat-footed until the end of your next turn and as an immediate action you can move 5 feet; this movement does not provoke attacks of opportunity and does not count as a 5-foot step.





## Moonlight Summons (Mythic)

Your summons are charged with lunar power.

**Prerequisite:** Moonlight Summons<sup>UM</sup>.

**Benefit:** Creatures you summon gain DR/silver equal to your mythic tier. In addition, when a summoned creature confirms a critical hit, the target is confused (as the confusion spell) for 1 round unless it succeeds on a Will save (DC 10 + 1/2 summoned creature's HD + your mythic tier); mythic creatures may add their mythic tier on the saving throw against this effect. Multiple failed saves extend the duration. If you expend one use of your mythic power when summoning a creature, it gains DR/silver equal to twice your mythic tier.

## Mother's Gift (Mythic)

The boons of your hag parentage have increased power.

**Prerequisite:** Mother's Gift<sup>ARG</sup>.

**Benefit:** The manifestation you've chosen increases as follows.

*Hag Claws (Ex):* You gain a +2 bonus on attack and damage rolls with your claws. You can expend a use of your mythic power to lengthen your claws, increasing the damage die by one size category, for a number of rounds equal to your mythic tier.

*Surprisingly Tough (Ex):* Your natural armor bonus increases by +2. You can expend a use of your mythic power to harden your defenses, providing you with a DR/— equal to half your mythic tier for a number of rounds equal to your mythic tier.

*Uncanny Resistance (Su):* You gain spell resistance equal to 11 + your character level. You can expend a use of your mythic power to take the form of a hag, as if you had cast *monstrous physique II*, for a number of rounds equal to your mythic tier.

## Mounted Shield (Combat, Mythic)

Your shield protects yourself and your mount.

**Prerequisites:** Mounted Combat, Mounted Shield, Shield Focus.

**Benefit:** If you are mounted and using a shield, your mount gains the full benefits of the shield (including any magic abilities it has, but not any attacks the shield can make).

## Mounted Skirmisher (Combat, Mythic)

You and your mount are a blur of deadly strikes.

**Prerequisites:** Ride rank 14, Mounted Combat, Mounted Skirmisher, Trick Riding.

**Benefit:** You can take a full attack routine from your mount even if it moves twice its movement or runs, as long as it does not charge.

## Multitalented Mastery (Mythic)

You are a polymath who achieves excellence in every field to which you devote yourself.

**Prerequisite:** Multitalented Mastery<sup>ARG</sup>.

**Benefit:** In addition to gaining either 1 hit point or 1 skill point per level, you also gain the favored class bonus for

whichever class level you select. If you have the Elven Spirit or Human Spirit feat, you may select the favored class bonus for that race rather than for half-elves.

## Murderer's Circle (Combat, Mythic, Performance)

After savaging your foe, you circle in for the kill, ready to give the crowd a spectacular end to the show.

**Prerequisite:** Murderer's Circle<sup>UC</sup>.

**Benefit:** When you spend a swift action to make a performance combat check after confirming a critical hit or successfully performing a combat maneuver, you can move to any other space that is adjacent to the target without provoking attacks of opportunity. You must have a clear path to that space and the ability to reach it by spending a move action. If you end this move in any space other than the one where you started, you gain a +4 bonus on the performance combat check. By spending one use of mythic power, you can take an additional attack at the end of your move, gaining a bonus on your attack, damage, and critical confirmation rolls equal to one-half your mythic tier.

## Murmurs of Earth (Mythic)

You are even more sensitive to what the earth tells you.

**Prerequisite:** Murmurs of Earth<sup>ARG</sup>.

**Benefit:** You can gain your tremorsense ability as a swift action. Additionally, you can expend one use of mythic power to increase the range to 30 feet and increase the duration by 1 round for every three mythic tiers you possess.

## Mutagenic Summons (Mythic)

You can summon deformed mutants to serve you.

**Prerequisite:** Mutagenic Summons<sup>GCC</sup>.

**Benefit:** You can apply the [mana-wasted mutant template](#) to creatures you call as well as those you summon. If the called or summoned creature would normally have the [celestial](#), [entropic](#), [fiendish](#), or [resolute](#) template, it retains that template in addition to the [mana-wasted mutant template](#).

If you have the mutagen class feature and use your mutagen as the material component of the spell, add one-half your mythic tier (minimum 1) to your alchemist level to determine the benefits gained by your summoned creatures. In addition, if you have other discoveries that modify your mutagen, select one of those discoveries; your summoned creatures gain the benefit of that discovery as well as your mutagen.

## Mystic Metamagic (Ki, Mythic)

Your ki allows you to manipulate the laws of magic.

**Prerequisite:** Mystic Metamagic<sup>WK</sup>.

**Benefit:** You can use this feat as a free action, and you can expend uses of your mythic power interchangeably with points from your ki pool. You can add more than one metamagic feat to a spell you modify, expending the ki point cost for each feat you add. The total adjusted level of the spell, including all metamagic effects, cannot exceed 9th.



## Mystic Reflex (Ki, Mythic)

Your mystic harmony allows you to meld the magical and the martial without thought.

**Prerequisite:** Mystic Reflex<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, your attacks of opportunity are always treated as if you had the Arcane Strike feat. If you expend one use of your mythic power when making an attack of opportunity, they are treated as though you had the **Mythic Arcane Strike** feat. If you expend a point from your ki pool to use a spell-like ability against a creature in place of an attack of opportunity, that effect is considered a mythic effect and it takes effect as though your level were increased by one-half your mythic tier (minimum 1) in the class that grants that spell-like ability.

## Mystic Stride (Mythic)

You may shrug off even the most grasping and tangled briars.

**Prerequisite:** Mystic Stride<sup>UM</sup>, 4th mythic tier.

**Benefit:** You are protected as *freedom of movement* against attacks or effects created by plants or plant creatures that would cause you to become engulfed, entangled, grappled, or pinned. In addition, you may spend one use of mythic power as a move action to travel through plants (as if by *transport via plants*) up to 100 feet. You may use this ability to enter or exit a single plant creature of at least your size as if it were a natural tree. If there is another creature of the same type within 100 feet, you may enter the body of one plant creature and exit the body of another. Entering the creature's square or moving through its threatened area provokes an attack of opportunity as usual.

## Mystic Tattoo (Ki, Mythic)

Your magic is focused through your tattoos to magnify its power.

**Prerequisite:** Mystic Tattoo<sup>WK</sup>.

**Benefit:** You can select any metamagic feat you know to use in conjunction with your tattoo, decreasing its level adjustment by 1 as long as you have at least 1 point in your ki pool. Each day when you prepare spells or refresh your spells per day, you can expend one use of your mythic power to gain the use of the mythic version of the metamagic feat stored in your tattoo, even if you do not otherwise possess that mythic feat. If you have multiple Mystic Tattoos, this mythic feat applies to all of them, though you must expend one use of mythic power for each feat for which you want to use the mythic version.

## Mythic Arcane Discovery (Mythic)

Your arcane discoveries are the stuff of legend

**Prerequisite:** At least one arcane discovery<sup>UM</sup>, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

**Benefit:** Any numeric bonuses granted to you by arcane discoveries are increased by 2, and you are treated as if you were 2 levels higher than normal for determining the effect of an arcane discovery. At the GM's option, you can also design specific improvements to your arcane discoveries, such as the following:

**Artistic Studies**<sup>UO</sup>: You add your Intelligence modifier and your Charisma modifier (if positive) on Bluff, Diplomacy, and Perform checks. You also gain a bonus equal to your mythic tier on Appraise, Linguistics, and Perception checks made to examine works of art, determine their value, and detect forgeries. Your eye for artistic detail is such that creatures attempting Will saves to disbelieve your illusions take a –2 penalty.

**Deep Bond: Familiar**<sup>UO</sup>: You can use this ability an additional number of times per day equal to one-half your mythic tier (minimum 1), and you can expend two uses of this ability to cast a spell through your familiar as a standard action rather than a full-round action. If you are at least a 7th-level wizard, you can expend two uses of mythic power to prepare *imbue with spell ability* as a wizard spell; you may cast this spell only upon your familiar and can imbue only beneficial spells, and your familiar can target only itself with spells you imbue. If your familiar dies, you can reduce the time you must wait before summoning a new familiar by one day for every point of mythic power you expend. You can spend mythic power over the course of multiple days in order to reduce this duration.

**Master of Magic Lore**<sup>UO</sup>: You add a bonus equal to one-half your wizard level on Appraise checks made to determine the price of a magic item and on Use Magic Device checks. When identifying a magic item, you can roll twice on your Spellcraft check and select the better result.

**Undying**<sup>UO</sup>: If you are affected by an effect that blocks teleportation at the time of your death, you can expend one use of mythic power at the time of your death to make a caster level check with a bonus equal to your mythic tier against a DC of 11 plus the caster level of the effect blocking teleportation. If the creator of the effect is a mythic creature, its mythic rank or tier is also added to this DC. You can spend an additional use of mythic power to use a mythic surge as part of this action; roll your surge die twice and select the better result. If your caster level check succeeds, you successfully teleport to your destination. You can change the destination of your teleport as an immediate action immediately before death by expending a use of mythic power.

## Mythic Minor Magic (Mythic)

You have learned how to infuse mythic power into small and subtle magics.

**Prerequisites:** Ability to cast cantrips or orisons

**Benefit:** You learn the mythic versions of any cantrips and/or orisons that you know. In addition, you may select one additional mythic spell to learn for each mythic tier after 1st; however, the level of this spell cannot exceed one-half your mythic tier. You must know and be able to cast the non-mythic version of a spell to learn its mythic version.

## Mythic Spell Scaling (Mythic)

You know how to adapt mythic power to spells that have multiple versions that scale in power.

**Prerequisites:** Mythic Spell Lore or Mythic Spellcasting path ability



**Benefit:** You can learn a number of mythic spells equal to twice your mythic tier and can expend mythic power to enhance those spells. Each time you gain a new tier, you can learn two additional mythic spells. However, you may only learn spells with this feat if they are scaled-up or scaled-down versions of a mythic spell that you already know, including the following:

- Communal versions of a known spell
- Cure wounds spells of a different level
- Inflict wounds spells of a different level
- Lesser versions of a known spell
- Greater versions of a known spell
- Mass versions of a known spell
- Standard versions of a known greater or lesser version of that spell

- Any spells whose scaling versions are indicated with a Roman numeral, such as *beast shape*, *elemental body*, and *summon monster*

You may not learn spells with this feat that are merely similar to other spells, even if they are very similar, such as *silent image* and *minor image* or *fireball* and *delayed blast fireball*. You must already know the non-mythic versions of any mythic spells you learn with this feat.

## Mythic Spell Expertise (Mythic)

Your mythic power fuels one of your most powerful spells.

**Prerequisites:** Minor Spell Expertise<sup>APG</sup>, ability to cast 9th-level spells, mythic tier 10.

**Benefit:** Choose one spell that you know of any level. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability's save DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

## N

Natural Charmer  
 Naval Commander  
 Necromantic Affinity  
 Necrophagic Spell  
 Neckbreaker  
 Neither Elf nor Human  
 Net Adept  
 Net and Trident  
 Net Maneuvering  
 Net Trickery  
 Nightmare Fist  
 Nightmare Fuel  
 Nightmare Striker  
 Nimble Striker  
 No Name  
 Noble Scion

## Noble Spell Resistance

## Natural Charmer (Mythic)

You are suave and disarming with humanoids of all kinds.

**Prerequisite:** Natural Charmer<sup>ARG</sup>.

**Benefit:** You can expend a use of mythic power to use this feat as a standard action rather than taking 20 times as long as normal. Your caster level when using charm effects against humanoids is increased by 1, and you can expend a mythic surge to increase the save DC of any charm effect used against a humanoid by an amount equal to one-half the result of the surge die (minimum 1).

## Naval Commander (Mythic)

Your clever tactics and forceful leadership help your crew tackle any task.

**Prerequisite:** Naval Commander.

**Benefit:** If you expend one use of your mythic power when you use this ability, the benefits persist for a number of rounds equal to your mythic tier, as long as your allies continue performing the specified action each round. If you are providing a bonus on attack rolls, this bonus applies only once per round; each creature may choose which attack will gain this bonus and may apply the bonus either before or after dice are rolled. Allies on board your ship that are your followers gain an additional bonus equal to one-half your mythic tier (minimum +1).

## Necrophagic Spell (Metamagic, Mythic, Mythos)

You awaken an awful bloodthirsty hunger in the risen dead.

**Prerequisite:** Necrophagic Spell<sup>GCC</sup>.

**Benefit:** Creatures slain by your spell are reanimated at the beginning of their next turn and remain animated for a number of rounds equal to the adjusted level of the necrophagic spell plus your mythic tier. The zombies you create deal 1 point of bleed damage with each successful bite attack. They gain a +2 circumstance bonus on attack rolls with their bite attack against creatures taking bleed damage and can locate creatures taking bleed damage as if they had the *scent* special quality.

## Neckbreaker (Combat, Mythic)

Your mighty thews can snap the neck of your grappled foe.

**Prerequisite:** Neckbreaker<sup>UC</sup>.

**Benefit:** You take no penalty on your attack roll when using a Stunning Fist attempt to use this feat. If you choose to take the -5 penalty on your attack roll, you may add one-half your mythic tier to the Strength or Dexterity damage you deal with this feat. If you expend one use of your mythic power, the target temporarily paralyzed on a failed save. It may attempt a new saving throw against your Stunning Fist save DC each round on its turn as a full-round action to recover from this paralysis. If the target is not a mythic creature and it fails two consecutive saving throws, the paralysis lasts 24 hours. You can expend one use of your mythic power or a point from your



# Chapter 3: Mythic Feats

ki pool to use this feat rather than a daily use of your Stunning Fist feat.

## Necromantic Affinity (Mythic)

Your indomitable life force withstands the power of death.

**Prerequisite:** Necromantic Affinity<sup>ISWG</sup>.

**Benefit:** Your saving throw bonus against negative energy effects, energy drain, ability drain, ability damage, and ability penalties increases to +4, and any ability drain, damage, or penalty you take is reduced by 1. When an effect would cause you to gain a negative level, you can expend one use of mythic power as an immediate action to negate that negative level. If the effect causes you to gain multiple negative levels, you reduce the number of negative levels you gain by 1. As a standard action, you can expend one use of your mythic power to suppress the effects of this feat and the base Necromantic Affinity feat for a number of minutes equal to your mythic tier.

## Neither Elf nor Human (Mythic)

Your depersonalization is eerie indeed.

**Prerequisite:** Neither Elf nor Human<sup>ARG</sup>.

**Benefit:** If you expend one use of mythic power as a swift action, you are not considered a humanoid for a number of rounds equal to one-half your mythic tier (minimum 1) for the purpose of harmful spells or effects based on your type, like a *bane* weapon or ranger's favored enemy class feature, or effects that affect only humanoids, such as *charm person* or *hold person*.

## Net Adept (Combat, Mythic)

You have peerless skill using a net as a melee weapon.

**Prerequisites:** Net Adept<sup>UC</sup>

**Benefit:** When you wield a net as a melee weapon you gain a shield bonus to AC as if wearing a buckler (without the armor check penalty or spell-failure chance). Additionally, when you make a successful melee attack with your net you may make an automatic combat maneuver check to trip that opponent.

## Net and Trident (Combat, Mythic)

Your attacks against foes entangled by your net are brutal.

**Prerequisites:** Net and Trident<sup>UC</sup>

**Benefit:** You gain a bonus equal to your mythic tier on rolls made to confirm critical threats made with a trident against opponents entangled by your net. Any critical threat made with a trident against a non-mythic foe entangled in your net is automatically a critical hit.

## Net Maneuvering (Combat, Mythic)

You may entangle multiple creatures in your net.

**Prerequisites:** Net Maneuvering<sup>UC</sup>

**Benefit:** By spending one point of mythic power you may throw your net and target all creatures in a 10-foot square as a ranged touch attack. If successful, all creatures in the area are entangled in your net.

## Net Trickery (Combat, Mythic)

You may slip away after distracting your opponents with your net.

**Prerequisites:** Net Trickery<sup>UC</sup>

**Benefit:** You may unfold and spin your net as a move action in order to use Bluff to feint or to create a diversion. If you choose to feint, your opponent is flat-footed to your attacks until the beginning of your next turn. If you create a diversion you may immediately make a Stealth check to hide from that opponent until the end of your next turn.

## Nightmare Fist (Combat, Mythic)

You are a terror in the dark.

**Prerequisites:** Nightmare Fist<sup>UC</sup>

**Benefit:** When you successfully damage an opponent with an unarmed strike in an area of magical darkness you may make an Intimidate check to demoralize them as a free action. If the target of your unarmed strike is already shaken, your Intimidate check instead makes them frightened, and so on. Creatures you attack in magical darkness that are panicked are always considered flat-footed to you, even if they are able to see in darkness.

## Nightmare Fuel (Mythic)

The terror you inspire in others leads to lingering mental disturbance.

**Prerequisite:** Intimidate 9 ranks or *frightful presence* or *horrific appearance* (qlippoth) special quality.

**Benefit:** Whenever you affect a creature with a confusion, fear, or insanity effect, including demoralizing a creature with a successful Intimidate check, that creature becomes more susceptible to effects that unbalance its mind or pull it down into slumber. As long as that effect lasts, the creature takes a penalty equal to one-half your mythic tier (minimum -1) on saving throws against confusion, fear, or insanity effects. This penalty does not stack with itself, and if multiple such effects affect a creature the penalty remains until all such effects are removed.

When you affect a creature with a confusion, fear, or insanity effect, you may spend one use of your mythic power to also affect that target with a nightmare (Will DC 10 + 1/2 your character level + your Charisma modifier + 1/2 your mythic tier), with a caster level equal to your mythic tier. If you can use nightmare as a spell or spell-like ability, you add your mythic tier to your caster level when casting it in this way, and you can expend two uses of your mythic power to create a mythic nightmare, though you may not augment the spell.

**Special:** A qlippoth can use this feat in conjunction with its *horrific appearance* special quality, regardless of whether it is a confusion, fear, or insanity effect.

## Nightmare Striker (Combat, Mythic)

You exploit critical weaknesses in foes illuminated by your faerie fire.



**Prerequisites:** Nightmare Striker<sup>UC</sup>

**Benefit:** An opponent who fails to resist your Stunning Fist while outlined in a *faerie fire* you have cast (not one cast from a spell completion or spell trigger item) is paralyzed for 1 round, plus one round for every 4 mythic tiers you possess.

## Nimble Striker (Combat, Mythic)

Your steady feet spring and slip through combat with ease.

**Prerequisite:** Nimble Striker<sup>ARG</sup>.

**Benefit:** You gain an additional 10-foot racial bonus to your speed when using the charge, run, or withdraw action and are not denied your Dexterity bonus to AC when running or using Acrobatics to balance on a narrow, slippery, or otherwise difficult surface. You gain a +2 dodge bonus to AC against attacks of opportunity provoked by your movement during any round in which you charge or use Cleave or Lunge.

## No Name (Grit, Mythic)

Your ability to hide your identity increases greatly.

**Prerequisite:** No Name<sup>UC</sup>.

**Benefit:** Your bonus on Bluff checks increases by 2, and your bonus on Disguise checks when you spend a grit point increases by 5. In addition, you can expend one use of mythic power to treat a Disguise check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

## Noble Scion (Mythic)

Your membership in a proud and ancient noble house brings you a glorious heritage.

**Prerequisite:** Noble Scion<sup>ISWG</sup>.

**Benefit:** Your bonus on Knowledge (nobility) checks

increases to +4, and you can always take 10 on Knowledge (nobility) checks.

*Scion of the Arts:* Your bonus on Perform checks increases to +2, and if the result of your roll on a Perform check is lower than your mythic tier, treat the result as equal to your mythic tier. You gain a +4 bonus on Appraise checks with pieces of fine art such as paintings or sculpture, and on checks to spot forgeries of such items.

*Scion of Lore:* Your bonus on Knowledge checks increases to +2, and if the result of your roll on a Knowledge check is lower than 5 + your mythic tier, treat the result as equal to 5 + your mythic tier. You also gain the same benefit on Appraise and Linguistics checks that you gain with Knowledge checks.

*Scion of Magic:* You learn one additional language per 2 mythic tiers (minimum 1) from those listed, and once per day you can gain a +4 bonus on a Spellcraft or Use Magic Device check as a free action. If you expend a mythic surge to improve a Spellcraft or Use Magic Device check, you may roll the surge die twice and select the better result.

*Scion of Peace:* Whenever you take 10 on a Wisdom-based skill, you may add one-half your mythic tier (minimum 1) to the result. If you expend a mythic surge to improve a Wisdom-based skill check, you may roll the surge die twice and select the better result.

*Scion of War:* When rolling for initiative, you add your Charisma modifier plus an additional bonus equal to your mythic tier or your Dexterity modifier (minimum 0), whichever is lower. If you expend a mythic surge to improve your initiative roll, you may roll the surge die twice and select the better result.

## Noble Spell Resistance (Mythic)

You shrug off hostile magic as if it were nothing.

**Prerequisite:** Noble Spell Resistance<sup>ARG</sup>.

**Benefit:** You add one-half your mythic tier to your spell resistance. Against spells or spell-like abilities used by dwarves or elves (including other drow), you add your mythic tier to your spell resistance. Your bonus on Diplomacy and Intimidate checks made against drow is increased to +2.



Object Reading

Opening Volley

Oracular Intuition

Orc Hewer

Orc Weapon Expertise

Oread Burrower

Oread Earth Glider

Ostentatious Weakness

Outflank

## Object Reading (Ki, Mythic)

Your sensitivity to universal harmonies allows you to divine information about objects and their history.



# Chapter 3: Mythic Feats

**Prerequisite:** Object Reading<sup>MIM</sup>.

**Benefit:** You need not physically handle an object you read with this feat, as long as you are within 5 feet times your mythic tier and have line of sight and line of effect to the object. When you use this feat to duplicate the effects of *detect chaos/evil/good/law*, *identify*, or *legend lore* on an object you read, you may expend one use of your mythic power you can use the mythic version of the spell instead. If you spend a use of mythic power to meditate upon the fate of the item, you can expend a mythic surge when you make the die roll you modify with your luck bonus, and you may roll twice on both the surge die and the d20 roll, selecting the better result for each roll.

## Opening Volley (Combat, Mythic)

Your ranged assault leaves a fatal opening in your enemies defenses.

**Prerequisites:** Opening Volley<sup>UC</sup>

**Benefit:** Whenever you deal damage with a ranged attack, the opponent you damaged is flat-footed to your melee attacks until the beginning of your next turn.

## Oracular Intuition (Mythic)

The harmony of your mind and spirit grant insight into all things magical.

**Prerequisites:** Oracular Intuition<sup>UM</sup>.

**Benefit:** The bonus on Sense Motive checks from Oracular Intuition is doubled when sensing if someone's behavior is being influenced by a magical enchantment and on identifying divine spells, spell effects, and magic items. In addition, you can spend a use of mythic power as a full round action to gain a +10 bonus on a single Sense Motive check or a Spellcraft check to determine the properties of a magic item you are touching.

## Orc Hewer (Combat, Mythic)

Orcish arms and armor are cloven like flesh before your reaping blade.

**Prerequisite:** Orc Hewer<sup>ARG</sup>.

**Benefit:** Your critical threat range is increased by 1 on additional attacks you make against orcs, and critical hits you confirm against orcs with your additional attacks gain the benefit of the *Sundering Strike*<sup>APG</sup> feat. In addition, once per round when you hit a orc with an additional attack granted by Cleave or Great Cleave, you can attempt a combat maneuver check as a free action to sunder an item worn or wielded by that orc. This does not provoke attacks of opportunity.

## Orc Weapon Expertise (Combat, Mythic)

Your mastery of orcish weapons is legendary.

**Prerequisite:** Orc Combat Expertise<sup>ARG</sup>.

**Benefit:** The benefits you gain when wielding a weapon with "orc" in its name increase as follows.

**Bully:** Gain a +2 bonus on damage rolls against creatures at least one size smaller than you. You can expend one use of

mythic power as a free action to make an Intimidate check to demoralize a creature you hit.

**Defender:** Gain a +2 shield bonus to your AC (or +3 if wielding a two-handed weapon). You can expend one use of mythic power to increase the shield bonus to +3 (+4 when fighting defensively), or +4 (+5 when using the total defense action).

**Disrupter:** Add +5 to the DC of concentration checks for opponents you threaten. If a creature you threaten provokes an attack of opportunity and you have already expended your attacks of opportunity for the round, you may expend one use of mythic power as a free action to take an attack of opportunity, with a bonus on your attack roll equal to one-half your mythic tier (minimum 1) if the attack of opportunity was provoked by casting a spell or using a spell-like ability.

**Killer:** Gain a +4 competence bonus on attack rolls made to confirm critical hits. You can expend one use of mythic power when you confirm a critical hit to increase the critical multiplier of your weapon by 1 for that hit.

**Thug:** Deal +2 points of nonlethal damage with the weapon. If you expend one use of mythic power after a successful hit that deals damage, the target must succeed at a Fortitude save (DC 10 + one-half your level + your Strength modifier) or be dazed for 1 round. A mythic target whose rank or tier equals or exceeds yours is staggered for 1 round on a failed save rather than being dazed.

**Trickster:** Gain a +4 bonus on a single type of combat maneuver check you can perform with that weapon. You also gain a bonus to your CMD equal to one-half your mythic tier (minimum 1) against that same combat maneuver. Furthermore, you can make an attack of opportunity against any creature that attempts that combat maneuver against you, unless it has the mythic version of the Improved feat associated with that combat maneuver.

## Oread Burrower (Mythic)

The ground parts for you like water, and you can virtually swim through the earth.

**Prerequisite:** Oread Burrower<sup>ARG</sup>.

**Benefit:** You gain a burrow speed equal to your base speed through sand, dirt clay, gravel, and similar materials. You can expend one use of mythic power to leave a tunnel behind you with a diameter equal to one-half your space. This tunnel lasts for 1 round per mythic tier you possess before collapsing. Alternately, you can spend one use of mythic power to burrow through stone at 1/3 your base speed or to leave a tunnel whose width is equal to your size.

## Oread Earth Glider (Mythic)

The earth aids your passage, moving you at great speeds.

**Prerequisite:** Oread Earth Glider<sup>ARG</sup>.

**Benefit:** You can earth glide at a speed equal to your base speed plus 5 feet for every two mythic tiers (minimum 5 feet) you possess. You can burrow through stone at your base speed.



## Ostentatious Weakness (Combat, Mythic, Performance)

You are a master at baiting and flustering your favored foes.

**Prerequisite:** Ostentatious Weakness<sup>ISC</sup>.

**Benefit:** When fighting one of your favored enemies, you can make performance combat checks that normally require a swift action as a free or immediate action, though you can only take one of each action per round. On any performance combat check against a favored enemy, you can roll twice and select the better result if your opponent is not a mythic creature. If you expend a mythic surge as part of a performance combat check, you may roll the surge die twice and select the better result.

## Outflank (Combat, Mythic, Teamwork)

You can help any ally outflank your foes.

**Prerequisites:** Outflank<sup>APG</sup>.

**Benefit:** Whenever you and an ally are flanking the same creature, the flanking bonus on attack rolls for both of you increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

**Normal:** Outflank normally requires your ally to also have the Outflank feat.

## P

Pack Attack  
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Precise Shot  
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Preferred Spell  
Prodigy  
Prone Shooter  
Prone Slinger  
Punishing Kick  
Pure Faith  
Pushing Assault

## Pack Attack (Combat, Mythic, Teamwork)

You circle around your foes and bring them down.

**Prerequisites:** Pack Attack<sup>UC</sup>.

**Benefit:** When you are adjacent to an ally with this feat, the first time you attack an opponent you can take a 5-foot step as a free action even if you have already moved this round. In addition, any time an ally with this feat attacks a target you also threaten, you can take a 5-foot step as an immediate action (or as a free action if you expend one use of your mythic power).

**Normal:** You can only take a 5-foot step if you have not otherwise moved in the same round.

## Painful Anchor (Mythic)

Fiends of all kinds are ravaged with agony by your holy presence.

**Prerequisite:** Painful Anchor<sup>UM</sup>.

**Benefit:** You add one-half your mythic tier to the save DC of your **anchoring aura**. In addition, when an evil outsider uses a calling, summoning, or teleportation effect or similar ability to physically transport a creature to or from another plane within your **anchoring aura**, you add your mythic tier to the damage dealt and this damage is taken by the creature(s) being called, summoned, teleported, or otherwise transported as well as by the creature using the ability. A creature teleporting or transporting itself to or from another plane takes damage only once.

You can spend one use of your mythic power as a swift action to intensify the effect of your **anchoring aura** for a number of rounds equal to your mythic rank or tier. All evil outsiders called, summoned, teleported, or otherwise transported into or out of your **anchoring aura** during this time become sickened for a number of rounds equal to your Charisma modifier. A successful Will save against the DC of your **anchoring aura** reduces the sickened effect to 1 round.

## Paired Opportunists (Combat, Mythic, Teamwork)

You can use any ally to take advantage of a foe's lax defenses.

**Prerequisites:** Paired Opportunists<sup>APG</sup>.

**Benefit:** Whenever you are adjacent to an ally, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity).



# Chapter 3: Mythic Feats

nity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

**Normal:** Paired Opportunists is a teamwork feat that only functions if you and your adjacent ally both have it.

## Panther Claw (Combat, Mythic)

You punish opponents who overreach in their attempts to take advantage of your movement.

**Prerequisites:** Panther Claw<sup>UC</sup>.

**Benefit:** You can make a number of retaliatory unarmed strikes on your turn equal to your Wisdom modifier plus one-half your mythic tier (minimum 1). In addition, if an opponent's attack of opportunity fails to hit you, you gain a bonus equal to one-half your tier (minimum +1) on the attack and damage rolls for your retaliatory unarmed strike.

## Panther Parry (Combat, Mythic)

Your pre-emptive retaliations can prevent attacks against you.

**Prerequisites:** Panther Parry<sup>UC</sup>.

**Benefit:** If your retaliatory unarmed strike deals damage to an opponent, you add one-half your mythic tier (minimum 1) to your attacker's penalty on their attack and damage roll, or you may spend one use of mythic power to negate the triggering attack of opportunity completely.

## Panther Style (Combat, Mythic, Style)

You punish opponents who dare to strike you.

**Prerequisites:** Panther Style<sup>UC</sup>.

**Benefit:** If an opponent's attack of opportunity succeeds in hitting you, you gain a bonus equal to one-half your tier (minimum 1) on attack and damage rolls for your retaliatory unarmed strike. You can spend one use of your mythic power as a free action to gain a dodge bonus to your AC equal to one-half your tier (minimum 1) against an opponent's attack of opportunity.

## Parry Spell (Mythic)

Your ability to parry enemy spells is unmatched.

**Prerequisites:** Parry Spell<sup>APG</sup>.

**Benefit:** You can expend a use of mythic power to attempt to counterspell an enemy's spell as an immediate action. You may attempt a Spellcraft check to identify the spell you wish to counterspell prior to deciding to take this immediate action. You are staggered on your next turn after attempting the counterspell.

## Parting Shot (Combat, Mythic)

You are always able to shot at a foe as you move away.

**Prerequisites:** Parting Shot<sup>APG</sup>.

**Benefit:** When using the withdraw action, you can make a single ranged attack at any point during your movement.

**Normal:** Parting Shot can be used only once per encounter.

## Pass for Human (Mythic)

You can easily pass for human.

**Prerequisites:** Pass for Human<sup>APG</sup>.

**Benefit:** You may *alter self* into the form of a half-elf, half-orc, halfling, or human as a spell-like ability at will. This has a duration of 24 hours, but may be dismissed normally. You do not gain the normal ability score bonus granted by *alter self*.

## Passing Trick (Combat, Mythic)

You slither through your enemies and leave them guessing where you've gone.

**Prerequisites:** Passing Trick<sup>UC</sup>.

**Benefit:** When you make a successful Acrobatics check to move through an opponent's space, you can make a Bluff check to feint against that opponent as a free action rather than a swift action. If you move through the spaces of multiple creatures, you can make a Bluff check to feint against each of them. If you fail on an Acrobatics check to move through an opponent's space, you can expend one use of your mythic power as a swift action to make a Bluff check to feint against that opponent.

## Perfect Strike (Combat, Mythic)

Your attacks are extremely precise.

**Prerequisites:** Perfect Strike<sup>APG</sup>.

**Benefit:** You can use Perfect Strike with any weapon. If you







are using a kama, nunchaku, quarterstaff, sai, siangham, or unarmed strike, you may expend a use of Perfect Strike to reroll an attack roll after it misses. This counts as a use of Perfect Strike for the round.

## Perfect Style (Combat, Mythic, Style)

You are as one with the element of your monastic perfection.

**Prerequisites:** Perfect Style<sup>ISC</sup>.

**Benefit:** You add your mythic tier to the energy resistance granted by your Perfect Style. In addition, if you take energy damage that would normally bypass your energy resistance, you can spend 1 ki point or one use of your mythic power as an immediate action to retain your energy resistance against that attack and any other effects that would bypass your energy resistance until the end of your next turn.

## Perfected Creation (Ki, Mythic)

Your sublime focus grants endless elan in the act of creation.

**Prerequisite:** Perfected Creation<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, your insight bonus on Craft checks and skill checks involved in magic item creation is increased to +4. You can expend uses of your mythic power interchangeably with points from your ki pool to increase your progress per day when crafting magic items or making Craft checks.

## Perfected Performance (Ki, Mythic)

Your sublime personal harmony makes every performance

resplendent.

**Prerequisite:** Perfected Performance<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, any bardic performance (or similar performance ability) you use takes effect as if you were 2 levels higher, and if the d20 result on any Perform check is less than your mythic tier, you treat the result as equal to your mythic tier. You can expend 1 point from your ki pool to add a mythic surge to a Perform check. If you expend a use of mythic power to activate a mythic surge as part of a perform check, you roll the surge die twice and select the better result.

## Performance Weapon Mastery (Combat, Mythic)

You wield all your weapons with the flair of a consummate performer.

**Prerequisite:** Performance Weapon Mastery<sup>UC</sup>.

**Benefit:** You treat all weapons you are proficient in as if they had the performance weapon quality. When wielding weapons with the performance weapon quality, you gain an additional +2 on all combat performance checks. You can spend one use of mythic power to treat all weapons you wield, even if you are not proficient with them, as if they had the performance weapon quality.

## Performing Combatant (Combat, Mythic)

You are as much a showman as a warrior, and ensure every battle is a grand spectacle.



# Chapter 3: Mythic Feats

**Prerequisite:** Performing Combatant<sup>UC</sup>.

**Benefit:** You can make performance combat checks in any combat. All of your performance combat feats are available to you for use. Make a DC 20 performance combat check each time you use a feat. On a success, you gain the full effect of any feat you use. You can expend one use of mythic power to treat the die roll as if it were a natural 20. You must choose to use your mythic power before you roll the check.

## Persistent Spell (Metamagic, Mythic)

Your spells are extremely difficult to resist.

**Prerequisites:** Persistent Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with Persistent Spell, you may select one creature targeted by the spell or in its area that takes a –2 penalty to its second saving throw to resist the spell, if it succeeds on its first saving throw. You must designate this target before any saving throws are made.

Alternatively, you may expend a use of mythic power to cast a spell as a Persistent spell (gaining only the normal benefits of a Persistent spell, rather than the increased benefits outlined above) without preparing it as Persistent in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Piercing Spell (Metamagic, Mythic)

Your spells readily pierce the magical defenses of your enemies.

**Prerequisite:** Piercing Spell<sup>UM</sup>.

**Benefit:** When you cast a piercing spell at an opponent with spell resistance, you treat its spell resistance as though it were reduced by 5 plus your mythic tier (for non-mythic opponents) or 5 plus one-half your mythic tier (for mythic opponents). Alternatively, you may expend one use of mythic power to cast a spell as a piercing spell (gaining only the normal benefits of a piercing spell, rather than the increased benefits outlined above) without preparing it as piercing in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Pin Down (Combat, Mythic)

None shall pass, and any who try are boxed in by your maneuvers.

**Prerequisites:** Pin Down<sup>UC</sup>

**Benefit:** Whenever you use the attack of opportunity provided by Pin Down it deals damage normally in addition to the effects of Pin Down. Furthermore, your opponent must succeed at a Fortitude save (DC 10 + 1/2 your level + your Strength Modifier) or be staggered for one round.

## Pinning Knockdown (Combat, Mythic)

When you pin your opponent, you take them to the ground.

**Prerequisite:** Improved Grapple or grab special attack.

**Benefit:** Whenever you succeed at a grapple combat maneuver to pin a creature, you also knock that creature prone. You need not make a separate combat maneuver check to trip the target, and abilities such as stability that grant a bonus to CMD

against trip maneuvers do not apply. As long as you remain stationary and adjacent to the target while maintaining the pin, you are no longer considered grappled.

## Pinning Knockout (Combat, Mythic)

You wrap foes up and knock them out.

**Prerequisite:** Pinning Knockout<sup>UC</sup>.

**Benefit:** When you deal nonlethal damage to a pinned target, you deal triple damage instead of double damage. In addition, if your target has damage reduction that applies specifically to nonlethal damage, such as an *invulnerable rager barbarian*, or temporary immunity to nonlethal damage due to a spell, item, or similar effect, you can expend one use of your mythic power as a free action to ignore that damage reduction for 1 minute. This does not apply to creatures that are naturally immune to nonlethal damage, such as constructs and undead.

## Pinning Rend (Combat, Mythic)

When you have an opponent pinned, you can literally tear them apart.

**Prerequisite:** Pinning Rend<sup>UC</sup>.

**Benefit:** When you use this feat, you can also deal 1d4 points of Strength, Constitution, or Dexterity damage (your choice) each time you succeed on a combat maneuver check to deal damage while maintaining a pin.

## Pinpoint Poisoner (Combat, Mythic)

You use your needles to augment your unarmed strikes, and can throw them with pinpoint accuracy.

**Prerequisite:** Pinpoint Poisoner<sup>UC</sup>.

**Benefit:** You can make your full allotment of unarmed strikes when you spend a full attack action, and your attacks deal your full unarmed strike damage in addition to the 1d2 damage and poison delivery from the blowgun dart. If you instead throw the darts as shuriken, you can likewise make your full allotment of attacks with a full attack action, and you resolve these attacks as ranged touch attacks as long as the target is within 10 feet, plus 10 additional feet for each use of your mythic power you expend while making the full attack action.

## Piranha Strike (Combat, Mythic)

Your strikes are as savage as they are swift.

**Prerequisite:** Piranha Strike<sup>SLC</sup>.

**Benefit:** When you use Piranha Strike, you gain a +3 bonus on melee damage rolls instead of +2. When your base attack bonus reaches +4 and every 4 points thereafter, the amount of bonus damage increases by +3 instead of +2. You can expend one use of mythic power when you activate Piranha Strike to ignore the penalties on melee attack rolls and combat maneuver checks for 1 minute.



## Planar Preservationist (Mythic)

You can summon and shrink miniature mythic bottled allies from other planes.

**Prerequisite:** Planar Preservationist<sup>UM</sup>.

**Benefit:** You can prepare and use mythic versions of all *summon monster* and *summon nature's ally* extracts you know by spending uses of your mythic power. You can always communicate with extraplanar creatures you summon using your *bottled ally* class feature, as though you were fluent in its native language, and your bottled allies add one-half your mythic tier (minimum 1) to their spell resistance and saving throws against effects that would banish them back to their home plane.

## Planar Wild Shape (Mythic)

You can transform into an array of planar entities.

**Prerequisites:** Planar Wild Shape<sup>UC</sup>

**Benefit:** When you use wild shape to take the form of an animal, you can expend two additional daily uses of your wild shape class feature and 2 points of mythic power to add the half-celestial template or half-fiend template to your animal form. (Good druids must use the half-celestial template, while evil druids must use the half-fiend template.)

## Point-Blank Master (Combat, Mythic)

You are deadly with your ranged attacks even when enemies are close at hand.

**Prerequisites:** Point-Blank Master<sup>APG</sup>.

**Benefit:** When attacking an adjacent enemy with the weapon you selected for the Point Blank Master feat, you may spend a swift action to take careful aim with your next shot, allowing you to ignore a number of points equal to your mythic tier of either the target's armor and shield bonuses to AC (including enhancement bonuses) or its dodge and Dexterity bonuses to AC. You also may expend one use your mythic power as a swift action to automatically confirm a critical threat (against a non-mythic creature) or add your mythic tier as a bonus on critical hit confirmation rolls (against a mythic creature) against adjacent targets with your chosen ranged weapon.

## Powerful Flyer (Mythic)

Your mighty muscles propel you through the skies with unstoppable force.

**Prerequisite:** Str 15, fly speed.

**Benefit:** You add one-half your Strength modifier on all Fly checks, or your full Strength modifier on Fly checks made to avoid being checked or blown away by strong winds or plummeting to the ground after a collision. You can rise at full speed when climbing at an angle of up to 45 degrees, and at half speed when limbing straight up. When flying, you gain a bonus equal to one-half your mythic rank or tier on combat maneuver checks made to bull rush, drag, or overrun and to your combat maneuver defense against those maneuvers.

## Practiced Tactician (Mythic)

You are always ready with more tactics.

**Prerequisites:** Practiced Tactician<sup>APG</sup>.

**Benefit:** You can expend one use of mythic power to restore a number of uses per day of the tactician class feature equal to your mythic tier. You may never have more than your maximum uses per day.

## Precise Shot (Combat, Mythic)

You can shoot wasps out of a swarm, or even hit targets on the ethereal plane.

**Prerequisites:** Precise Shot<sup>CRB</sup>.

**Benefit:** Your ranged attacks can damage swarms and ignore miss chances from spells or magic effects (such as blink, blur, and mirror images). If you expend a use of mythic power, for one minute your ranged attacks also affect ethereal and insubstantial foes.

## Precise Strike (Combat, Mythic, Teamwork)

You can work with an ally to deal more damaging blows.

**Prerequisites:** Precise Strike<sup>APG</sup>.

**Benefit:** Whenever you and an ally are flanking the same the creature, you both deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

**Normal:** Precise Strike only works with allies who also have the feat.

## Preferred Spell (Mythic)

You are exceptionally flexible with the casting of your chosen spell.

**Prerequisites:** Preferred Spell<sup>APG</sup>.

**Benefit:** Each time you prepare or regain spells after resting you may change your Preferred Spell. In addition, you may spend a number of uses of mythic power equal to the level of your Preferred Spell to cast that spell once even if you have no spells or spell slots of a high enough level left that day.

## Prodigy (Mythic)

You are highly gifted in several fields.

**Prerequisites:** Prodigy<sup>UM</sup>.

**Benefit:** You gain an additional bonus on the skills selected for the Prodigy feat equal to one-half your mythic tier. You may spend one use of your mythic power to treat the result of a skill check against one of these skills as a natural 20. You must decide to use this ability before making the roll. In addition, when using the skills chosen for the Prodigy feat to craft mundane items that have a save DC, such as a thunderstone, tanglefoot bag, or poison, you can expend one use of your mythic power to increase the save DC of the item by 1. Similarly, if you expend one use of your mythic power, any performance you give (including bardic performance) with your chosen skill



# Chapter 3: Mythic Feats

is considered one step more impressive than your roll would indicate and any associated save DC is increased by 1. If you expend one use of your mythic power when making a Profession check in your chosen skill, you earn a number of gold pieces per week equal to the result of your skill check (instead of one-half your skill check result).

## Prone Shooter (Combat, Mythic)

You are difficult to hit with ranged attacks while prone.

**Prerequisites:** Prone Shooter<sup>UC</sup>

**Benefit:** Once per round, whenever you are targeted by a ranged attack and are benefitting from the effects of Prone Shooter, you may immediately move 5 feet and negate the ranged attack made against you.

## Prone Slinger (Combat, Mythic)

Enemies do not expect your prone sling technique.

**Prerequisites:** Prone Slinger<sup>UC</sup>

**Benefit:** Creatures are flat-footed to the first ranged attack you make with a sling while prone each round.

## Punishing Kick (Combat, Mythic)

Your Punishing Kick can push several creatures back, or knock them prone.

**Prerequisite:** Punishing Kick<sup>APG</sup>.

**Benefit:** If you use your Punishing Kick to knock your target prone, you can choose whether the target receives a Fortitude or a Reflex saving throw to avoid the effect, and you add one-half your tier to the saving throw DC.

If you decide to push the target, it need not end this move in a safe space it can stand in. If there is another creature in the way of your target's movement, you must immediately make a combat maneuver check to bull rush that creature. You take a -4 penalty on this check for each creature being pushed beyond the first. If your bull rush maneuvers succeed, you push all the creatures 5 feet directly away from you, each creature's movement provokes attacks of opportunity. If any bull rush maneuver fails, or if a solid obstacle prevents movement, each target you successfully bull rushed must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Wisdom modifier) or fall prone. For each use of mythic power you expend as a free action when delivering your Punishing Kick, you reduce the penalties for bull rushing multiple creatures by 4 and increase the save DC by 1.

If you have exhausted your daily uses of the Punishing Kick feat, you may make additional Punishing Kicks by expending one use of your mythic power as a free action with each kick you attempt.

## Pure Faith (Mythic)

Your faith purifies your blood stream.

**Prerequisite:** Pure Faith<sup>UM</sup>.

**Benefit:** Your bonus on saving throws against poisons is increased by an amount equal to one-half your mythic tier. In

addition, you may expend one use of your mythic power as a standard action to use *neutralize poison* on yourself, using your character level plus your mythic tier as your caster level. If you successfully neutralize the poison, you can capture a vial of perfectly purified blood in a suitable container as a full-round action. This purified blood functions as holy water (if good or neutral) or unholy water (if evil or neutral), though it loses its potency after 1 minute.

## Pushing Assault (Combat, Mythic)

Your mightiest blows move foes around.

**Prerequisites:** Pushing Assault<sup>APG</sup>.

**Benefit:** If you expend a use of mythic power, for one minute there is no size limit to how big a foe you can move with Pushing Assault.

**Normal:** Pushing assault does not work on foes larger than yourself.



Quarterstaff Master

Quick Bull Rush

Quick Channel

Quick Dirty Trick

Quick Drag

Quick Reposition

Quick Steal

Quick Wild Shape

Quickened Spell

## Quarterstaff Master (Combat, Mythic)

Your staff is a conduit for your mythic power.

**Prerequisite:** Quarterstaff Master<sup>UM</sup>.

**Benefit:** When wielding your quarterstaff as a one-handed weapon you may add 1-1/2 times your Strength bonus on attacks. In addition you may expend one use of your mythic power as a move action to grant any quarterstaff you wield an enhancement bonus equal to one-half your mythic tier (minimum 1) for 1 minute per mythic tier. This bonus stacks with any existing enhancement bonus the quarterstaff already has, up to a maximum of +5. You may apply the bonus granted through this feat to only one end of the quarterstaff, or divide it between both ends as you wish.

## Quick Bull Rush (Combat, Mythic)

You can slam into opponents with stunning speed.

**Prerequisites:** Quick Bull Rush<sup>UC</sup>

**Benefit:** Once per round you may perform the bull rush combat maneuver as a free action against a foe within reach and add your mythic tier to the combat maneuver check. You may not move with your opponent unless you spend 1 point of mythic power, which allows you to move up to your speed with your opponent.



## Quick Channel (Mythic)

You may channel energy in an instant.

**Prerequisite:** Quick Channel<sup>UM</sup>.

**Benefit:** You may channel energy as an immediate action by expending three uses of channel energy. You may expend one or two uses of mythic power in place an equal number of uses of channel energy to use Quick Channel or Mythic Quick Channel.

## Quick Dirty Trick (Combat, Mythic)

You're always able to deliver a low-blow to your enemies.

**Prerequisites:** Quick Dirty Trick<sup>UC</sup>

**Benefit:** Once per round you may perform the dirty trick combat maneuver as a free action against a foe within reach and add your mythic tier to the combat maneuver check.

## Quick Drag (Combat, Mythic)

You drag enemies around in battle with ease.

**Prerequisites:** Quick Drag<sup>UC</sup>

**Benefit:** Once per round you may perform the drag combat maneuver as a free action against a foe within reach and add your mythic tier to the combat maneuver check.

## Quick Reposition (Combat, Mythic)

You can swiftly maneuver your opponents around in battle.

**Prerequisites:** Quick Reposition<sup>UC</sup>

**Benefit:** Once per round you may perform the reposition combat maneuver as a free action against a foe within reach and add your mythic tier to the combat maneuver check.

## Quick Steal (Combat, Mythic)

You pick your enemies pockets before they can even notice.

**Prerequisites:** Quick Steal<sup>UC</sup>

**Benefit:** Once per round you may perform the steal combat maneuver as a free action against a foe within reach and add your mythic tier to the combat maneuver check.

## Quick Wild Shape (Mythic)

You may change forms in the blink of an eye.

**Prerequisite:** Quick Wild Shape<sup>UM</sup>.

**Benefit:** You can wild shape into any form available to you as a move action, and into a form available to a druid two levels lower when using wildshape as a swift action. In addition, you may use expend one use of your mythic power to use wild shape as an immediate action, though you are limited to forms available to a druid four levels lower.

## Quicken Spell (Metamagic, Mythic)

Casting a spell can be nearly effortless for you.

**Prerequisites:** Quicken Spell<sup>CRB</sup>, 10th mythic tier.

**Benefit:** You can prepare any spell as a quickened spell, regardless of its normal casting time, allowing you to cast it as a swift action. If a target provokes an attack of opportunity from you, you can target it with a quickened spell as your attack of

opportunity. Only quickened spells with a specific number of targets (rather than effect or area) can be cast as an attack of opportunity, and only the creature that provoked the attack is targeted by the spell (regardless of how many creatures the spell normally targets).

Alternatively, you may expend two uses of mythic power to cast a spell as a quickened spell (gaining only the normal benefits of a quickened spell, rather than the increased benefits outlined above) without preparing it as quickened in advance or increasing the level of spell slot it uses.

**Normal:** A quickened spell that normally has a casting time of 1 standard action can instead be cast as a swift action.

## R

Radial Navigation

Radiant Charge

Raging Brutality

Raging Deathblow

Raging Hurler

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Reward of Life

Ricochet Shot Deed

Ricochet Splash Weapon

Righteous Healing

Rime Spell

Risky Striker

Rugged Northerner



## Radial Navigation (Ki, Mythic)

Your sympathy with your personal aura trail allows you to faultlessly retrace your steps.

**Prerequisite:** Radial Navigation<sup>MIM</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, you add your mythic tier as a bonus on Survival checks to avoid getting lost, and whenever you must make an Intelligence check to avoid becoming lost (such as with a *maze* spell), you can roll twice and select the better result. When you create a psychic beacon, it lasts for a number of hours equal to your Wisdom modifier plus your mythic tier, or an equivalent number of days if you expend one use of your mythic power. If you teleport to a psychic beacon, it is considered “very familiar” for the purpose of *teleport*.

## Radiant Charge (Mythic)

The power of holiness infuses your charge attack.

**Prerequisite:** Radiant Charge<sup>UM</sup>.

**Benefit:** You add your mythic tier to the damage dealt by your charge attack, and you may choose to expend any number of your remaining uses of lay on hands; you are not required to expend all of them. If your attack roll on your charge attack misses the target’s AC but hits its touch AC, the target still takes untyped damage from holy power as normal for this feat but is not otherwise harmed by the attack.

## Raging Brutality (Mythic)

Your brutality knows no limits.

**Prerequisites:** Raging Brutality<sup>UC</sup>

**Benefit:** The bonus damage from Raging Brutality is doubled on a critical hit. Additionally, you can expend one use of mythic power when you activate Power Attack to double the damage bonus provided by Raging Brutality.

## Raging Deathblow (Mythic)

You are an unstoppable juggernaut of death and destruction.

**Prerequisites:** Raging Deathblow<sup>UC</sup>

**Benefit:** You gain an additional number of rounds of rage per day from Raging Deathblow equal to 1/2 your mythic tier (minimum 1). Whenever you rest to renew your total number of rounds of rage per day, any extra rounds you still have from this feat are lost.

## Raging Hurler (Mythic)

Opponents struck by your hurled weapons are bowled over.

**Prerequisites:** Raging Hurler<sup>UC</sup>

**Benefit:** While raging, when you hit an opponent with a thrown two-handed weapon (or two-handed improvised weapon) you may perform a trip combat maneuver against them as a free action.

## Raging Throw (Mythic)

Your raging throws have a domino effect.

**Prerequisites:** Raging Throw<sup>UC</sup>

**Benefit:** When using Raging Throw, if you bull rush an opponent into a square another creature occupies or into a solid object, the opponent and the creature or object take bludgeoning damage as per Raging Throw. That creature is also subject to a bull rush combat maneuver, using the same result as your original bull rush combat maneuver check. This effect continues until there are no more opponents to be bull rushed into.

## Raging Vitality (Mythic)

Your additional health from a rage does not end immediately.

**Prerequisites:** Raging Vitality<sup>APG</sup>.

**Benefit:** You do not lose your bonus to Constitution from raging for one minute per mythic tier after the end of your rage. You never get to apply more than one bonus to Constitution from raging at a time.

## Rapid Grappler (Combat, Mythic)

You can grapple and pin your foes with astonishing speed.

**Prerequisite:** Rapid Grappler<sup>UC</sup>.

**Benefit:** If you use Greater Grapple to successfully maintain a grapple as a move action, you can make a grapple combat maneuver as a free action. If you spend one use of your mythic power when making this grapple check, you may roll twice and use the better result. You can use this feat only once per round.

**Normal:** Using Rapid Grappler is a swift action.

## Rapid Recovery (Combat, Ki, Mythic)

Your body works in harmony with your mind and spirit to recover quickly.

**Prerequisite:** Rapid Recovery<sup>WK</sup>.

**Benefit:** You can use this feat to heal yourself regardless of your current hit point total. If you spend a point from your ki pool to heal damage when you are at 0 or fewer hit points, or when you receive an effect that cures hit point damage, you add your mythic tier to the damage cured. This curing ends bleed effects as a *cure wounds* spell does.

## Rapport (Ki, Mythic)

Your mastery of spiritual harmony allows you to manipulate auras.

**Prerequisite:** Rapport<sup>MIM</sup>.

**Benefit:** You and any mythic creatures linked with you can expend uses of mythic power interchangeably with ki points, and any creature with a language can automatically understand any other linked creature with a language. You must still expend a point from your ki pool to enable communication with creatures that do not have a language. As long as you are linked, you gain a bonus equal to your mythic tier on Handle Animal or wild empathy checks against such a creature. When you and any of your allies create a *battlemind link* with this feat, you can expend one use of mythic power to cause all such links to function as *mythic battlemind link*.



## Ray Shield (Combat, Mythic)

You can deflect, and reflect, rays with your shield.

**Prerequisites:** Ray Shield<sup>APG</sup>.

**Benefit:** Anytime you deflect a ranged touch attack with Ray Shield, you may make a ranged touch attack to reflect it back to the original target. You may also expend a use of mythic power to use Ray Shield to deflect a ranged touch attack even if you have already done so in the same round.

## Razortusk (Mythic)

Your jaws are like those of a wolf.

**Prerequisites:** Razortusk<sup>APG</sup>.

**Benefit:** Your bite attack is treated as a primary attack, even if you take a full-attack action, and is treated as a 2-handed weapon for purposes of calculating your Strength modifier to damage, Power Attack, and similar feats.

## Reach Spell (Metamagic, Mythic)

Your spells have considerable range.

**Prerequisites:** Reach Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with Reach Spell, you can alter a spell with a range of personal, touch, close, medium, or long to increase its range to a higher range category, using the following order: personal, touch, close, medium,

long, and 2x long. Spells that go from a range of personal to a range of touch also change from target you to target creature touched, Saving Throw Fort or Will negates (target's choice) and Spell Resistance yes.

Alternatively, you may expend a use of mythic power to cast a spell as a Reach spell (gaining only the normal benefits of a Reach spell, rather than the increased benefits outlined above) without preparing it as Reach in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Realistic Likeness (Mythic)

When in human form, you can take the likeness of another with remarkable accuracy.

**Prerequisite:** Realistic Likeness<sup>ARG</sup>.

**Benefit:** You gain a bonus equal to your mythic tier on Disguise checks to fool others with your impersonation. If you expend one use of your mythic power, you can emulate the effects of *misdirection* with the impersonated human as your target, as long as the human is within 30 feet of you when you make the transformation. This effect lasts for one hour per mythic tier you possess.

## Rebounding Leap (Combat, Mythic)

Your leaping attacks from your mount are astounding..

**Prerequisites:** Rebounding Leap<sup>UC</sup>

**Benefit:** When you spent one point of mythic power and use Acrobatics to leap from your mount as part of your leaping lance class feature, the distance of your jump is equal to twice the result of your Acrobatics check. Additionally, you may make one melee attack against every creature within reach in the path of your leap. At the end of this jump you can remount your steed as a swift action.

## Rebuffing Reduction (Combat, Mythic)

Your damage reduction can turn your enemies' attacks back on them.

**Prerequisites:** Rebuffing Reduction<sup>UC</sup>

**Benefit:** When you successfully bull rush an opponent as a result of your Rebuffing Reduction feat, they take damage equal to the amount of damage they inflicted that failed to penetrate your DR, plus twice your mythic tier.

## Recapture Energy (Ki, Mythic)

You can call back the energies of spells you have cast.

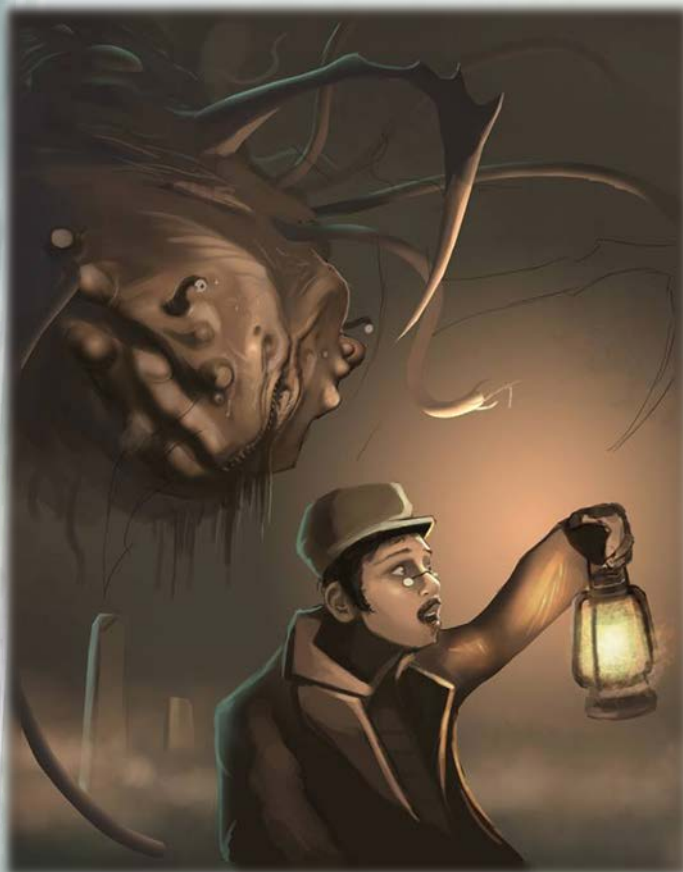
**Prerequisite:** Recapture Energy<sup>WK</sup>.

**Benefit:** You can use this feat as a swift action. If you have cast more than one spell since the beginning of your last turn, you can use this feat to recapture the energy of each spell as part of the same swift action, paying the ki point cost separately for each.

## Recenter Flow (Ki, Mythic)

You can change the flow center of your ki with ease.

**Prerequisite:** Recenter Flow<sup>MIM</sup>.





# Chapter 3: Mythic Feats

**Benefit:** The ki point cost of using the special abilities granted by this feat is halved. In addition, if you expend one use of your mythic power when recentring your ki, you can choose any two dantians in which to center your ki simultaneously for a number of minutes equal to your mythic tier.

## Redirected Shot (Combat, Grit, Mythic)

Your bullets can knock your ally's shots back on course.

**Prerequisite:** Redirected Shot<sup>ISC</sup>.

**Benefit:** You can use this feat after the result of an ally's ranged attack has been revealed. In addition, if your ally uses a ranged attack against a creature that has cover from its position but has no cover or less cover from your position, use the lower cover bonus to AC when resolving the ranged attack.

## Reflexive Spell (Ki, Metamagic, Mythic)

Your mental and mystical synergy allows you cast spells without thought.

**Prerequisite:** Reflexive Spell<sup>WK</sup>.

**Benefit:** When you cast a reflexive spell in place of making an attack of opportunity, you add one-half your mythic tier (minimum 1) as a bonus on your attack roll and any caster level checks, or concentration checks associated with the reflexive spell.

## Rememorize (Mythic)

Your memory for magic allows you to refocus your mystic preparations with ease.

**Prerequisite:** Rememorize<sup>CAF</sup>.

**Benefit:** When you use this feat, you can change a number of additional prepared spells equal to your mythic tier for other spells you know of the same or lower level. If you expend one use of mythic power, you can do this even if you do not have access to your spellbook, holy symbol, or other materials normally required to prepare spells.

## Remote Bomb (Mythic)

You can place bombs for carefully time activation from a safe distance.

**Prerequisite:** Remote Bomb<sup>UM</sup>.

**Benefit:** The maximum delay for your delayed bombs increases to a number of hours equal to your alchemist level. You add your mythic tier to the Intelligence check you make to detonate a delayed bomb remotely. The modifier to this check's DC based on your distance from the bomb is equal to +1 for every 10 feet times your mythic tier; hence, at 5th tier, it would increase by +1 for every 50 feet.

## Rending Claws (Combat, Mythic)

You can shred the flesh of creatures you hit with your claws.

**Prerequisites:** Rending Claws<sup>APG</sup>.

**Benefit:** You add your mythic rank or tier to the damage you deal when you rend a creature with your claws. If your target has damage reduction or hardness, you combine the damage from both of your claw attacks as well as your rending damage

as if it were a single attack for the purpose of overcoming that damage reduction or hardness.

## Rending Fury (Combat, Mythic)

Your ripping and tearing attacks come in a savage frenzy.

**Prerequisites:** Rending Fury<sup>UC</sup>.

**Benefit:** If you hit with all of the natural weapons normally required to rend your opponent, your rend deals double normal damage. In addition, whenever you rend if you confirm a critical hit with any of the natural weapons you use to rend, you can spend one use of your mythic power as a free action to double the damage dealt by your rend.

## Repositioning Strike (Combat, Mythic)

Your movement in combat is like a dance, and you can bring your allies along for a few of the steps

**Prerequisites:** Repositioning Strike<sup>APG</sup>.

**Benefit:** You may expend a use of mythic power to use Repositioning Strike on any successful melee attack. Additionally, whenever you successfully use the reposition combat maneuver, you may also change the position of all willing allies that are adjacent to you by 5 feet.

## Resilient Brute (Mythic)

You can survive terrifying wounds that would kill others.

**Prerequisite:** Resilient Brute<sup>ARG</sup>.

**Benefit:** You can use this feat whenever you take damage, not only when a critical hit is confirmed against you. You can also use it more than once per day by expending two uses of mythic power for each additional use. If the attack against you was made by a non-mythic creature, you may treat 75% of the damage as nonlethal.

## Resilient Eidolon (Mythic)

Your eidolon stands by your side even when you have fallen.

**Prerequisite:** Resilient Eidolon<sup>UM</sup>.

**Benefit:** You add your mythic tier to the number of rounds your eidolon remains without being banished after you have been killed, knocked unconscious, or fallen asleep. In addition, when you are killed, fall asleep, or become unconscious, you can spend one or more points of your mythic power. This does not require an action. Multiply the number of uses of mythic power you expend times your mythic tier to determine how many additional rounds your eidolon remains. If you wake up, regain consciousness, or are returned from death before this duration expires, your eidolon is not banished.

## Resolute Rager (Mythic)

Your emotions rarely get in the way when you are raging, and never for long.

**Prerequisite:** Resolute Rager<sup>ARG</sup>.

**Benefit:** You can use this feat to any emotion-affecting effect, not just fear; however, you gain a bonus equal to one-half your mythic tier (minimum 1) on your new saves to end fear



effects affecting you. By spending one use of your mythic power, you can gain the effects of *resist fear* for a number of rounds equal to your mythic tier.

## Restore Flow (Ki, Mythic)

You can release blocked or corrupted ki with ease.

**Prerequisite:** Restore Flow<sup>MIM</sup>.

**Benefit:** You can use this feat as a swift action, and you add your mythic tier to your Wisdom check to negate a non-mythic effect of the types described, or one-half your mythic tier (minimum 1) if the effect is mythic. When you use this feat to remove the dazed, staggered, or stunned condition, the ki point cost is not increased if the effect is a non-mythic effect.

## Revelation Strike (Mythic)

You blend the oracular mysteries with the martial arts.

**Prerequisite:** Revelation Strike<sup>UM</sup>.

**Benefit:** You can use this feat as a free action rather than a swift action. If you spend a swift action, you add your mythic tier to your oracle level to determine the effect of the revelation you apply to your unarmed strike.

## Reverse-Feint (Combat, Mythic)

You can quickly goad your opponent into attacking, allowing you to retaliate with a powerful counter.

**Prerequisite:** Reverse-Feint<sup>ARG</sup>.

**Benefit:** You can use this feat as a swift action, and if your opponent's attack hits you can make your counterattack as a free action rather than an immediate action. If you spend a move action to use this feat and an immediate action to make your counterattack, you gain an additional bonus on attack and damage rolls on that attack equal to one-half your mythic tier (minimum 1).

## Reward of Grace (Mythic)

Channeling your holy blessing infuses you with righteous exultation.

**Prerequisite:** Reward of Grace<sup>UM</sup>.

**Benefit:** Each time you use your lay on hands ability, you gain a +1 sacred bonus on attack and damage rolls for a number of rounds equal to your mythic tier. If you heal a good-aligned creature with your lay on hands ability, it also gains a +1 sacred bonus on attack and damage rolls for 1 round. When you use lay on hands to heal yourself, these bonuses stack.

## Reward of Life (Mythic)

You receive the same merciful measure you dole out to your allies.

**Prerequisite:** Reward of Life<sup>UM</sup>.

**Benefit:** When you use your lay on hands ability to heal another creature, you heal a number of hit points equal to your mythic tier plus your Charisma modifier. In addition, you may apply the effects of any one *mercy* you possess to yourself, or you may choose to heal 1 point of ability damage you have taken.

## Ricochet Shot Deed (Grit, Mythic)

You can ricochet a shot off the wall and catch your opponent by surprise.

**Prerequisite:** Ricochet Shot Deed<sup>UC</sup>.

**Benefit:** Your ricochet shots always ignore cover and concealment (but not total cover or total concealment). When making this shot, you can spend 1 grit point to treat your target as flat-footed against your attack. You must choose to spend the grit point before making the attack roll.

## Ricochet Splash Weapon (Mythic)

Your luck and skill with splash weapons leads to uncanny accuracy.

**Prerequisite:** Ricochet Splash Weapon<sup>UM</sup>.

**Benefit:** When you miss with a splash weapon, you roll twice to determine the direction and distance of the miss, choosing which result you wish to use for each. If the splash weapon lands in a square occupied by another creature, you reduce the attack roll penalty against that secondary target by an amount equal to one-half your mythic tier (minimum 1). If this attack roll misses but there is a creature adjacent to the target of this attack, you can make an attack roll against that tertiary target with a -10 penalty (reduced by an amount equal to one-half your mythic tier, minimum 1). If that attack roll succeeds, the splash weapon hits the tertiary target with a direct hit, dealing splash damage into adjacent squares.

## Righteous Healing (Mythic)

Your healing spells are as potent as possible when you have a judgment active.

**Prerequisites:** Righteous Healing<sup>UC</sup>

**Benefit:** If you cast a cure spell while you have a judgment active it heals the maximum amount of damage as if modified by the Maximize Spell metamagic feat.

## Rime Spell (Metamagic, Mythic)

Your chilling spells induce hypothermia in your targets.

**Prerequisite:** Rime Spell<sup>UM</sup>.

**Benefit:** Creatures damaged by your rime spell become fatigued for a number of rounds equal to the original level of the spell, in addition to being entangled by clinging ice and frost. Alternatively, you may expend one use of mythic power to cast a spell as a rime spell (gaining only the normal benefits of a rime spell, rather than the increased benefits outlined above) without preparing it as rime in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Risky Striker (Combat, Mythic)

You dive dangerously into combat in order to strike telling blows.

**Prerequisite:** Risky Striker<sup>ARG</sup>.

**Benefit:** When you use this feat, you gain a +3 bonus on melee damage rolls instead of +2. When your base attack



bonus reaches +4 and every 4 points thereafter, the amount of bonus damage increases by +3 instead of +2. You can expend one use of mythic power to negate the AC penalty for using this feat for a number of rounds equal to your mythic tier.

## Rugged Northerner (Mythic)

You scoff at freezing cold that would chill others to the bone.

**Prerequisite:** Rugged Northerner<sup>ISWG</sup>.

**Benefit:** You treat cold climate conditions as two steps less severe than normal, and you ignore the penalty on Acrobatics and Climb checks for slippery or slightly slippery conditions due to ice and snow. You can move normally in most snowy conditions and do not treat snow as difficult terrain unless it is very deep or unstable (GM's discretion). If you expend one use of your mythic power, you gain the benefit of *endure elements* (against cold only) and gain a +2 circumstance bonus on saves vs. all cold and wind effects for 24 hours. You can also spend one use of mythic power as a swift action to gain *mistsight* with a range of 60 feet for a number of rounds equal to your mythic tier. If you become fatigued due to hypothermia or a cold effect, you can expend one use of mythic power as a free action to negate that effect.

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 Swift Recovery  
 Swift Trapper  
 Swim-By Attack  
 Switch Flow  
 Sword and Pistol  
 Sympathetic Rage

## Sacred Summons (Mythic)

The scions of your patron alignment heed your call with dispatch.

**Prerequisites:** Sacred Summons<sup>UM</sup>.

**Benefit:** You may summon creatures whose alignment matches your aura, as well as those whose alignment subtype matches your aura, as a standard action. In addition, any creatures you summon gain the benefits of *protection from chaos*, *protection from evil*, *protection from good*, or *protection from law*, whichever is the opposite of their own alignment subtype, for as long as they are summoned. If a summoned creature has more than one subtype, you must choose one of the above spells to provide to them. When summoning a creature whose alignment subtype(s) match yours, you may spend one use of your mythic power to double the duration of the summoning effect. This does not stack with the Extend Spell feat.

## Sacrificial Power (Mythic, Mythos)

You tap into the life force of your sacrifice to make mighty magic.

**Prerequisite:** Sacrificial Power<sup>GCC</sup>.

**Benefit:** When you use this feat to sacrifice a non-mythic creature, you may choose to gain triple the normal bonus from the selected feat(s). If the target is a mythic creature, add its mythic tier to its Hit Dice to determine how many feats you can enhance, and you can also add a mythic surge to one d20 roll associated with casting the spell you enhance. You can retain the power of the sacrifice for a number of minutes equal to your the slain creature's Hit Dice times your mythic tier. You can perform multiple sacrifices, but you can apply the effects of only one sacrifice to each spell you cast.

## Sacrificial Summons (Mythic, Mythos)

The lives of sacrifices are fuel for your star-spanning summons.

**Prerequisite:** Sacrificial Summons<sup>GCC</sup>.

**Benefit:** When you use this feat, you can add one-third your mythic tier (minimum 1) to the number of levels of metamagic



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feats you can add to your calling or summoning spell, whether you perform a sacrifice yourself or in cooperation with others, and any sacrificial energy not expended is not lost and can be expended on another calling or summoning spell. You can retain the power of the sacrifice for a number of minutes equal to your the slain creature's Hit Dice times your mythic tier. You can perform multiple sacrifices, but you can apply the effects of only one sacrifice to each spell you cast.

## Saddle Shrieker (Combat, Mythic)

Your battle cries drive your mount into a killing fervor.

**Prerequisite:** Saddle Shrieker<sup>GoG</sup>.

**Benefit:** During any round when you use your Saddle Shrieker feat, your mount gains a morale bonus on saving throws and a dodge bonus to AC equal to the bonus it gains on attack and damage rolls, and you gain a +5 bonus on Ride checks and Handle Animal checks to control or push your mount. In addition, you can expend one use of mythic power to negate the penalties on attack rolls and combat maneuver checks caused by using Saddle Shrieker for 1 minute.

## Sap Adept (Combat, Mythic)

You know just where to hit to knock your opponents senseless.

**Prerequisites:** Sap Adept<sup>UC</sup>

**Benefit:** Whenever you use a bludgeoning weapon to successfully deal nonlethal sneak attack damage to an opponent, you may spend one point of mythic power to inflict a penalty to either their attack rolls or AC equal to the number of sneak attack dice rolled for one round. Mythic foes receive a Fortitude save (DC 10 + damage dealt + your mythic tier) to negate this effect.

## Sap Ki (Ki, Mythic)

Your totality of focus can drain the ki of others.

**Prerequisite:** Sap Ki<sup>WK</sup>.

**Benefit:** When a creature with a ki pool strikes you in melee, it loses a number of points from its ki pool equal to one-half your mythic tier (minimum 1). This ki loss is halved rather than negated on a successful save. In addition, you can spend your ki to negate the ki-based ability of any creature you threaten, even if that creature is not adjacent, and you can use this ability more than once per round by expending one use of your mythic power for each additional immediate action you expend to use this feat. You cannot use these extra immediate actions for any other purpose.

## Sap Master (Combat, Mythic)

If you hit them just right, you can knock your opponents unconscious.

**Prerequisites:** Sap Master<sup>UC</sup>

**Benefit:** When you use Sap Master you roll your sneak attack dice three times. On a successful critical hit, non-mythic foes must succeed at a Fortitude save (DC 10 + damage dealt + your mythic tier) or fall unconscious for 1 round per mythic tier you possess.

## Savage Critical (Combat, Critical, Mythic)

Your devastating blows can literally tear your target apart.

**Prerequisite:** Savage Critical<sup>CAF</sup>, 5th mythic tier.

**Benefit:** When you confirm a critical hit, your target takes 1 point of Strength or Dexterity damage (50% chance of either). If you expend one use of mythic power, you may select whether the target takes Strength or Dexterity damage, and you deal a number of points of ability damage equal to your critical multiplier. A mythic creature can attempt a Fortitude save against a DC of 10 + your base attack bonus + your mythic tier to reduce this ability damage by half (minimum 1).

## Savage Display (Combat, Mythic, Performance)

Your victory roar shows that you are the mightiest of all.

**Prerequisites:** Savage Display<sup>UC</sup>.

**Benefit:** When you use this feat, you add one-half your mythic tier on your performance combat check and on damage rolls until the end of your turn. If you make an Intimidate check before the end of your turn, you also add this bonus.

If you have the frightful presence ability, you can spend one use of your mythic power as a move action to force a number of creatures equal to one-half your mythic rank or tier within range to reroll their saves against your frightful presence, even if they have already saved.

## Savage Surge (Combat, Mythic, Performance)

Your towering rage is awe-inspiring to behold.

**Prerequisite:** Savage Surge<sup>ISC</sup>.

**Benefit:** When you expend rounds of rage to gain a bonus on a performance combat check, you gain a bonus equal to the number of rounds of rage you expend, and the bonus applies for a number of rounds equal to one-half your mythic tier (minimum 1), rather than on a single performance check.

## Savvy Seafarer (Mythic)

You live and breathe with the sea and its natural rhythms.

**Prerequisite:** Savvy Seafarer.

**Benefit:** The bonuses provided by this feat are increased by 1, and you can use a Profession (sailor) check in place of a Survival check to track swimming creatures or ships moving through the water, with a base DC of 30, increasing by 1 for every hour that passes since the trail was made. You may add your mythic tier on Profession (sailor) checks made to track in this way. If you are tracking a ship rather than creatures, treat the ship as a single creature of its size; any passengers on board the ship do not affect the DC to track it.

If you expend one use of your mythic power while on board your familiar ship, the bonuses provided by this feat are tripled instead of doubled for a number of rounds equal to your mythic tier. Alternatively, you can expend one use of your mythic power to enhance magical effects you create on board your familiar ship for a number of rounds equal to your mythic tier. This increases your effective caster level for spells and spell-like abilities by 1 and increases the save DC of a supernatural



ability you use by 1. In addition, magical effects you create while using this ability deal no damage to your familiar ship.

## Scavenger's Eye (Mythic)

You are quick to see and seize the most valuable shiny objects.

**Prerequisite:** Scavenger's Eye<sup>ARG</sup>.

**Benefit:** You gain a bonus on Appraise checks equal to one-half your mythic tier (minimum 1). You may determine the most valuable item in a hoard as a move action and gain a bonus equal to your mythic tier on Appraise checks to do so. You can spend one use of mythic power to reroll any failed Appraise check. You must take the results of the second roll, even if worse; however any roll on your Appraise check that is less than your mythic tier is treated as if it were equal to your mythic tier.

## Scholar (Mythic)

Your studies under the master academicians of your age have granted you a vast breadth of knowledge.

**Prerequisite:** Scholar<sup>ISWG</sup>.

**Benefit:** You may pick one additional Knowledge skill for every 2 mythic tiers (minimum 1) in which to gain this feat's benefits. You can select a Knowledge skill a second time; this increases the bonus to +3 (+6 if you have 10 ranks in that skill) and allows you to take 10 in that skill.



## School Strike (Mythic)

You blend the magical and martial arts as one.

**Prerequisite:** School Strike<sup>UM</sup>.

**Benefit:** You can use this feat as a free action rather than a swift action. If you spend a swift action, you add your mythic tier to your wizard level to determine the effect of the school power you apply to your unarmed strike.

## Scorching Weapons (Combat, Mythic)

The elemental fire in your body protects you and sets your weapons aflame.

**Prerequisite:** Scorching Weapons<sup>ARG</sup>.

**Benefit:** Your bonus on saving throws against fire attacks and spells with the fire descriptor or light descriptor increase to +4. When you heat your weapons with this feat, they remain hot for a number of rounds equal to your mythic tier. Additionally, you can spend one use of mythic power to give your wielded weapons the *flaming* weapon ability for a number of rounds equal to one-half your mythic tier.

## Scribe Scroll (Item Creation, Mythic)

You can invoke scrolls without even reading them.

**Prerequisites:** Scribe Scroll<sup>CRB</sup>.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic scroll you are scribing. You can only do this once per day on each scroll you are scribing, though you may also add an actual eight-hour work day toward the scribing of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, you can cast a spell from a scroll in your possession without having it in hand. As long as it is on your person, or in containers on your person, you may use a scroll.

## Sea Hunter (Combat, Mythic)

You foul the fins of your target when you successfully strike.

**Prerequisite:** Sea Hunter<sup>ARG</sup>.

**Benefit:** You can use this feat against non-mythic creatures with a swim speed or that are using *freedom of movement*, though not against creatures that cannot be tripped. If you expend one use of mythic power on a successful trip combat maneuver check, you also entangle the target as if you had made a successful dirty trick combat maneuver. This does not require a separate action or combat maneuver check.

## Sea Legs (Mythic)

Your balance and gait are undisturbed on the rolling and raging seas.

**Prerequisite:** Sea Legs<sup>UC</sup>.

**Benefit:** You ignore penalties on Acrobatics and Climb checks for slippery, slightly slippery, or sloped surfaces, and



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you are not denied your Dexterity bonus when making Acrobatics checks to keep your balance unless the DC exceeds 10 plus your mythic tier. In addition, your movement is not impeded by bogs, deep bogs, or water of similar depth, nor do you treat cluttered ship decks as difficult terrain, even if they are filled with crowds.

## Second Chance (Combat, Mythic)

Your first attack is deadly accurate.

**Prerequisites:** Second Chance<sup>APG</sup>.

**Benefit:** When the first attack you make on your turn misses, you may forgo making any other attacks for the rest of your turn to reroll that attack at your highest base attack bonus.

## Secret Signs (Mythic)

Your mastery of the mystic arts is both secret and subtle.

**Prerequisite:** Secret Signs<sup>ISWG</sup>.

**Benefit:** You add your mythic tier on Bluff checks made to convey secret message. You also add your mythic tier on Sleight of Hand checks to cast spells without being noticed, and can do so when casting on spells with somatic, material, focus, or divine focus components. Creatures observing you take a penalty equal to one-half your mythic tier (minimum 1) to notice your spellcasting, and the penalty to identify spells you cast with somatic components is increased by the same amount.

## Secret Stash Deed (Grit, Mythic)

The stashes of ammunition you find are often exceptional.

**Prerequisite:** Secret Stash Deed<sup>UC</sup>.

**Benefit:** If the bullet and black powder or alchemical cartridge that you recover is anything other than normal, you pay only half its cost in gold pieces from your character's wealth. If you expend a use of your mythic power, you can find 30 bullets and a powder horn or one magical bullet and powder. Magic bullets recovered never exceed a +2 enhancement. You pay half the cost in gold pieces for recovered magic ammunition and powder. Your bonus to Sleight of Hand checks made while gambling increases by 4.

## Seeking Spell (Metamagic, Mythic)

Your targeted spells evade efforts to hide or take cover.

**Prerequisite:** Seeking Spell<sup>RTT</sup>.

**Benefit:** You can use this spell in conjunction with spells requiring a ranged attack or ranged touch attack. In addition, if you apply this feat to a spell that affects an area and allows a Reflex save, those Reflex saves gain no bonus from cover. Alternatively, you may expend one use of mythic power to cast a spell as a seeking spell (gaining only the normal benefits of a seeking spell, rather than the increased benefits outlined above) without preparing it as seeking in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Seen and Unseen (Mythic)

You excel at staying out of sight and are especially good at evading the kin that shun you.

**Prerequisite:** Seen and Unseen<sup>ARG</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) to the bonus this feat provides on saves vs. divinations and on Stealth checks. If you expend one use of mythic power, elves, half-elves, and humans must roll twice and select the worse result on any Survival check made to track you for a number of hours equal to your mythic tier. If you expend multiple uses of mythic power, the duration stacks.

## Seize the Moment (Mythic, Teamwork)

You and your allies' tactics can tear an opponent apart.

**Prerequisites:** Seize The Moment<sup>UC</sup>.

**Benefit:** You add your mythic tier to the damage dealt by your attack of opportunity and increase your critical threat range by 1, and if the attack is a critical threat you add your mythic tier on the attack roll to confirm the critical hit.

## Selective Spell (Metamagic, Mythic)

Your spells harm only those you choose.

**Prerequisites:** Selective Spell<sup>APG</sup>.

**Benefit:** When casting a spell augmented with Selective Spell with an area effect and a duration of instantaneous, you can exclude any number of targets you can see at the time of casting.

Alternatively, you may expend a use of mythic power to cast a spell as a Selective spell (gaining only the normal benefits of a Selective spell, rather than the increased benefits outlined above) without preparing it as Selective in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Sense Ki (Ki, Mythic)

You can sense the life force of creatures nearby.

**Prerequisite:** Sense Ki<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, you can sense the presence of living creatures as though you had the scent special quality. You can sense the presence of creatures using non-mythic protections from divination, including *antimagic field* and *mind blank*, if the number of points in your ki pool exceeds the spell level of the effect that blocks divination. If you expend ki to gain blindsense, the effect lasts for an additional number of rounds equal to your mythic tier.

## Sense Link (Mythic)

You and your eidolon perceive your surroundings as one.

**Prerequisite:** Sense Link<sup>UM</sup>.

**Benefit:** You add your mythic tier to the number of rounds per day that you can use your *bond senses* class feature, and while using it you add one-half your mythic tier to the bonus you gain on Perception checks. In addition, you may allow your eidolon to use your senses at the same time, and it gains the same bonus when using your senses that you gain when using its senses.



## Sensitivity to Psychic Impressions (Ki, Mythic)

You can read the residual auras left behind by sentient creatures.

**Prerequisite:** Sensitivity to Psychic Impressions<sup>MIM</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, you add one-half your mythic tier as a bonus on Survival checks made to track creatures with Intelligence 3 or greater and on Sense Motive checks made to detect charm and compulsion effects. You can use *detect magic* on a creature within 5 feet times your mythic tier to detect the presence of mind-affecting effects. If detected, it costs you only 1 point from your ki pool to identify the effect(s), as if using *greater arcane sight*. When you use this *detect magic* ability, you can instantly determine whether a creature is a mythic creature.

## Shade of the Woodlands (Mythic)

You are a favored disciple of the albino god of pain who rules the dark and shadowed woodlands.

**Prerequisite:** Shade of the Woodlands<sup>ISWG</sup>.

**Benefit:** You can expend mythic power to cast the mythic versions of any of the spells granted by this feat whose spell level is lower than your mythic tier. In addition, you add your mythic tier to the hardness of your mystic token, and you add twice your mythic tier to its hit points.

## Shadow Caster (Mythic)

Your spells draw upon the deepest wells of dark power.

**Prerequisite:** Shadow Caster<sup>ARG</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) to your caster level to determine the duration of spells you cast from the shadow subschool or with the darkness descriptor. You also add this to the DC to dispel such spells. If you expend one use of your mythic power, you add your full mythic tier or level. Darkness spells you cast are considered to be 2 levels higher for the purpose of determining whether they are countered or suppressed by magical light effects.

## Shadow Gambit (Mythic)

Your connection with the Shadow Plane infuses your illusions.

**Prerequisite:** Shadow Gambit<sup>ISM</sup>.

**Benefit:** You can attack with your figment an additional number of times equal to one-half your mythic tier (minimum 1) before the figment ends. Alternatively, you may discharge the spell while making a single attack with the figment and adding your mythic tier to the damage dealt by the figment and adding one-half your mythic tier on attack rolls and to the figment's save DC.

## Shadow Ghost (Mythic)

You shift and slide through the verges of the shadow world.

**Prerequisite:** Shadow Ghost<sup>ARG</sup>.

**Benefit:** You add your mythic tier to your effective caster level for all purposes related to your racial spell-like abilities, including at what level you can access those abilities. You can

use your spell-like abilities more often than once per day by expending one use of mythic power per additional use. You may also expend mythic power to use the mythic version of any of your spell-like abilities, and if you know the spells of the same name you can cast them as mythic spells, as if you had learned them with Mythic Spell Lore.

## Shadow Grasp (Metamagic, Mythic)

Your darkness spells cling to your enemies and fog their vision.

**Prerequisite:** Shadow Grasp<sup>ISM</sup>.

**Benefit:** Creatures entangled by your shadow grasp spells also become dazzled for as long as they remain entangled. In addition, the darkness shrouding creatures affected by your shadow grasp grants concealment to opponents more than 5 feet away (10 feet away if the affected creature has low-light vision). Creatures with darkvision ignore this concealment. Alternatively, you may expend one use of mythic power to cast a spell as a shadow grasp spell (gaining only the normal benefits of shadow grasp, rather than the increased benefits outlined above) without preparing it as a shadow grasp spell in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Shadow Strike (Combat, Mythic)

You accurately strike even those you cannot see.

**Prerequisite:** Shadow Strike<sup>APG</sup>.

**Benefit:** As a swift action, you can expend one use of mythic power to gain the ability to deal precision damage, such as sneak attack damage, against targets with total concealment for a number of rounds equal to your tier.

## Shadow Walker (Mythic)

You step through the inky wells of blackness in the spaces between worlds.

**Prerequisite:** Shadow Walker<sup>ARG</sup>.

**Benefit:** You can expend one use of mythic power and one use of your *shadow walk* spell-like ability to enable you to *dimension door* a number of times equal to one-half your mythic power, as long as all are used within a number of minutes equal to your mythic tier. When using these *dimension doors*, you may expend one additional use of mythic power to use *mythic dimension door* instead, and when you arrive the destination is filled with *darkness* until the end of your next turn.

## Shadowy Dash (Mythic)

You are swift and silent as a shadow even when moving quickly.

**Prerequisite:** Shadowy Dash<sup>ARG</sup>.

**Benefit:** Whenever you are in dim light or darkness, you can make Stealth checks even while running or charging. If you use the withdraw action, in an area of dim light or darkness, you can make a Stealth check at any point during your movement even if you are under direct observation. You may also choose to leave a trail of shadows in your wake when you



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move. If you expend one use of mythic power as a swift action, the light conditions in any square through which you pass until the end of your turn is reduced by one step, or by two steps if you expend two uses of mythic power when using this ability. This is a supernatural darkness effect and lasts for a number of rounds equal to your mythic tier.

## Shaitan Earthblast (Combat, Mythic)

Your tremors unleash a geyser of caustic fluid.

**Prerequisites:** Shaitan Earthblast<sup>UC</sup>.

**Benefit:** You add your mythic tier to the damage dealt by your Shaitan Earthblast, and the eruption of the ground that accompanies it turns the ground in the area into difficult terrain. Creatures failing their save against your Shaitan Earthblast are knocked prone.

## Shaitan Skin (Combat, Mythic)

Your skin burns with sizzling solvents.

**Prerequisites:** Shaitan Skin<sup>UC</sup>.

**Benefit:** While you are using this style, you increase your acid resistance by an amount equal to your mythic tier. You can expend one use of your mythic power as an immediate action to enter the Shaitan Style and gain this resistance until the end of your next turn, even if you are flat-footed or otherwise denied your Dexterity bonus to AC. If you are already using Shaitan Style, you can expend one use of your mythic tier as an immediate action to gain immunity to acid until the end of your next turn. Non-mythic creatures that fail their save against your Elemental Fist are sickened with pain for 1 round in addition to being staggered.

You can also expend one use of your Elemental Fist feat as a free action to sheathe your body in acid until the beginning of your next turn. Any creature that hits you with a natural weapon, unarmed strike, or melee touch attack during this time takes 1 point of acid damage per hit and must succeed at a Reflex save or be staggered (and sickened, if a non-mythic creature) for 1 round. A creature need save only once per round against this effect.

## Shaitan Style (Combat, Mythic, Style)

Your caustic touch causes earth to crumble before you.

**Prerequisites:** Shaitan Style<sup>UC</sup>.

**Benefit:** You gain an additional number of Elemental Fist attempts per day equal to one-half your mythic tier, and you add one-half your mythic tier to the acid damage you deal with your Elemental Fist attack. In addition, you can expend one use of your mythic power when making an Elemental Fist attack in order to bypass the acid resistance or acid immunity of creatures you strike with your Elemental Fist or with feats in the Shaitan Style group for a number of rounds equal to your mythic tier. If attacking an object (other than an artifact or legendary weapon), you can bypass a number of points of hardness equal to your mythic tier. This does not allow you to bypass their resistance or immunity with other forms of acid.

## Shake It Off (Mythic, Teamwork)

With your allies at your side you are unstoppable.

**Prerequisites:** Shake It Off<sup>UC</sup>.

**Benefit:** Your bonus to saving throws applies when you are adjacent to mythic allies, even if those allies do not possess this teamwork feat. Each ally that possesses the Shake It Off feat grants you a +2 bonus on saving throws. The maximum saving throw bonus you can achieve is equal to +5, plus one-half your mythic tier.

## Shapeshifter Foil (Mythic)

You can bend a shapeshifter's abilities to your will.

**Prerequisites:** Shapeshifter Foil<sup>UC</sup>.

**Benefit:** If you deal damage to an opponent under a polymorph effect or possessing the shapechanger subtype you may spend one point of mythic power to alter your opponent's form within the limits of the effect, provided it allows for ad-hoc changes (such as *shapechange* spell or a doppelganger's change shape ability.) An opponent can resist this effect by succeeding at a Will save (DC 10 + 1/2 your character level + your Wisdom modifier + your mythic tier). This transformation lasts a number of rounds equal to your mythic tier, and to change out of the form you determined or to use another polymorph effect the creature must make a concentration check (DC 15 + twice the level of the effect + your mythic tier).

## Shapeshifting Hunter (Mythic)

Defeating your most hated foes reinvigorates your ability to shapechange.

**Prerequisites:** Shapeshifting Hunter<sup>UC</sup>.

**Benefit:** Whenever you reduce one of your favored enemies (with a minimum HD equal to your level -4) to -1 hit points or less, you regain one daily use of wild shape.

## Shaping Focus (Mythic)

You are at your most powerful when clothed in the forms of beasts.

**Prerequisite:** Shaping Focus<sup>UM</sup>.

**Benefit:** Your effective druid level is increased by your mythic tier for all purposes related to your wild shape ability. In addition you may spend a number of uses of mythic power up to half your tier to further increase your effective druid level by that amount for the purpose of wild shape.

## Share Breath (Mythic)

You and your allies can share another's breath above the waves or below them.

**Prerequisite:** Aquatic or water subtype.

**Benefit:** As a full-round action, you can imbue an ally with the ability to breathe water. Your ally must remain within 5 feet times your mythic rank or tier. This ability persists until you revoke it as a full-round action or until the creature moves farther from you than the above distance. If the ability ends



while that creature is still underwater, it may begin to drown. If you expend one use of your mythic power, you can share this ability with a number of additional allies equal to your mythic rank or tier.

## Shared Insight (Mythic)

You constantly and subtly aid your allies in noticing the world around them.

**Prerequisites:** Shared Insight<sup>APG</sup>.

**Benefit:** All allies able to see and hear you gain a bonus to their Perception checks equal to 1 + your mythic tier. This replaces the bonus from Shared Perception.

## Shared Judgment (Mythic)

You extend the benefits of your judgment to more allies.

**Prerequisites:** Shared Judgment<sup>UC</sup>.

**Benefit:** The number of allies you can share your judgments with increases by +1 per mythic tier you possess.

## Shared Manipulation (Mythic)

Your powers of persuasion assist your allies in fooling or frightening foes.

**Prerequisite:** Shared Manipulation<sup>ARG</sup>.

**Benefit:** You can use this feat as a swift action. If you expend one use of mythic power as a move action, the bonus is increased to +3 and applies to both Bluff and Intimidate checks made by your allies for a number of rounds equal to your Charisma modifier plus your mythic tier.

## Sharp Senses (Mythic)

Your senses are particularly keen.

**Prerequisites:** Sharp Senses<sup>APG</sup>.

**Benefit:** You gain a bonus to Perception checks equal to 3+your mythic tier. You can expend a use of mythic power to gain one of the following senses for 1 hour per mythic tier: darkvision (60 feet, or +60 feet to the range of existing darkvision), low-light vision, scent.

## Sharpclaw (Combat, Mythic)

Your savage claws tear your prey apart.

**Prerequisite:** Sharpclaw<sup>ARG</sup>.

**Benefit:** If you hit a creature twice in the same round with your claw attacks, you may rend that target for 1d4 additional points of damage plus 1-1/2 times your Strength modifier. If you expend one use of mythic power as a swift action, for a number of rounds equal to your mythic tier your claw attacks deal 1 point of bleed damage on every hit. This bleed damage stacks with itself and other sources of bleed damage.

## Shattering Strike (Combat, Ki, Mythic)

Your focused soul-force allows you to shatter ston.

**Prerequisite:** Shattering Strike<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool,

you add your mythic tier to your Wisdom bonus to determine the amount of hardness you can ignore when attacking objects or creatures with hardness, including with sunder combat maneuvers. You also add your mythic tier and your Wisdom bonus to Strength checks made to break an object with sudden force. If you spend 1 point from your ki pool, you can add your Wisdom modifier to on sunder combat maneuver checks and damage rolls against objects until the end of your turn. If you expend 2 points from your ki pool, you can add this bonus for a number of rounds equal to one-half your mythic tier (minimum 1).

## Shatterspell (Combat, Mythic)

Your enemy's magic crumbles before your determined assault.

**Prerequisite:** Shatterspell<sup>ARG</sup>.

**Benefit:** You add your mythic tier to your base attack bonus to determine the number of times per day you can use this feat, and you can use it in place of any melee attack rather than as a standard action. If your target is a non-mythic spell, you add your mythic tier to your combat maneuver check to sunder it.

## Shield Master (Combat, Mythic)

You punish your foes' failures with a smack from your shield.

**Prerequisites:** Shield Master<sup>CRB</sup>.

**Benefit:** When you have a shield equipped, if a foe in reach makes an attack against you and misses by 5 or more that foe provokes an attack of opportunity from you. If a foe attempts to make a combat maneuver targeting your shield (such as sunder) and after the maneuver is resolved your shield is still in hand and not broken or destroyed, that foe provokes an attack of opportunity from you. You can only use this attack of opportunity to attack the foe with your shield.

Additionally, you may make a number of additional attacks of opportunity per round depending on what kind of shield you have equipped (buckler = +1 AoO, small shield = +2 AoO, large shield = +3 AoO, tower shield = +1 AoO). You can only use these attacks of opportunity to attack foes with your shield.

## Shield of Swings (Combat, Mythic)

Your mighty assault is also a great defense.

**Prerequisites:** Shield of Swings<sup>APG</sup>.

**Benefit:** When you take a full-attack action while wielding a two-handed weapon modified by Power Attack, you can choose to not deal the additional damage from Power Attack to gain a +4 shield bonus to AC and CMD until the beginning of your next turn. The reduction in damage applies until the beginning of your next turn.

**Normal:** Shield of swings functions with or without Power Attack, but halves the damage you deal.

## Shield Proficiency (Combat, Mythic)

You can interpose your shield between yourself and all dangers.

**Prerequisites:** Shield Proficiency<sup>CRB</sup>.



**Benefit:** Add the AC bonus you gain from your shield to your CMB.

## Shield Specialization (Combat, Mythic)

With your shield you can deflect even the most lethal blows.

**Prerequisite:** Shield Specialization<sup>APG</sup>.

**Benefit:** You gain the ability to negate critical hits and precision-based damage when using your chosen shield type, as the fortification armor special ability. The chance to negate critical hits or precision-based damage is equal to 5% times your mythic tier. If your shield already has the fortification ability, this chance stacks with the percentage chance provided by the shield itself, up to a maximum of 100%.

## Shield Wall (Combat, Mythic, Teamwork)

You can always benefit from an adjacent ally's shield, and aid them with your shield.

**Prerequisites:** Shield Wall<sup>APG</sup>.

**Benefit:** Whenever you are wielding a shield and are adjacent to an ally wielding a shield, the AC bonus to both your and your ally from your shields increase, depending on the shields wielded.

\*If your ally is wielding a buckler or a light shield, your shield bonus increases by +1.

\*If your ally is wielding a heavy shield or a tower shield, your shield bonus increases by +2.

\*If you are wielding a buckler or a light shield, your ally's shield bonus increases by +1.

\*If you are wielding a heavy shield or a tower shield, your ally's shield bonus increases by +2.

If you or an adjacent ally uses a tower shield to grant total cover, the other also benefits if an attack targeting that character passes through the edge of the shield.

**Normal:** Shield Wall is a teamwork feat that only functions if you and your adjacent ally both have it.

## Shielded Caster (Mythic, Teamwork)

You and your adjacent allies can also cover each other with shields while casting.

**Prerequisites:** Shielded Caster<sup>APG</sup>.

**Benefit:** Whenever you are adjacent to an ally, both you and the ally you receive a +4 competence bonus on concentration checks.

\*If your ally is wielding a buckler or a light shield, your bonus increases by +1.

\*If your ally is wielding a heavy shield or a tower shield, your bonus increases by +2.

\*If you are wielding a buckler or a light shield, your ally's bonus increases by +1.

\*If you are wielding a heavy shield or a tower shield, your ally's bonus increases by +2.

Finally, if an enemy threatening you and your ally has the Disruptive feat, or another ability that increases the DC of concentration checks, the amount of the increase is halved.

**Normal:** Shielded Caster is a teamwork feat that only func-

tions if you and your adjacent ally both have it.

## Shrewd Tactician (Combat, Mythic)

Your dealings with cutthroats and rascals has taught you to anticipate and counter their dirty tricks.

**Prerequisite:** Shrewd Tactician<sup>ISWG</sup>.

**Benefit:** You cannot be flanked by non-mythic creatures, though a non-mythic creature can provide flanking to a mythic creature. In addition, you add your mythic tier to your Sense Motive bonus to set the DC for Bluff checks made to feint against you in combat. If a creature attempts a feint or dirty trick combat maneuver against you and fails, you can expend one use of your mythic power as a free action immediately after the failed check to make a Bluff check to feint that creature, with a bonus equal to your mythic tier on the check. If your feint is successful, you can also make an attack of opportunity against that creature.

**Special:** The base feat text states that you gain a +3 bonus on Sense Motive checks made to resist a foe's Bluff checks to feint in combat; however, the rules for feinting state that a Bluff check is made against a fixed DC equal to 10 plus the defender's Sense Motive bonus as a fixed DC rather than an opposed check. The mythic feat has been written to comply with the feint rules.





## Sickening Critical (Combat, Critical, Mythic)

You can sicken foes with weapon strikes at will.

**Prerequisites:** Sickening Critical<sup>CRB</sup>, 2nd mythic tier.

**Benefit:** Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend one use of mythic power to inflict the effect of the Sickening Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

## Sickening Spell (Metamagic, Mythic)

Your spells can cause foes to feel seriously unwell.

**Prerequisites:** Sickening Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented by Sickening Spell, targets that are sickened by then spell suffer double the normal penalties (a -4 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks).

Alternatively, you may expend a use of mythic power to cast a spell as a Sickening spell (gaining only the normal benefits of a Sickening spell, rather than the increased benefits outlined above) without preparing it as Sickening in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Sidestep (Combat, Mythic)

You follow an opponent's missed blow with a swift step out of the way.

**Prerequisites:** Sidestep<sup>APG</sup>.

**Benefit:** When you take a 5-foot step after an attack misses you in melee, you do not need to remain within your attacker's threatened area. Alternatively,

when attacked in melee you can use this feat to take a 5-foot step as an immediate action before the attack is resolved. You must remain within the target's threatened area, but your sudden movement at the last moment grants you a dodge bonus to your AC against that attack equal to one-half your mythic tier (minimum +1). You can use this ability more than once per round by expending one use of your mythic power per use after the first. Any movement you take while using this feat is deducted from your total movement on your next turn.

## Siege Commander (Combat, Mythic)

Under your leadership your allies are masters of siege combat.

**Prerequisites:** Siege Commander<sup>UC</sup>

**Benefit:** When you lead a siege engine assembly crew the time required to assemble a siege engine is reduced to 1/4th. Additionally, any creature who can see and hear you is treated as if they had a number of non-mythic siege engine or ranged weapon related feats you possess (up to a maximum number of feats equal to your mythic tier). These feats may only be used in conjunction with a siege engine.

## Siege Engineer (Combat, Mythic)

Siege weaponry under your control can fell even the mightiest of foes.

**Prerequisites:** Siege Engineer<sup>UC</sup>

**Benefit:** A siege engine you operate penetrates mythic damage reduction.

## Siege Gunner (Combat, Mythic)

You have peerless aim with siege weapons.

**Prerequisites:** Siege Gunner<sup>UC</sup>

**Benefit:** You do not automatically miss on the roll of a 1 when making attack rolls with a siege weapon and resolve the attack. Additionally, you deal twice the normal damage against objects and structures when you fire a siege weapon.

## Signature Deed (Grit, Mythic)

You are a true master of your signature deed.

**Prerequisite:** Signature Deed<sup>UC</sup>.

**Benefit:** You can perform your signature deed for 2 fewer grit points (minimum 0). If the amount of grit needed to perform the deed is reduced to 0, you can perform this deed for the normal action cost so long as you have at least 1 grit point. Furthermore, each time you successfully perform this deed, you gain a grit point. Finally, if you expend a use of your mythic power, you can reduce a deed that takes a full-round action to a standard action; a standard action can be reduced to a move action, and a deed that requires a move action can be reduced to a swift action.

## Signature Focus (Mythic)

Your focus item channels your magical energies without the usual reagents.





# Chapter 3: Mythic Feats

**Prerequisite:** Signature Focus<sup>CAF</sup>.

**Benefit:** You can create (or have created for you) a focus item worth up to 100 gp times your caster level plus your mythic tier.

## Silent Spell (Metamagic, Mythic)

You can cast spells with near-total secrecy.

**Prerequisites:** Silent Spell<sup>CRB</sup>.

**Benefit:** When you cast a spell augmented with Silent Spell, it is not obvious that you cast a spell and difficult to determine the origin point of any visible spell effects. Characters cannot observe that you cast the spell, or make Spellcraft checks to identify it or dispel checks to neutralize it unless they succeed at a Perception check opposed by a special Stealth check made by you (1d20 + Stealth or Spellcraft bonus + mythic tier).

Alternatively, you may expend a use of mythic power to cast a spell as a silent spell (gaining only the normal benefits of a silent spell, rather than the increased benefits outlined above) without preparing it as silent in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Special:** A silent spell requires no verbal components.

## Simple Weapon Proficiency (Combat, Mythic)

Your prowess with a specific simple weapon is beyond compare.

**Prerequisites:** Simple Weapon Proficiency<sup>CRB</sup>.

**Benefit:** Select one simple weapon you are proficient with. When making additional attacks as a result of a high base attack bonus, each attack after the first has its attack bonus reduced by 4, rather than by 5. This does not change the number of additional attacks you gain, only the attack bonus used by each additional attack.

For example, Thorne is a 19th level cleric proficient with the morningstar who has taken Mythic Simple Weapon Proficiency with that weapon. Normally she would receive three attacks as a result of her base attack bonus, at +14/+9/+4. However as a result of this feat, her three attacks are instead at +14/+10/+6.

## Sin Seer (Mythic)

You can perceive the powers of darkness of all kinds, not only those from beyond the grave.

**Prerequisite:** Sin Seer<sup>UM</sup>.

**Benefit:** When you use your *detect evil* or *detect undead* ability, you may choose to gain the benefit of both effects simultaneously. You may instead choose to *detect evil* or *detect undead* instead of both effects; if you do so, you gain the effect of *mythic detect evil* or *mythic detect undead*.

## Skeleton Summoner (Mythic)

You can summon the bones of the dead to serve you with ease.

**Prerequisite:** Skeleton Summoner<sup>UM</sup>.

**Benefit:** Whenever you cast a *summon monster* spell, you can choose to summon a skeleton version of the creature(s) you summon, as long as the creature is one that possesses a skeleton or exoskeleton. You also add the following creatures to

the list of creatures you may summon with your *summon monster* spells:

*summon monster I:* acid skeleton, exploding skeleton, skeletal archer

*summon monster II:* four-armed mudra skeleton

*summon monster III:* armored ogre skeleton, owlbear skeleton

*summon monster IV:* megaraptor skeleton, troll skeleton

*summon monster VI:* cloud giant skeleton

*summon monster VII:* multiplying tyrannosaurus skeleton

In addition, once per day you can expend one use of your mythic power when casting a *summon monster* spell to apply the bloody skeleton or burning skeleton template, as described in the *Pathfinder Roleplaying Game Bestiary*, or the mythic skeleton template, as described in *Pathfinder Roleplaying Game Mythic Adventures*. If you are at least 5th mythic tier, you may expend two uses of mythic power to apply the mythic bloody skeleton or mythic burning skeleton template to the creature(s) you summon with a *summon monster* spell.

**Special:** This spell also applies to *summon* and *summon monster* spell-like abilities.

## Skilled Driver (Mythic)

You are a peerless driver, even under pressure.

**Prerequisites:** Skilled Driver<sup>UC</sup>.

**Benefit:** You can always take 10 or 20 on driving checks with your chosen vehicle, even when you are rushed or threatened.

## Slayer's Knack (Mythic)

You know how to lay your enemies low.

**Prerequisites:** Slayer's Knack<sup>UC</sup>.

**Benefit:** Your critical multiplier against the chosen enemy from Slayer's Knack is increased by 1 (to a maximum of ×6).

**Special:** You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different favored enemy enhanced by Slayer's Knack.

## Sleep Venom (Mythic)

Your soporific venom is potent and plentiful.

**Prerequisite:** Sleep Venom<sup>ARG</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) to the save DC of your venom when you use it as a sleep poison, and you gain an additional number of daily uses of your venom equal to one-half your mythic tier (minimum 1); these additional uses may only be used to create sleep venom.

## Sling Flail (Mythic)

You are adept at bludgeoning your opponents with your sling.

**Prerequisites:** Sling Flail<sup>UC</sup>.

**Benefit:** When you hit an opponent with your sling as a melee attack you may make a ranged attack as an immediate action at the same attack bonus. This ranged attack does not provoke an attack of opportunity from the opponent you struck.



## Smash (Combat, Mythic)

You are a master at breaking things.

**Prerequisites:** Smash<sup>APG</sup>.

**Benefit:** When you attack an object, you ignore the first 5 points of its hardness. This stacks with the reduction you gain from Smash for attacking an inanimate, unattended object. You also receive an additional +5 bonus on Strength checks made to knock down or break open doors (total of +10 with Smash).

## Smell Fear (Mythic)

You can sense fear.

**Prerequisites:** Smell Fear<sup>APG</sup>.

**Benefit:** You have blindsight to a range of 60 feet that only functions to locate creatures suffering a fear effect.

## Smoking Spell (Metamagic, Mythic)

Your spells create choking smoke that lingers long after the flame has died.

**Prerequisite:** Smoking Spell<sup>GCC</sup>.

**Benefit:** You add your mythic tier to the number of rounds the smoke lingers, whether it duplicates *fog cloud* or *stinking cloud*. If you use the *stinking cloud* version and expend one use of your mythic power when casting a smoking spell, it has the effect of a *mythic stinking cloud*.

## Snake Fang (Combat, Mythic)

You capitalize on poor attack attempts to deliver rapid combinations.

**Prerequisites:** Snake Fang<sup>UC</sup>.

**Benefit:** Once per round while using the Snake Style feat, when an opponent's attack misses you, you can make a Sense Motive check opposed by your attacker's Bluff check. If the check succeeds, you may use the result of your Sense Motive check in place of your attack roll for your attack of opportunity. If this attack of opportunity misses, you can spend one use of mythic power as an immediate action to make an additional unarmed strike against the same opponent.

## Snake Sidewind (Combat, Mythic)

Your unanticipated movements make it difficult for opponents to maneuver you in combat, and you take advantage of your telling blows to reposition yourself.

**Prerequisites:** Snake Sidewind<sup>UC</sup>.

**Benefit:** While using Snake Style, you gain a +4 bonus to your CMD against bull rush, drag, reposition, and overrun maneuvers. Whenever you use hit an opponent with a Stunning Fist attempt while using this style, you can spend one use of mythic power as a free action to use the result of a Sense Motive check in place of the saving throw DC. In addition, whenever you score a critical hit or a successful Stunning Fist attempt with your unarmed strike, rather than an immediate action, you may spend one use of your mythic power as a free

action to take a 5-foot step even if you have otherwise moved this round.

## Snake Style (Combat, Mythic, Style)

Your anticipation of your foe's attacks makes you difficult to hit.

**Prerequisites:** Snake Style<sup>UC</sup>.

**Benefit:** When using Snake Style, add one-half your mythic tier (minimum 1) on Sense Motive checks you make to use the result as your AC or touch AC against an attack. In addition, you can use this feat as a free action rather than an immediate action by spending one use of your mythic power.

## Snap Shot (Combat, Mythic)

You gain more opportunities to take advantage of your opponents letting their defenses down.

**Prerequisite:** Snap Shot<sup>UC</sup>.

**Benefit:** When you hit a creature with an attack of opportunity using a ranged weapon, you gain a +2 dodge bonus to AC against that creature's attacks until the end of your next turn. If you expend one use of your mythic power, this bonus lasts for a number of rounds equal to your mythic tier. Additionally, you can expend one use of your mythic power to gain the benefits of Combat Reflexes feat for purposes of making attacks of opportunity with your ranged weapon using this feat. This lasts a number of rounds equal to your mythic tier. If you already have the Combat Reflexes feat, increase the number of attacks of opportunity you can take by 1 for every three mythic tiers you possess.

## Snapping Turtle Clutch (Combat, Mythic)

You can sacrifice two attacks to make a single devastating strike.

**Prerequisites:** Snapping Turtle Clutch<sup>UC</sup>.

**Benefit:** You take no penalty on your combat maneuver check to grapple an opponent that attacks and misses you, and if your grapple maneuver succeeds against an attacker that missed with a manufactured weapon you may choose to disarm your opponent instead of grappling it. If you expend one use of your mythic power, you may both disarm and grapple your opponent on a successful combat maneuver check to grapple. Disarming your opponent in this way does not provoke attacks of opportunity.

If a creature attempts to grapple you using the grab ability, you can use an immediate action to roll a combat maneuver check to grapple with a bonus equal to your mythic tier against a DC equal to your attacker's combat maneuver check. If your check succeeds, your opponent's grapple attempt fails. If you expend one use of your mythic power, you may grapple your opponent instead.

## Snapping Turtle Shell (Combat, Mythic)

Your shielding hand turns away telling blows before they strike home.

**Prerequisites:** Snapping Turtle Shell<sup>UC</sup>.

**Benefit:** While you are using this style, the shield bonus



the style grants to your AC also applies to Reflex saves against burst effects. In addition, you increase the penalty on your opponents' critical confirmation rolls by an amount equal to one-half your mythic tier (minimum 1). If a non-mythic creature or creature whose mythic rank or tier is less than yours confirms a critical hit against you in melee, you can expend one use of your mythic power to negate that critical hit. The attack is instead resolved as a normal hit.

## **Snapping Turtle Style (Combat, Mythic, Style)**

Your free hand wards off attacks with ease.

**Prerequisites:** Snapping Turtle Style<sup>UC</sup>.

**Benefit:** The shield bonus to AC provided by this style is increased by 1. In addition, as an immediate action you can expend one use of your mythic power to increase your shield bonus to AC by an amount equal to your mythic tier until the end of your next turn.

## **Sneaking Precision (Mythic)**

Your opening sneak attacks are enhanced by your focus on inflicting punishment.

**Prerequisite:** Sneaking Precision<sup>UC</sup>.

**Benefit:** You need not spend a swift action to apply the effects of a critical feat when using Sneaking Precision. As a swift action, you can expend one use of mythic power to apply the effects of one critical feat you know to an opponent you successfully sneak attack for the first time on your turn even if you do not confirm a critical hit.

## **Sorcerous Bloodstrike (Mythic)**

You leach sorcerous power from the spirits of vanquished enemies.

**Prerequisite:** Sorcerous Bloodstrike<sup>UM</sup>.

**Benefit:** You can use this feat an additional number of times per day equal to one-half your mythic tier (minimum 1), and you may activate the feat whenever you reduce a creature to 0 or fewer hit points with any spell or spell-like or supernatural ability. In addition, once per day when you reduce a mythic creature to 0 or fewer hit points with a mythic sorcerer spell, you also regain one use of your mythic power. The creature's mythic tier must be at least one-half yours.

## **Sorcerous Strike (Mythic)**

You can channel mythic power in addition to your sorcerous power on an attack.

**Prerequisites:** Sorcerous Strike<sup>UC</sup>.

**Benefit:** When you deliver a bloodline power through an unarmed strike you can also activate an ability that uses mythic power as a free action. This ability must normally require a swift action or less to activate.

## **Sow Terror (Mythic)**

This devious creature is a virtuoso at instilling its prey with ever increasing, and eventually incapacitating, dread.

**Prerequisite:** Sow Terror<sup>CMR</sup>.

**Benefit:** Creatures failing their saving throw against this feat are cowering for 1 round, after which they are shaken for an additional 2d4 rounds. Additionally, as a swift action, the creature can expend one use of mythic power to extend the duration of the cowering effect an additional round and add its mythic rank to the number of rounds the creature remains shaken.

## **Spectacular Exit (Combat, Mythic, Performance)**

Your astonishing acrobatics leave your foes amazed and agog.

**Prerequisite:** Spectacular Exit<sup>ISC</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) on Acrobatics checks you make when using this withdraw action, and when you succeed on an Acrobatics check to avoid provoking an attack of opportunity from a non-mythic creature, you can attempt to feint that creature as a free action. If you expend one use of mythic power, you can feint mythic creatures as well, and non-mythic creatures you successfully feint are dazzled for 1 round (blinded for 1 round if you exceed the DC by 10) and repositioned (as the combat maneuver) 5 feet in a direction of your choice. This does not require a separate combat maneuver check to reposition the creature, and modifiers to that maneuver do not apply.

## **Spell Bane (Mythic)**

Creatures affected by your bane weapon find your spells nearly impossible to resist.

**Prerequisites:** Spell Bane<sup>UC</sup>.

**Benefit:** While your bane class feature is affecting a creature type you can expend one use of mythic power as part of casting a spell from your chosen school to force any of the spell's targets of that creature type to roll their saving throws twice, taking the lower result.

## **Spell Bluff (Mythic)**

Your clever casting leaves observers baffled as to what you are doing.

**Prerequisites:** Spell Bluff<sup>UM</sup>.

**Benefit:** The penalty to the DC for identifying spells you cast is increased by an amount equal to one-half your mythic tier (minimum +1). In addition, if you omit any of the spell's standard components (such as by using Still Spell, Silent Spell, Eschew Materials, or similar) the DC to identify the spell increases by an additional +4 for each component omitted. Furthermore, you can choose to modify the appearance of any spell you cast that has a visible effect, such as making a fireball appear as a burst of green liquid that resembles acid. The spell's type and effect are unchanged but the Spellcraft DC to recognize the effect increases by +4. Finally, you become aware whenever an opponent successfully identifies a spell you are about to cast, provided you are aware of that opponent, and you may spend one use of your mythic power as a swift action to switch the spell you are casting to a different spell of the same school at least 1 level lower than the spell you intended to



cast. When you cast that spell instead, you need not target the same creature, creatures, or area as originally intended with the prior spell.

## Spell Hex (Mythic)

You can convert your practiced spells into the practical magic of hexes.

**Prerequisites:** Spell Hex<sup>UM</sup>.

**Benefit:** You may replace the spell selected for the Spell Hex feat with a spell of 2nd level or lower. Each day when preparing spells you may change the spell selected for your Spell Hex by expending a number of uses of mythic power equal to the level of the new spell.

## Spell Perfection (Mythic)

Your power to cast a small set of spells is nearly deific.

**Prerequisites:** Spell Perfection<sup>APG</sup>.

**Benefit:** Pick one spell which you have the ability to cast, that you have not already selected with Spell Perfection. Whenever you cast that spell, or your Spell Perfection spell, you may apply any metamagic feats you have to that spell without affecting its level or casting time, as long as the total modified level of the spell does not use a spell slot higher than 9 +1/2 your mythic tier. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this spell (such as Spell Focus, Spell Penetration, Weapon Focus [ray], and so on), triple the bonus granted by that feat when applied to this spell.

## Spell Specialization (Mythic)

You are a studied master of a single spell.

**Prerequisite:** Spell Specialization<sup>UM</sup>.

**Benefit:** When you specialize in a spell, you add any *communal*, *greater*, *lesser*, or *mass* versions of the same spell to your list of spells known, as well as alternate versions of that spell designated by a Roman numeral (such as *beast shape I, II, III*, or *IV*), and all of these spells are considered your specialized spells for the purpose of this feat. You may also expend mythic power to cast the mythic or augmented mythic versions of your specialized spell(s), and you treat your mythic tier as 2 higher for the purpose of qualifying to cast augmented mythic specialized spells.

## Spellsong (Mythic)

Your music and magic are melded into a magnificent melody.

**Prerequisites:** Spell song<sup>UM</sup>.

**Benefit:** You add your mythic tier to the DC of Perception or Sense Motive checks to detect your spellcasting when you mask it within performance. Whenever you spend rounds of bardic performance to cast or maintain a spell using Spell song, or to cast a spell while maintaining a bardic performance, you increase the DC of that spell by 1. When casting a spell from the bard list, you may expend one use of your mythic power as a swift action in order to increase the save DC or caster level

of a spell you cast while using Spell song by an amount equal to one-half your mythic tier.

## Spider Step (Mythic)

You can use your ki to cling to any surface.

**Prerequisite:** Spider Step<sup>APG</sup>.

**Benefit:** When using Spider Step, you may traverse a distance up to your full slow fall distance, up to a maximum of 100 feet. If you do not end your movement on a solid, level surface, you may spend a point from your ki pool, or one use of mythic power, as a swift action to remain standing on a surface that normally could not bear your weight until the start of your next turn.

## Spider Step (Mythic)

You step gently yet securely as only a spider can.

**Prerequisite:** Spider Step<sup>ARG</sup>.

**Benefit:** You can walk through natural or magical webs as if using *freedom of movement*, and may climb on webs as if you had a climb speed of 20 feet. When climbing on a web, you gain tremorsense 20 feet with respect to other creatures touching the same web. You can use *spider climb* as a spell-like ability more than once per day by expending one use of your mythic power for each additional use.

## Spider Summoner (Mythic)

The spiders you summon are infused with great power.

**Prerequisite:** Spider Summoner<sup>ARG</sup>.

**Benefit:** Spiders you summon are considered mythic creatures and gain DR/epic equal to your mythic tier, and the save DC of their poison is increased by 2. In addition, you can expend mythic power when summoning spiders to grant them the *savage mythic template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, expending one use of mythic power if you summon a single spider and two uses of mythic power if you summon multiple spiders.

## Spinning Throw (Combat, Mythic)

Your spinning throw is fast and you can use its momentum to quickly shift your position.

**Prerequisite:** Spinning Throw<sup>UC</sup>.

**Benefit:** When using Spinning Throw, your bull rush combat maneuver is a free action, though you may use against a given creature only once per round. If your bull rush maneuver is successful, you can also move 5 feet. This movement does not provoke attacks of opportunity and does not count as a 5-foot step. In addition, you can affect creatures larger than your own size by expending one use of mythic power (or 1 point from your ki pool) per two size categories of difference (round up). If you target a creature your size or smaller with your Spinning Throw, you may expend one use of your mythic power after succeeding on your bull rush maneuver to push the target an additional 5 feet times your mythic tier.



## Spirit of the Wild (Mythic)

Your bond with the land is a sacred thing.

**Prerequisite:** Spirit of the Wild<sup>ARG</sup>.

**Benefit:** You gain a +4 bonus on all Perception checks made in your chosen terrain, not only in surprise rounds, and you can always act in any surprise round while in that terrain. If you expend one use of mythic power at the beginning of a battle, whether or not there is a surprise round, you gain blindsense 30 feet for a number of rounds equal to your mythic tier.

## Spit Venom (Combat, Mythic)

You spit goutts of venom with uncanny deadliness.

**Prerequisite:** Spit Venom<sup>ARG</sup>.

**Benefit:** You add your mythic tier to your Hit Dice to determine the number of times per day you may spit venom, and you may spit your venom at a target up to 10 feet away as a swift action rather than a full-round action. If you use a full-round action to spit, you may spit your poison an additional 5 feet per mythic tier. You may expend one use of mythic power as a swift action to spit your poison in a 10-foot cone-shaped burst; all creatures within the cone are blinded (Fortitude negates).

## Splintering Weapon (Combat, Mythic)

Fragments from your broken weapon are lodged deeper in your enemies.

**Prerequisites:** Splintering Weapon<sup>UC</sup>

**Benefit:** Add your mythic tier to the total bleed damage provided by Splintering Weapon. Additionally, you add your mythic tier to the DC of any made to staunch the bleeding.

## Split Hex (Mythic)

You can share the power of your hexes among numerous targets while losing none of their potency.

**Prerequisites:** Split Hex<sup>UM</sup>.

**Benefit:** The second target of your Split Hex may be up to 30 feet plus 10 feet per mythic tier from the first target. In addition, you choose which target must save against the hex first; if that target's save is successful, the second target takes a -2 penalty on its save.

## Split Major Hex (Mythic)

Your powerful hexes can be spread around with elan.

**Prerequisites:** Split Major Hex<sup>UM</sup>.

**Benefit:** The second target of your Split Major Hex may be up to 30 feet plus 20 feet per mythic tier from the first target. In addition, you may choose which target must save against the major hex first. If the first target's save is successful, the second target takes a -2 penalty on its save.

## Spontaneous Conversion (Ki, Mythic)

You can weave and warp magical patterns with but a thought.

**Prerequisite:** Spontaneous Conversion<sup>WK</sup>.

**Benefit:** You can use this feat as a swift action, or as a stan-

dard action at one-half the normal ki point cost (rounding up). If you know the mythic version of the new spell you have prepared, you can cast it by expending mythic power as normal. If you do know the non-mythic version of the spell but do not know the mythic version, you can cast the mythic version by expending a number of uses of mythic power equal to one-half the spell's level (rounding up), in addition to the normal cost in mythic power to cast that spell as a mythic or augmented mythic spell.

## Stabbing Shot (Combat, Mythic)

Arrows and bolts are not mere ammunition in your hands.

**Prerequisites:** Stabbing Shot<sup>APG</sup>.

**Benefit:** You can use Stabbing Shot with any arrow or bolt. If your first attack in a round is a melee attack made with Stabbing Shot, you do not suffer the normal -2 penalty to the rest of your ranged attacks in the round. If you make a successful Stabbing Shot, still have foes adjacent, and still have ranged attacks available, you may continue to use ranged attacks to make Stabbing Shots.

## Stage Combatant (Combat, Mythic)

Even against heavily resilient foes you are capable of dealing nonlethal blows.

**Prerequisites:** Stage Combatant<sup>UC</sup>

**Benefit:** When you attempt to deal nonlethal damage with a weapon that you have Weapon Focus in, you ignore an amount of your opponent's damage reduction equal to your mythic tier.

## Staggering Critical (Combat, Critical, Mythic)

You can stagger foes with a weapon blow at will.

**Prerequisites:** Staggering Critical<sup>CRB</sup>, 3rd mythic tier.

**Benefit:** Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Staggering Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

## Stalwart (Mythic)

You adopt a defensive stance that absorbs mighty blows.

**Prerequisites:** Stalwart<sup>UC</sup>

**Benefit:** You may spend 1 point of mythic power as an immediate action to add your mythic tier to the total damage reduction granted by the Stalwart feat.

## Stand Still (Combat, Mythic)

None shall pass.

**Prerequisites:** Stand Still<sup>CRB</sup>.

**Benefit:** When you successfully use the Stand Still feat to make a combat maneuver check to force a foe to stop moving, you may also deal melee damage to that foe with a natural or unarmed attack or a weapon you have in hand.



## Starlight Summons (Mythic)

Your summoned creatures are shrouded in dappled shadows shot through with pinpricks of light.

**Prerequisites:** Starlight Summons<sup>UM</sup>.

**Benefit:** Creatures you summon are surrounded with an aura of semisolid shadow and whirling motes of star-stuff that protects them as entropic shield. In addition, when your summoned creatures confirm a critical hit, the target is shrouded in *faerie fire* for 1d4 rounds.

## Stealth Synergy (Mythic, Teamwork)

Closely aiding your allies, you sneak in silence as a group.

**Prerequisite:** Stealth Synergy<sup>UC</sup>.

**Benefit:** When using Stealth Synergy, any Stealth checks from characters adjacent to the character making highest roll are treated as Aid Another checks for the character making highest roll. All creatures using this teamwork feat use the highest roll and add the bonuses from all the successful Aid Another checks (i.e., +2 per successful DC 10 Stealth check) before adding your individual modifiers to Stealth.

## Steam Caster (Mythic)

Your burning spells take the form of searing steam.

**Prerequisite:** Steam Caster<sup>ARG</sup>.

**Benefit:** You can use this feat without increasing the casting time of your fire spells, and you can use this feat in conjunction with spell-like abilities and supernatural abilities as well as spells. When you use this spell to cast a fire spell that affects an area, the area of effect is filled with steam equivalent to *obscuring mist* that lasts until the beginning of your next turn. If you expend one use of mythic power, this steam lasts for a number of rounds equal to your mythic tier and deals a number of points fire damage equal to the spell level of the effect each round a creature enters or begins its turn within the hot steam. A successful Fortitude save against the spell's save DC (or the DC of a spell of that level, if the fire effect allows no save) negates this fire damage.

## Steel Soul (Mythic)

You are amazingly resistant to magic.

**Prerequisites:** Steel Soul<sup>APG</sup>.

**Benefit:** If you succeed at a saving throw against a spell or spell-like ability, you may expend a use of mythic power to be unaffected by it. You may make this decision immediately after seeing the specific effect of any spell or spell-like ability (including how much damage it does).

## Step Up (Combat, Mythic)

No one can escape you.

**Prerequisites:** Step Up<sup>CRB</sup>.

**Benefit:** Whenever an adjacent foe attempts to move away from you, you may move up to your movement rate as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you move more than 1/2 your move-

ment rate, you may only take a move or standard action on your next turn.

If you expend a use of mythic power, you may move up to twice your movement rate to follow an adjacent foe, and still take a full action on your next turn.

## Step Up and Strike (Combat, Mythic)

It is nearly impossible to move away from you.

**Prerequisites:** Step Up and Strike<sup>APG</sup>.

**Benefit:** When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a two melee attacks against that foe. If you use a single weapon, the first attack is at your highest base attack bonus and the second takes a -5 penalty. If you use two different weapons, the second attack takes only a -2 penalty.

## Still Spell (Metamagic, Mythic)

You can cast spells with total detachment from your body's condition.

**Prerequisites:** Still Spell<sup>CRB</sup>.

**Benefit:** When you cast a spell augmented with Still Spell, you do not need to make a concentration check as a result of any physical disruption, including movement (such as riding a horse or being on the deck of a storm-tossed ship), being grappled or pinned, or even being injured while casting.

Alternatively, you may expend a use of mythic power to cast a spell as a still spell (gaining only the normal benefits of a still spell, rather than the increased benefits outlined above) without preparing it as still in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Special:** A still spell requires no somatic components.

## Stoic (Mythic)

You stand indefatigable and unmoved in the face of life's mightiest trials and tribulations.

**Prerequisite:** Stoic<sup>ISWG</sup>.

**Benefit:** You gain a +2 bonus on all saving throws against fear and emotion effects. If you successfully save against any fear or emotion effect, you are unaffected by that effect (even if it normally has a partial effect on a successful save).

## Stoic Pose (Mythic)

You become one with the stone to hide in plain sight in rocky areas.

**Prerequisite:** Stoic Pose<sup>ARG</sup>.

**Benefit:** You can use this feat as a standard action without spending 5 rounds finding a suitable location as long as you are in rocky terrain, such as an area of rubble or underground. If you are at least 3rd mythic tier, you can expend one use of mythic power to *meld into stone*, and if you are at least 6th tier you can expend two uses of mythic power to turn yourself into stone as *statue* while hiding with your Stoic Pose. These are supernatural abilities that duplicate the spells of the same name, with a caster level equal to your mythic tier.



## Stone-Faced (Mythic)

Even magic can't tell when you are lying.

**Prerequisites:** Stone Faced<sup>APG</sup>.

**Benefit:** Magic divinations do not reveal when you are lying or what emotions you are feeling unless the caster makes a caster level check with a DC equal to 10 + your level or HD + your mythic tier + your Wisdom bonus. Once a caster has failed such a check, he cannot try again (even with other spells) for 24 hours.

## Stone Sense (Mythic)

Stone speaks to you, warning of impending danger.

**Prerequisites:** Stone Sense<sup>APG</sup>.

**Benefit:** Your tremorsense increases to a range of 20 feet. At mythic tier 5 it increases to 25 feet, and at mythic tier 10 it increases to 30 feet.

## Stone Singer (Mythic)

Rock and earth joins the songs of your voice.

**Prerequisites:** Stone Singer<sup>APG</sup>.

**Benefit:** When you use bardic performance with audible components within stone or earth structures, in hills, mountains, plains, or underground, the range or area of your chosen performance is tripled, and you can affect deaf creatures if they are in contact with a rock surface or the ground. In addition, the DC for saving throws against your bardic performance is increased by +4 for creatures of the earth subtype, regardless of where the performance occurs. This replaces the bonuses for Stone Singer.

## Stony Step (Combat, Mythic)

The earth does not impede your movement, and favors you when you attack.

**Prerequisite:** Stony Step<sup>ARG</sup>.

**Benefit:** You may move through up to 5 additional feet of earth or stone-based difficult terrain per two mythic tiers you possess (minimum 5 feet) each round as if it were normal terrain. You can expend one use of your mythic power to make a charge attack that ignores earth or stone-based difficult terrain between you and your opponent. Creatures with the earth subtype do not impede your charge, and if you and the target of your charge are both touching an earth or stone surface you gain a +2 circumstance bonus on your attack roll and you deal additional damage equal to one-half your mythic tier if your charge attack hits.

## Storm-Lashed (Mythic)

You are a master of the seagoing life, able to brave every high and stormy gale.

**Prerequisite:** Storm-Lashed<sup>ISWG</sup>.

**Benefit:** You are treated as two sizes larger for the purpose of wind effects and gain a +4 bonus on saving throws against electricity or wind effects. You gain *mistsight* with a range of 10 feet, and you can expend one use of your mythic power as a swift action to extend this range to 60 feet (or to unlimited range, if you are in aquatic terrain) for a number of rounds equal to your mythic tier.

## Strangler (Combat, Mythic)

You can swiftly kill or knock out enemies in your grasp.

**Prerequisite:** Strangler<sup>UC</sup>.

**Benefit:** You need not spend a swift action to deal your sneak attack damage to the creature you are grappling. If you choose to deal nonlethal damage with your sneak attack, you can roll d8s instead of d6s to determine damage from your sneak attack. Alternatively, you can choose to forgo your sneak attack damage to attempt to knock the target unconscious. You must declare this intent before making your grapple maneuver check to maintain the grapple. If the check succeeds, your grapple check deals nonlethal damage equal to your unarmed strike damage and the target falls unconscious for 1d4 rounds. A successful Fortitude save (DC 10 + 2 per die of sneak attack damage you would normally deal) reduces this effect to staggered for 1 round. Creatures that are immune to bleed damage, stunning, or critical hits are immune to this ability.

## Strength of Will (Ki, Mythic)

Your resolute will alone shields you from danger.

**Prerequisite:** Strength of Will<sup>WK</sup>.

**Benefit:** You need spend only 1 point from your ki pool to use this feat. In addition, you can use it more than once per round, as though you had additional immediate actions, by spending 2 points from your ki pool for each use after the first. These bonus actions cannot be used for purposes other than activating this feat.

## Stretched Wings (Mythic)

Your once-crippled wings are now mighty pinions.

**Prerequisite:** Stretched Wings<sup>ARG</sup>.

**Benefit:** Your racial fly speed increases by 10 feet, plus 10 feet per 3 mythic tiers you possess. If you expend one use of mythic power, you can use the *Wingover*<sup>B1</sup> feat for a number of rounds equal to your mythic tier.





## Stunning Assault (Combat, Mythic)

Your mythically powerful blows can stun foes with ease.

**Prerequisites:** Stunning Assault<sup>APG</sup>.

**Benefit:** You can expend a use of mythic power to use Stunning Assault without taking a –5 penalty to your attack and CMB checks, and to add half your mythic tier to the save DC against the effect.

## Stunning Critical (Combat, Critical, Mythic)

You may stun foes with a weapon blow at will.

**Prerequisites:** Stunning Critical<sup>CRB</sup>, 3rd mythic tier.

**Benefit:** Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Stunning Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

## Stunning Pin (Combat, Mythic)

You can deliver a stunning attack to incapacitate pinned foes that try to break free.

**Prerequisite:** Stunning Pin<sup>UC</sup>.

**Benefit:** When using Stunning Pin, your Stunning Fist attack is a free action, though you may use this feat only once per round. If your pinned opponent attempts to free itself, such as through a combat maneuver check or Escape Artist check, or attempts to cast a spell or use a spell-like ability, you can spend one use of mythic power as an immediate action to make an unarmed strike attack, applying your Stunning Fist feat to the attack. This use counts as a use of Stunning Fist for the next round, and towards your daily limit of Stunning Fist attempts.

## Stunning Shout (Combat, Ki, Mythic)

The power of your kiai leaves your opponents reeling.

**Prerequisite:** Stunning Shout<sup>WK</sup>.

**Benefit:** When using an Improved (or Greater or Mighty) Kiai, you need spend only one use of Stunning Fist per target in the area that you wish to attempt to stun (including alternate effects allowed to monks from their stunning fist class feature). If creatures you target are non-mythic, you add one-half your mythic tier to the save DC of your Stunning Fist.

## Subconscious Spell (Ki, Metamagic, Mythic)

You can cast spells even when your mind is incapacitated.

**Prerequisite:** Subconscious Spell<sup>WK</sup>.

**Benefit:** The ki point cost to cast a subconscious spell is reduced by an amount equal to one-half your mythic tier (minimum 0). Even if the cost is reduced to 0 you must have at least 1 point in your ki pool in order to cast a subconscious spell.

## Suicide Bomber (Mythic)

You can immolate yourself with a devastating bomb burst.

**Prerequisite:** Suicide Bomber<sup>CAF</sup>.

**Benefit:** When you use this feat, you can make a Reflex save for half damage from all of your bombs, though you may not use evasion, improved evasion, or similar effects to reduce or avoid damage from your bombs. If you expend one use of mythic power, any non-mythic creature you target with this ability or within the splash range of your bombs must roll twice on its Reflex save and use the worse result. You may also expend one use of mythic power to apply a discovery to your bombs; that discovery applies to all of your bombs.

## Summon Star-Spawn (Mythic, Mythos)

You reach across dimensions to call your allies.

**Prerequisite:** Summon Star-Spawn<sup>GCC</sup>.

**Benefit:** When you use a *summon monster* spell or spell-like ability to summon a creature with the alien template or that is one of the star-spawn listed for the feat, you add one-half your mythic tier (minimum 1) to your caster level. In addition, you can expend mythic power to cast any *summon monster* spell you know as a mythic spell, as long as you summon creatures with the alien template or creatures listed for this feat.

## Summoner's Call (Mythic)

Your eidolon borrows part of your power when it is first summoned.

**Prerequisites:** Summoner's Call<sup>APG</sup>.

**Benefit:** Whenever you summon your eidolon, it is more powerful for a brief period of time. It gains a +2 innate bonus to its Strength, Dexterity, and Constitution. This bonus lasts a number of minutes summoning ritual is complete equal to 10 times your mythic tier.

## Sundering Bomb (Mythic)

Your bombs are potent for blasting objects apart.

**Prerequisite:** Sundering Bomb<sup>CAF</sup>.

**Benefit:** When you use a bomb for a sunder attempt, it deals full damage to the target object (rather than half damage as normal for energy attacks against objects) and ignores a number of points of hardness equal to your mythic tier.

## Sundering Strike (Combat, Mythic)

You can cut any weapon apart.

**Prerequisites:** Sundering Strike<sup>APG</sup>.

**Benefit:** You may expend a use of mythic power to use Sundering Strike on any successful melee attack. Additionally, you always add your mythic tier to the damage you inflict with a successful sunder maneuver.

## Sunlight Summons (Mythic)

Your summoned creatures shine like the noonday sun.

**Prerequisites:** Sunlight Summons<sup>UM</sup>.

**Benefit:** Creatures you summon shed light as a daylight spell, though with only half the normal radius of effect. In addition, when your summoned creatures confirm a critical hit, the target is blinded for 1 round. A successful Reflex save (DC



# Chapter 3: Mythic Feats

10 + 1/2 the creature's Hit Dice + the creature's Charisma modifier) reduces the effect to being dazzled for 1 round.

## Superior Ranger Trap (Mythic)

Your mastery of improvised traps bypasses enemy defenses and creates perilous pits.

**Prerequisites:** *Advanced Ranger Trap*<sup>UM</sup>.

**Benefit:** Exceptional ranger traps you create that deal damage are considered magical for the purpose of overcoming damage reduction, and they can bypass other forms of damage reduction as if they were weapons with an enhancement bonus equal to one-half your mythic tier. If they deal energy damage, they can ignore 5 points of energy resistance plus 5 points per 2 mythic tiers you possess.

In addition, when using your trap ability you can expend one use of your mythic power to create a supernatural pit trap that functions as *create pit*<sup>APG</sup> with a caster level equal to one-half your ranger level; the save DC for the spell is Wisdom-based. This pit is a supernatural effect and is not subject to spell resistance. If you are at least 3rd mythic tier, you can spend two uses of your trap ability to create a *spiked pit*<sup>APG</sup>. If you are at least 5th mythic tier, you can spend two uses of your trap ability to create a *hungry pit*<sup>APG</sup>. If you are at least 7th mythic tier, you can spend four uses of your trap ability to create an *acid pit*<sup>APG</sup>. If you are at least 9th mythic tier, you can spend additional uses of your mythic power to create the supernatural equivalent of the mythic version of any of these spells.

## Superior Summoning (Mythic)

You can summon hordes of creatures to serve at your command.

**Prerequisite:** *Superior Summoning*<sup>UM</sup>.

**Benefit:** Each time you cast a summoning spell that summons multiple creatures, if the spell's level is lower than your mythic tier you may roll twice to see how many creatures are summoned, choosing the better result. If the spell's level is equal to or greater than your mythic tier, you must spend one use of your mythic power to roll twice to see how many creatures are summoned.

**Special:** This spell also applies to *summon* and *summon monster* spell-like abilities.

## Sure and Fleet (Mythic)

You are swift afoot and able to keep your balance.

**Prerequisite:** *Sure and Fleet*<sup>ARG</sup>.

**Benefit:** Your racial bonus on Acrobatics and Climb checks increases to +4, and you can move at full speed when using Acrobatics to balance on narrow, slippery, or otherwise treacherous terrain. If you expend one use of mythic power, you are not denied your Dexterity bonus when climbing or making Acrobatics checks for 1 minute.

## Sure Grasp (Mythic)

You can effortlessly catch yourself when falling while climbing.

**Prerequisites:** *Sure Grasp*<sup>UC</sup>.

**Benefit:** You gain a bonus equal to your mythic tier on Climb checks and Reflex saves made to avoid falling damage or to catch yourself when falling. If you fall, you can expend one or more uses of mythic power to reduce falling damage by an amount equal to your mythic tier, and one-half of this damage is nonlethal.

## Surge of Success (Mythic)

You are buoyed by your success to even greater heights.

**Prerequisite:** *Surge of Success*<sup>ARG</sup>.

**Benefit:** You can use this feat whenever you roll a natural 20 on a die roll. This does not apply when taking 20, using an ability that automatically grants you a natural 20, or on meaningless die rolls (GM's discretion). When you confirm a critical hit or roll a natural 20 on a saving throw, the circumstance bonus you gain applies to one of the following until the beginning of your next turn: attack rolls, saving throws, or ability checks and skill checks.

## Surprise Follow-Through (Combat, Mythic)

When sweeping through enemies, you can disrupt their defensive stance.

**Prerequisite:** *Surprise Follow-Through*<sup>ARG</sup>.

**Benefit:** When using *Cleave* or *Great Cleave*, if you hit more than one creature you may choose any of the creatures you hit to become flat-footed until the beginning of your next turn or until it is struck by an attack that requires an attack roll.

## Surprise Strike (Combat, Mythic)

Your sudden thrust from a defensive stance catches your foe off-guard.

**Prerequisite:** *Surprise Strike*<sup>ARG</sup>.

**Benefit:** When you use this feat, the target is denied its Dexterity bonus to AC against your attack. You can use this feat more than once per day by expending one use of mythic power for each additional use.

## Survivor (Mythic)

You have survived a punishing upbringing, and that which did not kill you made you stronger.

**Prerequisite:** *Survivor*<sup>ISWG</sup>.

**Benefit:** When you are reduced to negative hit points, you gain fast healing 1 for a number of rounds equal to your mythic tier. You can increase this fast healing to cure 1d4 hit points per round if you expend one use of your mythic power. You may use your ability to negate a critical hit or sneak attack more than once per day by expending one use of your mythic power as an immediate action. Each additional time you use this feat within one day, the cost in mythic power increases by 1.

## Swap Places (Teamwork, Mythic)

You and your allies weave a shifting tapestry on the battlefield.



**Prerequisites:** Swap Places<sup>APG</sup>.

**Benefit:** When you move through the space of an ally with the Swap Places feat (either the mythic or non-mythic version), they can move into your previous space as a free action. In addition, when you move through the space of any ally your size or smaller that does not have the Swap Places feat, you can use a swift action to enable them to move into your previous space as an immediate action as if they had the Swap Places feat. If you expend one use of your mythic power, you and one ally can do this using free actions instead.

## Swift Aid (Combat, Mythic)

Your aid is invaluable to your allies.

**Prerequisite:** Swift Aid<sup>APG</sup>.

**Benefit:** You may use aid another as a swift action to grant an ally either a +3 bonus on his next attack roll or a +3 bonus to his armor class. Alternatively, you may use a swift action to aid up to three allies, granting them a +1 bonus on attack rolls or armor class. By expending one use of mythic power as part of the aid another action, you may add one-half your mythic tier to the bonuses granted by your aid.

## Swift Recovery (Ki, Mythic)

Your body recovers rapidly with time and nature.

**Prerequisite:** Swift Recovery<sup>WK</sup>.

**Benefit:** As long as you have at least 1 point in your ki pool, you recover triple the normal amount of hit points and points of ability damage from resting and natural healing. You can use this feat to heal ability damage to any of your ability scores, and you add one-half your mythic tier (minimum 1) to your Wisdom modifier to determine how much ability damage you can cure. When resting for at least 8 hours, you can heal 1 point of ability drain per point you expend from your ki pool.

## Swift Trapper (Mythic)

Your deft fingers and deadly expertise allow you to set traps with incredible speed.

**Prerequisites:** Learn Ranger Trap<sup>UM</sup> or trap class feature.

**Benefit:** You never provoke an attack of opportunity when setting a trap, regardless of which action type you use. The penalties associated with setting a trap using a standard, move, or swift action are halved, and if you expend one use of your mythic power when setting the trap they are eliminated entirely.

## Swim-By Attack (Mythic)

You glide through the water with deadly grace.

**Prerequisite:** Swim-By Attack.

**Benefit:** If you make a melee attack as your standard action while using this feat, your movement does not provoke attacks of opportunity from the creature you attack. In addition, if you spend one use of your mythic power, you can move up to twice your swim speed in addition to your standard action, rather than being limited to your swim speed.

## Switch Flow (Ki, Mythic)

You can control the slippage of dying spirits into the final abyss or back to recovery.

**Prerequisite:** Switch Flow<sup>MIM</sup>.

**Benefit:** You add 5 feet times your mythic tier to the range of your blindsight to perceive creatures with 0 or fewer hit points or that have died within a number of rounds equal to your mythic tier. You can also perceive creatures taking bleed damage or creatures with negative levels in the same way. If you use *bleed*, *breath of life*, *death knell*, *rest eternal*, or *stabilize* as a spell-like ability, you can expend mythic power to use the mythic version of that spell, adding one-half your mythic tier (minimum 1) to your caster level.

## Sword and Pistol (Combat, Mythic)

You are deadly in combat with the pairing of melee and ranged weapons.

**Prerequisite:** Sword and Pistol<sup>UC</sup>.

**Benefit:** When you confirm a critical hit with your melee weapon, you can make an additional attack against that opponent with your crossbow or firearm. Normal two-weapon fighting penalties apply. If you expend a use of your mythic power, you can double the critical threat range of your ranged weapon for that extra attack.

## Sympathetic Rage (Combat, Mythic)

The fury of your allies is contagious.

**Prerequisite:** Sympathetic Rage<sup>ARG</sup>.

**Benefit:** You can continue raging as long as you are within 5 feet per mythic tier of an ally who is raging. If more than one ally is raging, you can maintain your rage as long as you end your turn within this distance of a raging ally; you need not remain near the ally who was raging when you first used this feat. If you move away from your raging ally or if your ally dies or its rage ends, you can expend one use of mythic power to continue your sympathetic rage for a number of rounds equal to one-half your mythic tier (minimum 1). If you come within range of a raging ally before this duration expires, you can continue raging.

## T

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## Tail Terror (Combat, Mythic)

Your tail is a deadly weapon.

**Prerequisite:** Tail Terror<sup>ARG</sup>.

**Benefit:** Your tail is considered a primary natural weapon. If you take Weapon Focus or Weapon Specialization with any kobold tail attachments<sup>ARG</sup>, you gain the benefit of those feats with all kobold tail attachments. If you expend one use of mythic power, you may treat your Weapon Focus or Weapon Specialization feat with a kobold tail attachment as Mythic Weapon Focus or Mythic Weapon Specialization for a number of minutes equal to your mythic tier; this applies only with that specific kobold tail attachment, not with all of them.

## Tandem Trip (Mythic, Teamwork)

You and your allies work together to keep your enemies down.

**Prerequisites:** Tandem Trip<sup>UC</sup>

**Benefit:** Whenever you would benefit from Tandem Trip you add one-half your mythic tier (minimum 1) to your combat maneuver check to trip an opponent. If a tripped creature provokes an attack of opportunity from you before the end of your next turn, you also add this bonus on your damage roll if your attack of opportunity hits.

## Tangle Feet (Combat, Mythic)

Your scrambling acrobatics cause larger foes to stumble.

**Prerequisite:** Tangle Feet<sup>ARG</sup>.

**Benefit:** You can use this feat against an additional number of larger creatures each round equal to one-half your mythic tier (minimum 1). If you use this feat against only one creature, add your mythic tier to the DC of its Acrobatics check to avoid falling prone if it moves. If you use this feat against multiple creatures, add one-half your mythic tier (minimum 1) to the DC of each creature's Acrobatics check to avoid falling.

## Target of Opportunity (Mythic, Teamwork)

You and your allies work together to hone in on enemies.

**Prerequisites:** Target of Opportunity<sup>UC</sup>

**Benefit:** Whenever you make an attack of opportunity due to Target of Opportunity, you add one-half your mythic tier (minimum 1) on the attack and damage roll.

## Taskmaster (Combat, Mythic)

Your fearsome leadership drives your underlings to push harder for success.

**Prerequisite:** Taskmaster<sup>ARG</sup>.

**Benefit:** You can use this feat as a swift or move action, and you can affect an ally whose Hit Dice (and mythic rank or tier, if any) do not exceed your Hit Dice plus your mythic tier. If you use this ability as a standard action, your ally gains a +2 morale bonus on attack rolls, weapon damage rolls, and Will saves against mind-affecting effects. You can expend one use of mythic power to negate the -2 penalty to AC and on skill checks caused by this feat. Alternatively, you may retain the penalty but extend the duration of the effect by a number of minutes equal to your mythic tier.

## Taunt (Mythic)

Your needling barbs drive your opponents into a frenzy.

**Prerequisites:** Taunt<sup>APG</sup>.

**Benefit:** Creatures you successfully demoralize lose the benefit of morale bonuses on attack rolls, damage rolls, and saving throws for as long as they remain demoralized, up to a maximum number of rounds equal to your mythic tier. In addition, you may spend one use of mythic power to gain a bonus equal to twice your mythic tier on your Bluff check made to demoralize an opponent. You must declare that you are using this ability before the roll is made.

## Team Pickpocketing (Mythic, Teamwork)

You can use an ally's distraction to rob a crowd blind.

**Prerequisites:** Team Pickpocketing<sup>UC</sup>





**Benefit:** Whenever you would be able to make a Sleight of Hand check to pickpocket an opponent due to Team Pickpocketing, you may spend one point of mythic power to make a Sleight of Hand check to pickpocket every creature within reach.

## Team Up (Combat, Mythic)

You are a master at aiding allies.

**Prerequisites:** Team Up<sup>APG</sup>.

**Benefit:** You can aid another as a move action.

**Special:** If you have both Mythic Swift Aid and Mythic Team Up, you can aid another as a swift actions and a move action, in the same round. You cannot aid the same ally twice in one turn.

## Teleport Tactician (Combat, Mythic)

It is difficult to teleport away from you.

**Prerequisites:** Teleport Tactician<sup>APG</sup>.

**Benefit:** A foe you strike with Teleport Tactician cannot teleport more than 30 feet away, even if it successfully teleports. You can make the attack for Teleport Tactician even if you are out of attacks of opportunity.

## Tenacious Survivor (Mythic)

Your soul clings tightly to life even after your body breathes its last.

**Prerequisite:** Tenacious Survivor<sup>ARG</sup>.

**Benefit:** You don't die until your total number of negative hit points is equal to or greater than three times your Constitution score, and you add your mythic tier to the number of rounds you remain savable after you have been killed. If you are healed enough hit points that you would no longer be dead, you can expend three uses of mythic power to avoid gaining a permanent negative level.

## Tenacious Transmutation (Mythic)

Your transmutations are exceptionally difficult to reverse.

**Prerequisites:** Tenacious Transmutation<sup>APG</sup>.

**Benefit:** The DC of caster level checks to dispel or remove your transmutations is increased by an amount equal to your mythic tier, and you may add one-half your mythic tier (minimum +1) on caster level checks made to overcome spell resistance with your transmutation spells. In addition, if you are under the effects of a polymorph effect which is dispelled, you may choose to maintain one of the following features (if provided by the dispelled spell): a size bonus to one physical



ability score, darkvision, low-light vision, natural armor bonus to AC, scent, climb speed, or swim speed. This feature persists for the remaining duration of the spell or until you are subject to another polymorph effect or another successful dispelling attempt.

## Tenebrous Spell (Metamagic, Mythic)

You artfully blend the power of shadow into your spells.

**Prerequisite:** Tenebrous Spell<sup>ISM</sup>.

**Benefit:** You add your mythic tier to the concentration check required to cast a tenebrous spell in bright light, and attempts to dispel a tenebrous spell in bright light gain only a +2 bonus. In darkness or dim light, your caster level and the save DC (if any) of your tenebrous spell are increased by 2, and caster level checks made to dispel a tenebrous spell take a —4 penalty. Alternatively, you may expend one use of mythic power to cast a spell as an tenebrous spell (gaining only the normal benefits of an umbral spell, rather than the increased benefits outlined above) without preparing it as tenebrous in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Tengu Raven Form (Mythic)

You can shift easily into avian form.

**Prerequisite:** Tengu Raven Form<sup>ARG</sup>.

**Benefit:** When you use this ability, you can assume the form of a Tiny, Small, Medium, or Large black bird resembling a raven, gaining the normal effects of *beast shape I* or *beast shape II* with a caster level equal to your character level plus your mythic tier. You can freely switch between sizes and between raven form and your normal tengu form throughout the duration of the effect; switching shapes is a move action that does not provoke attacks of opportunity. You can use this ability more than once per day by expending one use of mythic power for each use after the first.

## Tengu Wings (Mythic)

You can swoop and soar on avian wings.

**Prerequisite:** Tengu Wings<sup>ARG</sup>.

**Benefit:** Your fly speed when using your Tengu Wings increases by 10 feet, plus 10 feet per 3 mythic tiers you possess. You can use these wings for a total number of minutes per day equal to your character level plus your mythic tier. This duration need not be continuous but must be used in 1-minute increments. You can increase the duration to a number of hours equal to your character level plus your mythic tier; however, your speed is halved and your maneuverability is reduced to poor. You can resume your normal speed and maneuverability at any time, but doing so immediately ends that hour of the effect's duration and begins a new minute of its normal duration.

## Terrifying Critical (Combat, Critical, Mythic)

When you strike a telling blow, your target quakes with fear.

**Prerequisite:** Terrifying Critical.

**Benefit:** If you select this feat as a mythic feat, a critical

hit increases the severity of fear effects affecting your target, including the effects of this feat. If your target is already shaken, it becomes **frightened**; if already frightened, it becomes **panicked**. A foe that is already panicked is **cowering**.

In addition, you can expend one use of your mythic power to add one-half your mythic tier (minimum 1) to the save DC. If you score a critical hit against a non-mythic creature when expending a use of mythic power in this way, it becomes frightened (or increases the severity of an existing fear effect by two steps).

## Terrorizing Display (Combat, Mythic)

Your marvelous martial puissance inspires your allies even as it intimidates your enemies.

**Prerequisite:** Terrorizing Display<sup>ARG</sup>.

**Benefit:** You can perform a Dazzling Display as a standard action. You can perform it as a move action with a —5 penalty on your Intimidate check or as a swift action with a —10 penalty on your Intimidate check. Allies within 30 feet gain a +2 morale bonus on attack rolls, weapon damage rolls, and Will saves against mind-affecting effects on a successful check, while allies between 30 and 60 feet away gain a +1 bonus; all affected allies take a —2 penalty to AC and on skill checks. You can expend one use of mythic power to negate the —2 penalty to AC and on skill checks caused by this feat. Alternatively, you may retain the penalty but extend the duration of the effect by a number of minutes equal to your mythic tier. Either choice applies to all allies affected by this feat.

## Theurgy (Mythic)

You entwine arcane and divine magic into a magnificent synergy.

**Prerequisites:** Theurgy<sup>UM</sup>.

**Benefit:** When using Theurgy to enhance the level of a divine spell, its caster level is increased by an amount equal to the level of the arcane spell sacrificed, with a maximum increase equal to your mythic tier. When using Theurgy to enhance an arcane spell, the spell deals additional holy or unholy damage (as per the non-mythic feat) equal to your mythic tier times the level of the divine spell sacrificed.

## Thanatopic Spell (Metamagic, Mythic)

Your mastery of the power of death extends even to the undead.

**Prerequisite:** Thanatopic Spell<sup>UM</sup>.

**Benefit:** If a living creature affected by your thanatopic spell is protected by an effect that grants resistance or immunity against death effects, negative levels, negative energy, or energy drain, you can attempt a caster level check as if using dispel magic against that effect; if the effect is a mythic effect, it is suppressed for a number of rounds equal to the original level of the thanatopic spell rather than being dispelled. If more than one such effect is present within the area or among the targets of your thanatopic spell, you may attempt the dispel for only one creature unless you expend one use of your mythic



power as a swift action, in which case you may target a number of creatures equal to your mythic tier, applying one dispel check against all of them. Alternatively, you may expend one use of mythic power to cast a spell as a thanatopic spell (gaining only the normal benefits of a thanatopic spell, rather than the increased benefits outlined above) without preparing it as thanatopic in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Thoughtful Discernment (Mythic)

You cleave truth from lies with the power of your mind and will.

**Prerequisite:** Thoughtful Discernment<sup>UM</sup>.

**Benefit:** You gain an additional number of daily uses of this feat equal to one-half your mythic tier. In addition, if you expend one use of your mythic power when using this feat, you can determine whether a statement is a lie even if you did not personally hear it or if you heard it longer than one day ago. However, your ability to evaluate the statement's truth is predicated on having an accurate report or recollection of the statement. If the statement is altered or distorted from the original, you cannot accurately evaluate its truthfulness.

## Threatening Illusion (Metamagic, Mythic)

Your figments are frightening to your foes.

**Prerequisite:** Threatening Illusion<sup>GnG</sup>.

**Benefit:** You may select a number of 5-foot squares within a figment you create, which your enemies treat as though they were hostile creatures for the purpose of flanking. Those squares must be occupied by illusory figments of creatures. Enemies that believe the illusion avoid moving through those spaces, though they may use Acrobatics, overrun combat maneuvers, or similar abilities to move through spaces they believe to be occupied. Such checks or maneuvers are automatically successful and entitle a creature to a Will save to disbelieve the illusion. Alternatively, you may expend one use of mythic power to cast a spell as a threatening illusion (gaining only the normal benefits of a threatening illusion, rather than the increased benefits outlined above) without preparing it as a threatening illusion in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Threnodic Spell (Metamagic, Mythic)

Your mastery of the mind appeals to hearts both living and undead.

**Prerequisite:** Threnodic Spell<sup>UM</sup>.

**Benefit:** Your threnodic spell can affect living and undead creatures simultaneously. If you choose for it to affect only undead creatures, undead affected by your threnodic spell take a —1 penalty on Will saves for a number of rounds equal to the original level of the spell. This penalty stacks if undead creatures are affected by multiple threnodic spells. Alternatively, you may expend one use of mythic power to cast a spell as a threnodic spell (gaining only the normal benefits of a threnodic spell, rather than the increased benefits outlined above)

without preparing it as threnodic in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Thrill of the Kill (Mythic)

Bringing your foes down brings you exultant joy.

**Prerequisite:** Thrill of the Kill<sup>ARG</sup>.

**Benefit:** When you are raging and reduce an enemy below 0 hit points, you regain a round of rage and also gain a bonus mythic surge, which you must use before the end of your next turn and which does not require you to expend mythic power. If the creature you kill is a mythic creature whose mythic rank or tier is equal to or greater than yours, you also gain an additional use of mythic power, which you must use within 1 minute.

## Thrilling Vengeance (Combat, Mythic, Performance)

Your avenging anger helps you unleash a punishing performance on those that stand against you.

**Prerequisite:** Thrilling Vengeance<sup>ISC</sup>.

**Benefit:** When you use this feat, you add one-half your mythic tier (minimum 1) on performance checks made against creatures that damaged you within a number of rounds equal to your mythic tier. This bonus is doubled against a creature that confirmed a critical hit against you.

## Thrown Slam (Combat, Mythic)

Your hammer throw mows down enemies in its path like a steel meteor.

**Prerequisite:** Thrown Slam<sup>BPFHT</sup>.

**Benefit:** You can use this feat in place of an attack. If you use a standard action, you increase the length of the line by 5 feet, plus 5 feet per 2 mythic tiers you possess, and reduce the attack roll penalty for using this feat by 1 per 2 mythic tiers you possess.

## Thundering Spell (Metamagic, Mythic)

You spells can strike with the thunder of gods.

**Prerequisites:** Thundering Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented by Thunder Spell, targets that are deafened by the spell are also staggered for 1 round.

Alternatively, you may expend a use of mythic power to cast a spell as a Thundering spell (gaining only the normal benefits of a Thundering spell, rather than the increased benefits outlined above) without preparing it as Thundering in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Tiger Claws (Combat, Mythic)

You can sacrifice two attacks to make a single devastating strike.

**Prerequisites:** Tiger Claws<sup>UC</sup>.

**Benefit:** You can expend your first two unarmed strikes as part of a full attack action, rather than a full-round action, to make the single unarmed strike with both hands, allowing you to use any further unarmed strikes as normal.



# Chapter 3: Mythic Feats

## Tiger Pounce (Combat, Mythic)

You can charge down foes with unexpected speed.

**Prerequisites:** Tiger Pounce<sup>UC</sup>.

**Benefit:** You can spend one use of mythic power as a swift action to charge up to one-half your speed against a target you hit with an unarmed strike or made a successful combat maneuver against since the beginning of your last turn.

## Tiger Style (Combat, Mythic, Style)

Your tiger style tears muscle and causes bleeding wounds.

**Prerequisites:** Tiger Style<sup>UC</sup>.

**Benefit:** You gain a bonus equal to your tier on rolls to confirm critical hits with your slashing unarmed strike. Whenever you confirm a critical hit with your slashing unarmed strike, your opponent bleeds for an additional number of rounds equal to one-half your tier (minimum 1), and if you spend one use of mythic power as a free action, your opponent also takes 1 point of Strength bleed per turn.

## Tiring Critical (Combat, Critical, Mythic)

You can tire foes with a weapon blow at will.

**Prerequisites:** Tiring Critical<sup>CRB</sup>.

**Benefit:** Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend one use of mythic power to inflict the effect of the Tiring Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

## Tomb Monolith (Mythic)

Your elementals are paragons of necromental power.

**Prerequisite:** Tomb Monolith<sup>GCC</sup>.

**Benefit:** You can use this feat when you summon multiple elementals. If you summon only a single elemental, you add your mythic tier to your caster level to determine the effect of the *death knell* and *death ward* abilities your elemental gains, as well as the save DC of its *death knell* ability. When your elemental confirms a critical hit against a non-mythic creature, it gains two temporary negative levels.

## Toppling Spell (Metamagic, Mythic)

Your force spells knock down foes like dominoes.

**Prerequisite:** Toppling Spell<sup>UM</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) as a bonus on the combat maneuver check you make to trip creatures with your toppling spell. If you successfully trip a target with your toppling spell that affects multiple targets or an area, you gain a +2 circumstance bonus to combat maneuver checks made to trip any adjacent targets with the same toppling spell. This bonus stacks if you successfully trip multiple targets that are adjacent to a subsequent target. Alternatively, you may expend one use of mythic power to cast a spell as a toppling spell (gaining only the normal benefits of a toppling spell, rather than the increased benefits outlined above) without preparing

it as toppling in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Totem Spirit (Mythic)

You tap into the ancestral spirits of your tribal totems to give you strength.

**Prerequisite:** Totem Spirit<sup>ISWG</sup>.

**Benefit:** All numeric effects for you tribe are increased by 1. Your associated tribal skill is always a class skill for you, and if the result of a skill check for that skill is less than 5 + your mythic tier, treat the result of the d20 roll as if it were equal to 5 + your tier. If you use a mythic surge to enhance a skill check using that skill, you may roll the surge die twice and select the better result. If you expend one use of your mythic power, you can gain the effects of a different tribe's Totem Spirit for a number of rounds equal to your mythic tier; these effects are in addition to the benefits provided by your own clan's Totem Spirit.

## Touch of Serenity (Mythic)

Your touch fills the target with peaceful contemplation.

**Prerequisite:** Touch of Serenity<sup>APG</sup>.

**Benefit:** When using this feat against a non-mythic target, the effect lasts for a number of rounds equal to your mythic rank or tier on a failed save. If you expend one use of your mythic power, you can use this ability as a melee touch attack rather than a melee attack until the end of your turn. You can use this feat more than once per round if you are making multiple attacks, including a flurry of blows.

## Tower Shield Proficiency (Combat, Mythic)

You move a tower shield with stunning ease.

**Prerequisites:** Tower Shield Proficiency<sup>CRB</sup>.

**Benefit:** You treat a tower shield as having no maximum Dexterity bonus to AC, a -3 armor check penalty, and 20% arcane spell failure. You do not take a -2 penalty to attack rolls when using a tower shield.

**Normal:** A tower shield has a +2 maximum Dex bonus to AC, -10 armor check penalty, 50% arcane spell failure, and causes anyone wearing it to take a -2 penalty to attack rolls.

## Toxic Recovery (Mythic)

Poisons that do not kill you only make you stronger.

**Prerequisite:** Toxic Recovery<sup>ARG</sup>.

**Benefit:** Whenever you succeed at a saving throw against poison, you heal 1 point of ability drain or an additional number of points of ability damage of the same type equal to one-half your mythic tier (minimum 1). You treat penalties to ability scores, such as from fatigue, exhaustion, or *bestow curse*, as ability damage for the purpose of recovery.

## Transcendental Communion (Ki, Mythic)

Your oneness with the universe allows you to communicate with all.

**Prerequisite:** Transcendental Communion<sup>WK</sup>.



**Benefit:** You can use this feat to cast a language-dependent spell on a creature that is mindless or does not have a language by spending 2 points from your ki pool or expending one use of your mythic power. If you use a language-dependent effect against a creature that already understands your language, spending 1 point from your ki pool increases the save DC and caster level of the effect by 2 rather than by 1; this does not affect the range, area, or number of targets you can affect with the spell.

## Trap Wrecker (Mythic)

Your brutal assault demolishes booby traps.

**Prerequisite:** Trap Wrecker<sup>ARG</sup>.

**Benefit:** You can use this feat in place of a melee attack. If you use a standard action to use this feat, you add one-half your mythic tier (minimum 1) on your attack roll against a trap and add your mythic tier to the damage you deal to that trap. If you expend one use of mythic power, you can use this feat to disarm a magical trap.

## Trapper's Setup (Mythic)

Your keen sense of timing makes your traps superbly dangerous.

**Prerequisites:** Trapper's Setup<sup>UC</sup>

**Benefit:** Traps you manually trigger gain a bonus equal to your mythic tier on attack rolls, and the save DC is increased by an amount equal to one-half your tier.

## Tree Hanger (Mythic)

Your tail is a powerful aid in climbing and maintaining your perch in the trees.

**Prerequisite:** Tree Hanger<sup>ARG</sup>.

**Benefit:** You gain a bonus equal to one-half your mythic tier on Climb checks in trees (or equal to your mythic tier on Climb checks to keep your grip when you take damage while climbing), and you are not denied your Dexterity bonus when climbing in trees. You can use this feat to jump up and hang as a free action; if you use it as a swift action, you add your mythic tier on the Acrobatics check to jump up and hang. If you expend one use of mythic power as a free action, you gain the benefits of this feat for a number of minutes equal to your mythic tier whenever you are in a square with a branch or other sturdy large object that you could hang from, without needing to make an Acrobatics check or stop moving.

## Trick Riding (Combat, Mythic)

You and your mount are as one.

**Prerequisite:** Trick Riding<sup>APG</sup>.

**Benefit:** You no longer take any armor check penalties on your Ride skill checks and can use Trick Riding when wearing medium armor. You no longer need to make a Ride skill check for any action with a DC of 20 or lower. Finally, while mounted you may spend one use of mythic power as a move action to grant your mount a number of temporary hit points equal to

your total Ride skill bonus plus your mythic tier. These temporary hit points last for a number of hours equal to your mythic tier or until expended.

## Tripping Strike (Combat, Mythic)

Your blows overbalance your foes with ease.

**Prerequisites:** Tripping Strike<sup>APG</sup>.

**Benefit:** You may expend a use of mythic power to use Tripping Strike on any successful melee attack. Additionally, you always add your mythic tier to your CMD against being tripped.

## Tripping Twirl (Mythic)

You knock your foes down like ninepins with a sweeping blow of your staff.

**Prerequisite:** Tripping Twirl<sup>UM</sup>.

**Benefit:** When using this feat, you add an amount equal to one-half your mythic tier on your combat maneuver checks to trip your opponents.

**Special:** If you are a magus and successfully trip a creature with your quarterstaff, if you then use your spellstrike ability against that target in the same round you gain a +4 bonus on caster level checks to overcome the target's spell resistance.

## Triton Portal (Mythic)

Your aqueous powers create a bridge into and through the verges of the Plane of Water.

**Prerequisite:** Triton Portal<sup>ARG</sup>.

**Benefit:** You may expend your *hydraulic push* ability to cast *lesser planar ally* to call an ally with the aquatic or water subtype, or to create an effect like *dimension door*, save that you can only use this ability when immersed in water and the destination point must also be immersed in water. You need not arrive on a stable surface when using this ability.

If you are at least 6th tier, you can expend two uses of mythic power to create an effect that duplicates *shadow walk*, but rather than passing through the Shadow Plane you pass through swift currents within the Plane of Water. This journey takes place completely underwater. If you bring companions that are unable to breathe water, you may expend one additional use of mythic power for each companion to allow them to breathe water for the duration of this underwater *shadow walk*.

You can use this ability more than once per day by expending one use of mythic power for each use after the first.

## Triumph of the Will (Mythic)

Your words have great power to sway listeners' minds.

**Prerequisite:** Triumph of the Will<sup>GCC</sup>.

**Benefit:** You add your mythic tier to the result of your Intimidate check to determine the duration that creatures act friendly towards you. If you affect multiple creatures, add one-half your mythic tier (minimum 1) to the number of creatures you can affect, and the DC of your Intimidate check only increases by 1 for each creature after the first.



# Chapter 3: Mythic Feats

## Tunnel Rat (Mythic)

You are comfortable fighting in very close quarters.

**Prerequisite:** Tunnel Rat<sup>ARG</sup>.

**Benefit:** You count as two sizes smaller than normal for the purpose of squeezing or being able to move through a creature's space. You can use your *swarming racial trait* to share the square of any Small or smaller ally, even if that ally is not a ratfolk. You gain the benefit of your swarming racial trait; your ally does not gain this benefit but does not take any penalties from sharing your space.

## Twin Thunders (Combat, Mythic)

When you fight giants your combined blows are devastating.

**Prerequisites:** Twin Thunders<sup>UC</sup>

**Benefit:** When you use Twin Thunders, roll your off-handed damage three times and add the results together before adding any bonuses. This additional weapon damage is multiplied on a critical hit.

## Twin Thunders Flurry (Combat, Mythic)

Your rapid strikes topple even giants.

**Prerequisites:** Twin Thunders Flurry<sup>UC</sup>

**Benefit:** Once per round when you deal additional damage from Twin Thunders you may spend one point of mythic power to make a free trip attempt against the target and you add one-half your mythic tier to the combat maneuver check to trip.

## Twin Thunders Master (Combat, Mythic)

Your enemies are battered into submission for longer periods of time.

**Prerequisites:** Twin Thunders Master<sup>UC</sup>

**Benefit:** The duration of dazed, shaken, staggered, and stunned from Twin Thunders Master increases by 1 round for every three mythic tiers you possess (minimum 1).

## Two-Handed Thrower (Combat, Mythic)

You hurl weapons with both hands with mighty force.

**Prerequisites:** Two-Handed Thrower<sup>UC</sup>

**Benefit:** Whenever you use two hands to throw a one-handed or two-handed weapon, you gain a bonus on damage rolls equal to twice your Strength bonus, and you can throw a weapon with two hands in place of a normal attack. When you confirm a critical hit with a weapon you throw with two hands, you can attempt an *awesome blow* combat maneuver with a —5 penalty on your combat maneuver check. You can attempt such a maneuver on any hit against a non-mythic creature with a weapon thrown with both hands if you expend one use of your mythic power.

## Two-Weapon Feint (Combat, Mythic)

Your clever thrusts throw your foe off-guard.

**Prerequisite:** Two-Weapon Feint<sup>UC</sup>.

**Benefit:** When using this feat, add your mythic tier on your Bluff check to *feint* your opponent. You may expend one use

of your mythic power as part of the Bluff check in order to roll twice, taking the better result. In addition, you may sacrifice more than one attack with your primary weapon in order to *feint* the same opponent multiple times in the same round. Each Bluff check after the first increases the DC of the Bluff check by 5.

## U

Ultimate Mercy

Ultimate Resolve

Umbral Scion

Umbral Spell

Unblinking Flame Feint

Unblinking Flame Fist

Uncanny Alertness

Unbounded Conversion

Uncanny Concentration

Uncanny Defense

Under and Over

Underfoot

Unfolding Wind Rush

Unfolding Wind Strike

Unsanctioned Detection

Unsanctioned Knowledge

Unseen Spell

Untwisting Iron Skin

Untwisting Iron Strength

Unyielding Stance

## Ultimate Mercy (Mythic)

Your healing touch can bring even those long dead back to life.

**Prerequisites:** Ultimate Mercy<sup>UM</sup>.

**Benefit:** You subtract one-half your mythic tier (minimum 1) from the number of uses of lay on hands you must expend to raise a dead creature from death. If you expend a number of uses of mythic power equal to one-half the dead creature's Hit Dice you may duplicate a resurrection spell rather than raise dead.

## Ultimate Resolve (Mythic)

Your auras of holiness linger on even if you have fallen.

**Prerequisite:** Ultimate Resolve<sup>UM</sup>.

**Benefit:** All of your *paladin auras*, including aura of courage, aura of resolve, aura of faith, and aura of righteousness, persist even if you are unconscious or otherwise helpless. If you are killed, the effects of your auras persist for a number of rounds equal to your mythic rank or tier.

**Special:** An antipaladin can select this feat (and the non-mythic version of Ultimate Resolve) using his *aura of despair* as a prerequisite and affecting that feat as Ultimate Resolve

## Umbral Scion (Mythic)

Your exalted status among the drow grants you additional mag-



ical power.

**Prerequisite:** Umbral Scion<sup>ARG</sup>.

**Benefit:** You may select a number of spell-like abilities from the following list equal to one-half your mythic tier (minimum 1): *clairaudience/clairvoyance*, *detect secret doors*, *discern lies*, *dispel magic*, *divine favor*, *message*, *see alignment*<sup>UC</sup>, or *suggestion*. You may use each spell-like ability once per day, though you may use your chosen spell-like ability more often by expending one use of mythic power per additional use. You may choose the same spell-like ability more than once; each time you select it, you gain an additional daily use of that ability.

## Umbral Spell (Metamagic, Mythic)

Your spells carry with them a shroud of clinging darkness.

**Prerequisite:** Umbral Spell<sup>ISM</sup>.

**Benefit:** The target creature or object radiates deeper darkness in a 20-foot radius (5-foot radius if the companion spell is a 0-level spell). Alternatively, you may expend one use of mythic power to cast a spell as an umbral spell (gaining only the normal benefits of an umbral spell, rather than the increased benefits outlined above) without preparing it as umbral in advance, taking extra casting time, or increasing the level of spell slot it uses.

## Unblinking Flame Feint (Combat, Mythic)

Your dancing fists distract your foe from your true strikes.

**Prerequisites:** Unblinking Flame Feint<sup>ISC</sup>.

**Benefit:** You add one-half your mythic tier on Bluff checks you make to feint when you are unarmed and using Perfect Style. You can spend 1 ki point as a free action to gain the benefits of Improved Feint for a number of rounds equal to your mythic tier, and during this time (or if you already have the Improved Feint feat) you can spend 1 additional ki point as a swift action to gain the benefits of Greater Feint for 1 round.

## Unblinking Flame Fist (Combat, Mythic)

Your consuming flame seeks out the heart-fire of your enemies.

**Prerequisites:** Unblinking Flame Fist<sup>ISC</sup>.

**Benefit:** When using Perfect Style and making a Stunning Fist attack, you gain a bonus on critical confirmation rolls equal to one-half your mythic tier, and if your target has a percentage chance to avoid critical hits (such as with the fortification ability) or if you have a percentage miss chance against the target of your Stunning Fist attack (whether due to concealment or some other effect), you may roll twice and take the better result. If your charge provokes an attack of opportunity while you are using Perfect Style, you can use an immediate action or an attack of opportunity to attempt a feint against the creature attacking you. If your feint succeeds, the target takes a penalty to its attack roll against you equal to one-half your mythic tier, in addition to the normal effect of a successful feint.

## Unbounded Conversion (Ki, Mythic)

You can bend the laws of magic with ease.

**Prerequisite:** Unbounded Conversion<sup>WK</sup>.

**Benefit:** You reduce the number of points you must have remaining in your ki pool to spontaneously cast a metamagic spell without increasing its casting time by an amount equal to one-half your mythic tier (minimum 1). In addition, you can spend 1 point from your ki pool as a swift action when spontaneously casting a spell to increase that spell's caster level by 1.

## Uncanny Alertness (Mythic)

You are ready for anything.

**Prerequisite:** Uncanny Alertness<sup>UM</sup>.

**Benefit:** You gain an additional +1 bonus on Perception and Sense Motive checks, and a +2 bonus on saves against all mind-affecting effects. These bonuses stack with those from Alertness and Uncanny Alertness. In addition, you gain a +2 insight bonus to Armor Class whenever you are flat-footed or otherwise denied your Dexterity bonus. If you have improved uncanny dodge, you are treated as two levels higher in the class that grants that ability for the purpose of rogues being able to flank you.

## Uncanny Concentration (Mythic)

You are cool and unflappable in dire circumstances.

**Prerequisites:** Uncanny Concentration<sup>UM</sup>.

**Benefit:** You do not need to make concentration checks for wind or weather effects unless magically created, or extremely violent motion while casting. In addition, you gain a bonus on all concentration checks equal to one-half your mythic tier and when you fail a concentration check you may spend one use of mythic power as a swift action to reroll the check.

## Uncanny Defense (Combat, Mythic)

Your nimble defense keeps you on your toes against any attack.

**Prerequisite:** Uncanny Defense<sup>ARG</sup>.

**Benefit:** When fighting defensively or taking the total defense action, or when using Combat Expertise, you gain a bonus on your Reflex saving throws and to your CMD equal to the dodge bonus to AC you gained from taking that action.

## Under and Over (Combat, Mythic)

You are able to take advantage of an adjacent enemy's overconfidence.

**Prerequisite:** Under and Over<sup>APG</sup>.

**Benefit:** The bonus you gain on your trip attack is increased by an amount equal to one-half your mythic tier (minimum 1). If you successfully trip your opponent, it also becomes entangled and cannot make attacks of opportunity for 1 round. In addition, you may use this feat when an opponent you threaten fails on a combat maneuver check to grapple an adjacent ally.

## Underfoot (Combat, Mythic)

Your slip easily around larger foes.

**Prerequisites:** Underfoot<sup>APG</sup>.

**Benefit:** You gain an additional +4 bonus on Acrobatics checks made to move through the space or threatened area of





opponents. You also gain an additional dodge bonus to Armor Class against attacks of opportunity provoked by moving through the threatened area of larger creatures, with a +2 bonus per size category larger than you. In addition, creatures two or more size categories larger than you do not increase the Acrobatics DC to move without provoking attacks of opportunity when you are threatened by multiple opponents. If you fail an Acrobatics check to move through a threatened square, you may spend a use of mythic power to be able to complete your move action after resolving the attack of opportunity. This does not allow you to move through an opponent's space on a failed Acrobatics check.

## Unfolding Wind Rush (Combat, Mythic)

The roaring winds race in your wake as you fling deadly missiles all along your path.

**Prerequisites:** Unfolding Wind Rush<sup>ISC</sup>.

**Benefit:** You can move up to one-half your speed and make a full attack with thrown weapons without sacrificing the attack at your highest attack bonus. If you expend one use of your mythic power, you can move your full speed while making a full attack at no penalty, or up to twice your speed while making a full attack and sacrificing the attack you make at your highest attack bonus. If you expend 1 ki point, the *wind wall* that trails behind you as you move lasts for a number of rounds equal to one-half your mythic tier (minimum 1).

## Unfolding Wind Strike (Combat, Mythic)

The floating air currents guide your weapons from your hands to your foes and back.

**Prerequisites:** Unfolding Wind Strike<sup>ISC</sup>.

**Benefit:** You add one-half your mythic tier (minimum +1) on critical confirmation rolls with thrown weapons, and if the target is a non-mythic creature against whom you have a percentage miss chance, you can roll twice and take the better result. If you spend 1 ki point to imbue thrown weapons on your person with the *seeking* or *returning* special ability, they retain this ability for a number of rounds equal to one-half your mythic tier. Alternatively, you can imbue this ability in a number of weapons equal to your Wisdom modifier that are wielded or carried by you and/or any adjacent allies. Such weapons retain the chosen ability for one round.

## Unsanctioned Detection (Mythic)

Your intuition for truth is penetrating indeed.

**Prerequisite:** Unsanctioned Detection<sup>UM</sup>.

**Benefit:** You may use the normal benefit of this feat a number of times per day equal to your mythic tier. In addition, as a swift action you expend one use of your mythic power to alter your ability to *detect evil* to allow you to *detect chaos*, *detect good*, *detect law*, *detect undead*, or *detect outsider*. This latter ability functions identically to *detect undead*, but applies to only one outsider subtype (which may be a general type, such as fire or evil, or a specific outsider race such as devil or qlippoth), which you must choose at the time you activate this feat. This new type



of detection functions like and replaces your normal *detect evil* ability for the next 24 hours or until you dismiss the change as a standard action.

## Unsanctioned Knowledge (Mythic)

You are a clever study in fields outside the normal purview of paladinly power.

**Prerequisite:** Unsanctioned Knowledge<sup>UM</sup>.

**Benefit:** You may add one additional spell to your list of spells known for each mythic tier you possess, adding an additional spell each time you gain a new tier. The level of the spell you select may not exceed one-half your mythic tier (minimum 1st). In addition, when you gain a new tier you may choose to unlearn a number of spells you have gained with this feat equal to one-half your mythic tier, selecting new spells of the same level in their place.

## Unseen Spell (Metamagic, Mythic)

Your spell effects pass unseen.

**Prerequisite:** Unseen Spell<sup>GCC</sup>.

**Benefit:** Creatures unable to see an unseen spell effect take a -4 penalty on their Reflex save rather than -2, and cannot use evasion or improved evasion against the spell effect. Creatures with uncanny dodge take a -2 penalty on saves and cannot use evasion to avoid the spell's effects, though creatures with uncanny dodge and improved evasion can treat that ability as evasion.

## Untwisting Iron Skin (Combat, Mythic)

Your inner strength buttresses your skin with the strength of steel.

**Prerequisites:** Untwisting Iron Skin<sup>ISC</sup>.

**Benefit:** While you are using Perfect Style, you increase the damage reduction you gain by 1 and also add your mythic tier to your level for the purpose of determining your DR/adamantine (maximum 10). If you gain DR/— from breaking an object with hardness of 10 or greater, you add your mythic tier to the number of rounds you retain that damage reduction (maximum 20). If a creature uses an ability against you that allows it to bypass damage reduction that would normally apply, such as a paladin's smite evil or a mythic champion's fleet charge, you can expend one use of your mythic power as an immediate action to retain your damage reduction against that creature until the beginning of your next turn.

## Untwisting Iron Strength (Combat, Mythic)

The union of your mind and flesh embody the shattering strength of twisted metal.

**Prerequisites:** Untwisting Iron Strength<sup>ISC</sup>.

**Benefit:** When using Perfect Style, you can ignore an amount of hardness equal to your character level plus your mythic tier, and the bonus you gain on Strength checks to break objects is increased by an amount equal to your mythic tier. You can spend 1 ki point as a free action to gain the bene-

fits of Improved Sunder for a number of rounds equal to your mythic tier, and during this time (or if you already have the Improved Sunder feat) you can spend 1 additional ki point as a swift action to gain the benefits of Greater Sunder or Sundering Strike for 1 round.

## Unyielding Stance (Combat, Ki, Mythic)

Your unity with the universe makes it impossible for others to move you.

**Prerequisite:** Unyielding Stance<sup>WK</sup>.

**Benefit:** When a creature attempts to move you physically with a combat maneuver, including an awesome blow, bull rush, drag, overrun, reposition, or trip, you can spend 1 point from your ki pool as an immediate action to force that creature to roll twice and use the worse result. If the effect that would move you is a spell that does not use the combat maneuver mechanics, including *reverse gravity* and teleportation effects, spending 1 point from your ki pool grants you spell resistance of 11 plus your mythic tier plus the number of points in your ki pool against that effect.

## V

Vast Hatred

Vermin Heart

Versatile Channeler

Vicious Stomp

Vigilant Eidolon

## Vast Hatred (Combat, Mythic)

Your xenophobic hatred extends to many kindreds.

**Prerequisite:** Vast Hatred<sup>ARG</sup>.

**Benefit:** Each time you select the Vast Hatred feat, you may select three creature types (and subtypes where appropriate), and your hatred bonus against such creatures is increased by 1.

## Vermin Heart (Mythic)

As a monarch among vermin you can exert mastery over all drones.

**Prerequisite:** Vermin Heart<sup>APG</sup>.

**Benefit:** Natural vermin you encounter have a starting attitude of friendly towards you. Against a controlled or summoned vermin, you may make a wild empathy check as a move action opposed by its controller's Charisma check. If this check is successful, this creature will refuse to harm you unless you attack it first. It may still share your space as normal. In addition, you may spend one use of mythic power as a standard action to make an additional wild empathy check, opposed by its controller's Charisma check. If you are successful, you gain control of the vermin for 1 round per mythic tier (or until it returns to its place of origin, if summoned).

## Versatile Channeler (Mythic)

You can switch freely between channeling the power of life and death.



# Chapter 3: Mythic Feats

**Prerequisites:** Versatile Channeler<sup>UM</sup>.

**Benefit:** You no longer treat your cleric level as 2 lower when channeling the opposite type of energy. In addition, you may channel both negative and positive energy simultaneously, dividing your total number of channeling dice between the two. You must still decide whether you are channeling each type of energy to harm or heal. Feats and abilities that allow you to exclude or target specific creatures within your burst can be applied to either or both types of energy, but the total number of creatures you can exclude remains unchanged.

## Vicious Stomp (Combat, Mythic)

Your brutal attacks impede a prone opponent's ability to stand up.

**Prerequisite:** Vicious Stomp<sup>UC</sup>.

**Benefit:** If you damage a creature with your Vicious Stomp attack attempts to stand up from prone before the beginning of your next turn, it must use a standard action to do so (or move action if normally able to stand up as a swift or free action, such as with the stand up rogue talent). In addition, if you are not prone you can expend one use of your mythic power as a swift action to make an unarmed attack against a prone creature you threaten.

## Vigilant Eidolon (Mythic)

You and your eidolon are always alert for danger.

**Prerequisite:** Vigilant Eidolon<sup>UM</sup>.

**Benefit:** You gain the benefits of this feat as long as your eidolon is within 5 feet times your mythic tier. If your eidolon is adjacent to you, you add one-half your mythic tier (minimum 1) to the Perception bonus you gain from your eidolon, and your eidolon gains a bonus equal to one-half the bonus you gain. If either of you is aware of an opponent, both of you are aware of that opponent. If either of you is not surprised, both of you may act during the surprise round.

## W

Wand Dancer

War Singer

Water Skinned

Wave Strike

Well-Prepared

Whip Mastery

Whirlwind Attack

Widen Spell

Wild Speech

Wind Stance

Wings of Air

Word of Healing

Worm Rider

Worm Wrangler

## Wand Dancer (Mythic)

Your elegant strut and swirl with wand or staff is both delicate

and deadly.

**Prerequisite:** Wand Dancer<sup>ISWG</sup>.

**Benefit:** When you use Wand Dancer, you don't need to move at least 5 feet before or after using your spell trigger item. If you do so, however, you gain a +2 dodge bonus to AC against attacks of opportunity until the end of your turn, and you gain an additional bonus on your CMD against disarm, steal, and sunder combat maneuvers made against a spell trigger item you carry or wield. If you expend one use of mythic power when you start using Wand Dancer, your movement until the end of your turn doesn't provoke attacks of opportunity.

## War Singer (Mythic)

Your songs echo with the voices of a hundred dead ancestors.

**Prerequisites:** War Singer<sup>APG</sup>.

**Benefit:** When your bardic performance gains the benefit of your War Singer feat, the range or area of your chosen performance is tripled rather than doubled and the DC for saving throws against your bardic performance is increased by +2. This stacks with the bonus War Singer applies for creatures of the orc subtype.

## Water Skinned (Mythic)

Your dripping touch dampens fires.

**Prerequisite:** Water Skinned<sup>ARG</sup>.

**Benefit:** You can extinguish a fire of up to 5 square feet as a swift or move action. You may extinguish a 5-foot cube of fire as a standard action, and if you expend one use of your mythic power you may all non-magical fire in a 10-foot cube or a single 5-foot cube of magical fire (as *dispel magic*, using your level plus your mythic tier for the caster level check).

## Wave Strike (Combat, Mythic)

Your sudden strike is more lethal.

**Prerequisites:** Wave Strike<sup>UC</sup>.

**Benefit:** When you use Wave Strike to feint as a swift action on the first round of combat, your first melee attack made against that target during the first round of combat is automatically a critical threat.

## Well-Prepared (Mythic)

If you need it, chances are you have it.

**Prerequisites:** Well-Prepared<sup>APG</sup>.

**Benefit:** When you use your Well-Prepared feat, you may expend a use of mythic power to recover a magical, rather than mundane, object. The DC for this is 25, and the cost cannot exceed 1,000 gp per mythic tier. The item must still be something you can easily carry, and cannot be an item you could not buy at the nearest metropolis. The GM has final discretion on what can be acquired with this, but if you cannot gain the item desired you do not expend a use of mythic power (though your use of Well-Prepared is still expended for the day).



## Whip Mastery (Combat, Mythic)

Your expertise in this weapon allows you to disarm and trip opponents more easily.

**Prerequisite:** Whip Mastery<sup>UC</sup>.

**Benefit:** You gain a +2 bonus on combat maneuver checks to disarm or trip an opponent with your whip. You can expend one use of mythic power to take an attack with your whip at your highest attack bonus against any target you have just successfully disarmed or tripped with your whip.

## Whirlwind Attack (Combat, Mythic)

You can strike multiple times at every foe within reach.

**Prerequisites:** Whirlwind Attack<sup>CRB</sup>, 5th mythic tier.

**Benefit:** When you use Whirlwind Attack as a full-round action, you may make all your attacks from a full attack action against one foe, and one additional attack against every foe within reach. If you expend two uses of mythic power, you may make all your attacks from a full attack action against every foe within reach.

## Widen Spell (Metamagic, Mythic)

You can cast spells that cover vast areas.

**Prerequisites:** Widen Spell<sup>CRB</sup>.

**Benefit:** When you cast a spell augmented with Widen Spell, any numeric measurements of the spell's area increase by 200%. Only a burst, emanation, or spread-shaped spell can be affected by this feat.

Alternatively, you may expend a use of mythic power to cast a spell as a widened spell (gaining only the normal benefits of a widened spell, rather than the increased benefits outlined above) without preparing it as widened in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** A widened spell increases its area by 100%.

## Wild Speech (Mythic)

You have mastered the language of beasts.

**Prerequisite:** Wild Speech<sup>UM</sup>.

**Benefit:** You may use *Speak with Animals* to communicate with animals of any form you assume at will, with no limit on the number of minutes per day. In addition, the DC of any language-dependent spells you cast on a creature the same kind as your current form is increased by +2, and any wild empathy or Handle Animal check you use with such animals gains a +4 bonus. Finally you may spend one use of mythic power to ignore any somatic or material component (up to a maximum value of 100 gp) when casting a spell while using wild shape.

## Wind Stance (Combat, Mythic)

You always seem to be in motion.

**Prerequisites:** Wind Stance<sup>CRB</sup>.

**Benefit:** If you move more than 5 feet this turn, you gain 20% concealment for 1 round against all attacks. If you expend

a use of mythic power, you gain this benefit for 1 minute without needing to move.

**Normal:** Wind Stance grants you 20% concealment for 1 round against ranged attacks if you move more than 5 feet.

## Wings of Air (Mythic)

You are borne aloft on gusts and puffs of air.

**Prerequisite:** Wings of Air<sup>ARG</sup>.

**Benefit:** You add 10 feet to your fly speed, plus an additional 10 feet times your mythic tier. If you are affected by an effect with the air or electricity descriptor, you can expend one use of mythic power as an immediate action to gain spell resistance of 15 plus your mythic tier against such effects.

## Word of Healing (Mythic)

Your prayers heal and purify as your touch.

**Prerequisite:** Word of Healing<sup>UM</sup>.

**Benefit:** The range at which you can use your lay on hands ability is extended by 10 feet per mythic tier and the healing is not halved if the target is within 5 feet times your mythic tier. In addition, you may use this ability to harm undead as well as to heal the living.

## Worm Rider (Combat, Mythic)

You are as one with your worm-like mount.

**Prerequisites:** Worm Rider.

**Benefit:** You add your mythic tier to Ride when astride a worm-like creature (GM's discretion) and one-half your mythic tier to the bonus your worm-like mount gains on overrun combat maneuvers and to your CMD to resist being dismounted. This latter bonus also applies against any effect that would physically separate you from your mount. You can also use your Mounted Combat feat to deflect attacks against your worm mount an additional number of times per round equal to one-half your mythic tier. You can cling to your worm's back while burrowing, climbing, or swimming for 1 minute times your mythic tier, plus a number of rounds equal to your number of ranks in the Ride skill. If your worm mount burrows through solid ice or stone, you can cling to it for a number of rounds equal to your mythic tier.

## Worm Wrangler (Mythic)

Your communion with worms transcends normality.

**Prerequisites:** Worm Wrangler.

**Benefit:** You add your mythic tier to your bonus on Handle Animal checks and one-half your mythic tier to your bonus on saving throws when dealing with worm-like creatures. If you have a worm-like animal companion or mount, that creature is considered a mythic creature, and if you are adjacent to it when you expend your mythic power to use a mythic surge, you can roll your surge die twice. You use the lower result and the worm-like creature uses the higher result.

When you affect worm-like creatures with a spell that normally specifically affects animals, you can expend one use of



## Chapter 3: Mythic Feats

your mythic power to affect the worm-like creatures as if you had cast the mythic version of that spell.

### X

#### Xenophilia

Xenophobia

#### Xenophilia (Mythic, Mythos)

You have an obsessive fascination with the alien and bizarre things from beyond.

**Prerequisite:** Xenophilia<sup>GCC</sup>.

**Benefit:** The bonuses granted by this feat are doubled. In addition, your fascination with alien things is contagious. Allies within 10 feet of you gain a +1 bonus on Bluff, Diplomacy, Knowledge, Linguistics, and Sense Motive skill checks with aberrations and creatures with the mythos subtype. They also take a -1 penalty on saves against charm and compulsion effects used by such creatures.

#### Xenophobia (Mythic, Mythos)

You despise the strange and alien among you.

**Prerequisite:** Xenophobia<sup>GCC</sup>.

**Benefit:** The bonuses granted by this feat are doubled. In addition, your hatred for alien things seeps into your comrades. Allies within 10 feet of you gain a +1 bonus on Intimidate, Knowledge, and Survival checks and a +1 morale bonus on attack rolls against aberrations and creatures with the mythos subtype. They also take a -1 penalty on saves against fear effects used by such creatures.

### Y

#### Yogic Levitation

#### Yogic Levitation (Ki, Mythic)

The power of your mind lets you rise above it all.

**Prerequisite:** Yogic Levitation<sup>WK</sup>.

**Benefit:** You remain levitating for a number of rounds equal to your mythic tier after you cease concentrating. If you resume concentration before this time elapses, you can resume concentration and continue levitating for a number of minutes equal to your Wisdom bonus plus your mythic tier. If you expend one use of your mythic power while levitating, you gain the effect of a *fly* spell as long as you

continue concentrating, though each round spent flying (other than hovering or moving straight up or down) counts as 1 minute of your remaining levitation.

If you spend 1 point from your ki pool to *feather fall*, you can *feather fall* for a number of rounds equal to your Wisdom bonus plus your mythic tier and do not need to concentrate.







4

## Mythic Magic Items



# Chapter 4: Mythic Magic Items

Mythic magical items are items that create unique mythic effects. Some can be used only by mythic wielders, while others are useful for all characters but have effects enhanced or new abilities unlocked in the hands of mythic wielders. Creating a mythic magic item generally requires the Mythic Crafter feat, as described in Chapter 2 of *Pathfinder Roleplaying Game Mythic Adventures*, or the mythic version of the appropriate item creation feat, as described in the Feats chapter of this book, any of which can substitute for the Mythic Crafter prerequisite.

Of course, it is not necessary to allow PCs to create mythic items at all. PCs of every mythic path have the ability to create a type of personal mythic magic item by taking the Legendary Item path ability, and it is not wholly unreasonable to limit mythic PCs to a single mythic item. By the same token, mythic magic items may represent a special category of magic items the secrets of whose manufacture were lost, making all such items precious relics of a lost age of wonders, with power beyond what modern mages and mendicants can imbue into their creations.

## Mythic Magic Items in a Non-Mythic Campaign

Mythic magic items are a mythic rules element that is easy to incorporate into a non-mythic campaign, for the simple reason that the GM is in control of the supply and marketplace for treasure in the campaign, as well as the utility of these kinds of items. A mythic item might need a unique trigger or offering or event to unlock their abilities; this could be provided by a mythic character, but if such characters are rare or unique in the game world then PCs wishing (or needing) to activate the item in question must first discover what is needed to awaken it and where they need to go and whom they need to befriend or appease to make it happen.

Even if a mythic item is not so difficult to activate, mythic magic items can play a role similar to that of a mythic monster in a non-mythic campaign. It provides a mechanical toolbox and articulation system to explain both why and how this particular item is uniquely powerful or effective. As noted above, mythic items can be closely associated with ancient or fallen cultures and civilizations, and the magic they contain is an irreplaceable relic of that time and those people. It cannot be replicated or duplicated by modern magic, and many people might want to steal it in hopes of someday making rediscovering that power. It helps add color and depth to the flavor text of different magical cultures, because it puts some mechanical teeth into the history and lore of that culture.

Mythic magic items may have different effects in the hands of mythic creatures than they do in the hands of mythic creatures. These abilities could be greater passive effects created by an eldritch synergy between a mythic item and the immortal spark of its wearer, wielder, or user and always in effect. Alternatively, they may be triggered or enhanced abilities that require

a new expenditure of mythic power every time they are used. Non-mythic creatures may not even quite realize what they have in their possession.

## Identifying Mythic Magic Items

You may choose to make mythic magic items harder to identify than ordinary magic items, adding either a flat +5 or +10 increase to the Spellcraft DC to identify them, or where known adding the mythic rank or tier of the creator to the DC. If an item is usable by non-mythic creatures, a Spellcraft check to identify against the standard DC may reveal the powers of the item that are usable by non-mythic creatures, while a check against the increased DC is necessary to reveal its mythic powers.

## Legendary Item Abilities

An array of legendary item properties are described in *Pathfinder Roleplaying Game Mythic Adventures*. You may also use the following item properties when designing your character's legendary item.

*Inestimable Beauty:* Your item is a matchless masterwork, so beautiful to behold that all who see it agree they have never seen its equal. Your item gains the *impervious*<sup>UE</sup> quality as if it were a weapon with an enhancement bonus equal to one-half your mythic tier (minimum 1). In addition, its beauty is so enchantingly perfect that when you wear or wield it you can use bardic performance (distraction or fascinate), using your mythic tier as your bard level (your mythic tier stacks with any levels you possess in a class that grants you bardic performance) and functioning with these performances as though you had a number of ranks in a relevant Perform skill equal to twice your mythic tier. You can expend one use of the item's legendary power to use *enthrall* or *hypnotic pattern* with a caster level equal to your Hit Dice plus your mythic tier. If you expend two uses of legendary power, you can use the mythic version of *enthrall* or *hypnotic pattern*.

*Mighty Servant:* As a standard action, your legendary item can assume the form of a Small construct, or a Medium construct by expending one use of legendary power or a Large form by expending two uses of legendary power. This construct body acts as an animated object of its size, though it is considered a mythic creature and its natural weapons can overcome DR/epic. It has a number of build points equal to one-half your mythic tier (minimum 1), though you can increase this total by 50% by expending one use of mythic power when it animates, or you can double this total by expending two uses of mythic power.

The form your item takes is up to you, though many items are molded into a generally humanoid shape or into a throne or vehicle of some sort. In mighty servant form, the item's appearance suggests the item at its heart, often in inlay, filigree, or



other decoration. A mighty servant can converse with its owner even if the item is not normally capable of speech. In this form, the item's hardness is increased by an amount equal to twice your mythic tier, and it gains 10 hit points per mythic tier you possess, plus bonus hit points based on its size. If reduced to 0 hit points, it is forced back into its normal form and cannot resume mighty servant form for 24 hours.

The item must be a minor or major artifact with the intelligent legendary item ability, as described in Chapter 5 of *Pathfinder Roleplaying Game Mythic Adventures*, to take this ability.

**Resonant Regalia:** If you are at least 3rd tier, you can split the legendary power of your legendary item with another item, bonding with both of them at the same time. You add this ability to both the original item and the new bonded item. You also select a resonant power, an additional legendary ability that functions only when both items are worn or wielded by the same creature. This may be a standard legendary ability as described in Chapter 5 of *Pathfinder Roleplaying Game Mythic Adventures*, or at the GM's option it instead could be a similar ability, like a special purpose or similar ability as an intelligent item, or a bonus mythic feat or a knowledge of a number of mythic spells equal to one-half your mythic tier. A creature with the non-mythic version of that feat or those spells can use their mythic counterparts when both items are worn together, and can expend either the legendary power of the items or his own mythic power to activate mythic versions.

When your tier increases, you can add a new mythic power to either piece of the resonant regalia, and such abilities can be used even when only that item is worn or wielded. The items in a resonant regalia are treated as a single item for the purpose of how many daily uses of legendary power they possess, though they gain one additional use per item if worn or wielded together. If separated, their daily uses of legendary power are split between the two items. If you use a legendary surge while wearing or wielding both items, your surge die is increased to 1d8.

If you are at least 6th tier, you can add a third legendary item to your resonant regalia, adding this legendary ability and one other legendary ability or equivalent effect as a resonant power that functions only when all three items in the set are worn or wielded together. A set of three items of resonant regalia otherwise function as a set of two items, though if you use a legendary surge while wearing or wielding all three items, your surge die is increased to 1d10.

All items in a set of resonant regalia are considered legendary items, and if any item is considered a major or minor artifact, all items in the set are.

**Soul Drinker:** Whenever a blow from this weapon reduces a creature below 0 hit points, the target is affected as *death knell* with a caster level equal to twice your mythic tier. You gain the benefits of *death knell* only if the target's CR equals or exceeds your mythic tier, but the effects stack up to a maximum bonus equal to 1 plus one-half your mythic tier (maximum 1). The save DC uses your Charisma modifier or the item's (if it is intelligent), whichever is better. The weapon can expend one use of

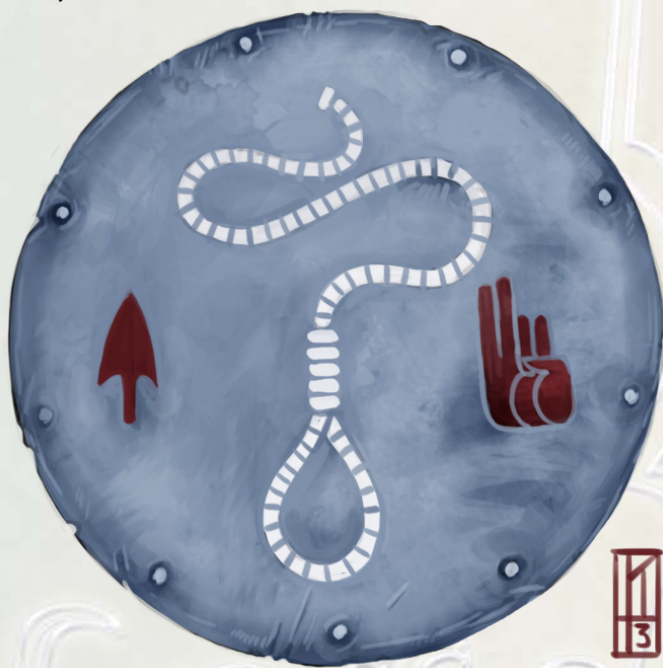
legendary power to add the result of its legendary surge die to the *death knell* save DC.

When you slay a creature with this weapon you can expend one use of its legendary power as a swift action (or two uses as a free action) to use *rest eternal*<sup>APG</sup> upon the target (caster level equals twice your mythic tier), as the target's soul is bound into the weapon. If the weapon gains the broken condition, any rest eternal effects it has created are suppressed until it is repaired. Souls bound to the weapon are gradually devoured, and each day a soul remains bound to it that creature gains one negative level. This has no effect while the creature remains dead (though they become permanent negative levels if the creature is returned from death) unless its total negative levels equal its Hit Dice, in which case its soul is devoured and destroyed and the dead creature cannot be brought back from death by any means short of divine intervention unless a miracle or wish is used to recreate the victim's soul (this eliminates the negative levels inflicted by the soul drinker), leaving him still dead but able to be brought back through normal means.

An item must be a weapon and must be a minor or major artifact to have this ability.

**Soul Safe:** Your item carries a part of your immortal spark within it, and unless the item is destroyed you cannot be permanently slain. If you are killed, your body reforms 24 hours later in the nearest open space within 30 feet of the item. If you are affected by death effect or energy drain while wearing or wielding the item, you may expend one use of legendary power as an immediate action to negate that effect; this cost is doubled if the effect is a mythic effect and tripled if the mythic rank or tier of the effect's creator exceeds yours.

An item must have the eternal bond legendary ability and be a minor or major artifact to have this ability. This is a persistent ability.





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**Table X: Mythic Magic Items**

Item	Type/Slot	Price
<i>force shield pin</i>	special	7,000 gp
<i>errant's gage</i>	hands	12,000 gp
<i>book of the banned</i>	—	14,000 gp
<i>arcanamach's vambrace</i>	wrists	16,000 gp
<i>bullroarer's bugle</i>	—	16,000 gp
<i>serpentinuous gloves</i>	hands	18,000 gp
<i>foamfollower's jack</i>	chest	20,000 gp
<i>felonious fingerless gloves</i>	hands	20,000 gp
<i>scorpion cloak</i>	shoulders	20,000 gp
<i>blade-eating battleaxe</i>	weapon	21,010 gp
<i>rod of spell focusing</i>	rod	22,000 gp
<i>ring of returning</i>	ring	25,000 gp
<i>cloudcloth armor</i>	armor	29,205 gp
<i>rod of defoliation</i>	rod	35,000 gp
<i>razor cutters</i>	wrists	36,000 gp
<i>ring of warmth</i>	ring	40,000 gp
<i>pyroclastic rod</i>	rod	46,000 gp
<i>slippers of star-striding</i>	feet	46,000 gp
<i>kinslayer's knife</i>	weapon	46,308 gp
<i>ring of truth</i>	ring	50,000 gp
<i>gnarlthorn rod</i>	rod	52,000 gp
<i>orb of the seventh star</i>	—	62,000 gp
<i>redflame trollblade</i>	weapon	56,335 gp
<i>diamond of everwinter</i>	—	60,000 gp
<i>gauss ring</i>	ring	60,000 gp
<i>robe of tongues and teeth</i>	body	60,000 gp
<i>dragonmail</i>	armor	64,500 gp
<i>earthenport plate</i>	armor	70,350 gp
<i>silverspark longbow</i>	weapon	71,500 gp
<i>cuirass of miracles</i>	armor	77,750 gp
<i>crown of iron sorcery</i>	head	88,000 gp
<i>midnight beacon</i>	—	(artifact)

## Mythic Armor

The following magical armors have unique powers when worn by mythic characters.

### CLOUDCLOTH ARMOR PRICE 29,205

**Slot** armor; **CL** 10th; **Weight** —

**Aura** moderate transmutation

This +3 *padded armor* is quilted from soft white quilted cloth. The wearer gains mistsight and is always shrouded in a faint

mist and gains a +5 bonus on Stealth checks in areas of mist, cloud, or fog. The wearer can assume *gaseous form* for a total of 10 minutes per day. Entering or leaving *gaseous form* is normally a move action; however, if the wearer falls more than 5 feet she automatically assumes *gaseous form*. A mythic wearer can assume *mythic gaseous form* by expending one use of mythic power when triggering this ability; this effect persists until the wearer resumes her normal form.

Once per day as an immediate action, a mythic creature wearing *cloudcloth armor* can absorb a natural or magical area of cloud, fog, mist, or smoke, including toxic or harmful gases such as *cloudkill*, *solid fog*, or gaseous breath weapons. She must be within the area to absorb it. Absorbing a magical gas effect requires a successful caster level check, using the armor's caster level plus the wearer's mythic rank or tier, against a DC equal to 11 + the caster level (or Hit Dice, for supernatural effects) of the effect's creator. Natural, non-magical gas is automatically absorbed. This absorption effect is instantaneous and affects the entire area of a magical effect or a 30-foot-radius spread centered on the wearer for non-magical smoke, fog, or gas. This absorption does not prevent additional gas effects in the same area.

The wearer of *cloudcloth armor* can use this ability to force a creature in *gaseous form* back into its normal form. With a successful melee touch attack against the gaseous creature and a successful check as described above, the target is forced out of *gaseous form* and its ability to assume *gaseous form* is suppressed for a number of rounds equal to the wearer's mythic rank or tier.

### Construction Requirements Cost 14,680 gp

Craft Magic Arms and Armor, Mythic Crafter, *darkvision*, *dispel magic*, *fog cloud*, *gaseous form*

### CUIRASS OF MIRACLES PRICE 77,750 GP

**Slot** armor; **CL** 13th; **Weight** 30 lbs.

**Aura** strong evocation

This +1 *bolstering deathless determination breastplate* is crafted of Elysian bronze, granting DR 2/— against the natural weapons and unarmed strikes of monstrous humanoids and magical beasts. When worn by a mythic creature, the competence bonus granted by its *bolstering* property and the energy resistance and chance to ignore negative levels from its *deathless* property are doubled. When the armor's *determination* ability is triggered, a mythic wearer adds her mythic rank or tier to the armor's caster level to determine the healing granted by the *breath of life* effect, and the wearer can expend one use of mythic power to gain the benefit of *mythic breath of life* instead. If an ally within 30 feet is reduced below 0 hit points, the wearer can expend one use of her mythic power to transfer the armor's *determination* ability to that ally, as long as the wearer can reach that ally within a number of rounds equal to one-half the wearer's mythic tier (minimum 1 round) and touches that ally as a swift or move action. If the wearer expends two uses of mythic power, she instead grants the ally the effect of *mythic breath of life*.

*Cuirass of miracles* can also be used to store a reservoir of



mythic power. The wearer can expend one mythic surge each day into the armor. After seven days of doing so, the *cuirass of miracles* stores a single mythic surge that the wearer can use at any time as a swift or immediate action. In addition to the normal uses of a mythic surge, the wearer can expend a mythic surge and add the result of the die roll as a dodge bonus to AC against a single attack. The *cuirass of miracles* can store up to seven mythic surges in this fashion. Any additional mythic surges imbued into the armor have no effect. Once the *cuirass of miracles* contains seven surges, a mythic wearer can expend all seven surges at once along with one use of mythic power to cast *limited wish*. If the wearer is at least 7th mythic tier, she can expend one additional use of mythic power to cast *mythic limited wish*, or two additional uses of mythic power to cast an augmented *mythic limited wish*.

**Construction Requirements**      **Cost** 40,050 gp  
Craft Magic Arms and Armor, Mythic Crafter, *breath of life*, *death ward*, *heroism*, *limited wish*

## DRAGONMAIL      PRICE 64,500 GP

**Slot** armor; **CL** 8th; **Weight** —

**Aura** moderate abjuration

This +3 *dragon-defiant energy resistance banded mail* is crafted from the hide of a mythic dragon. The armor's *dragon-defiant* property applies against all dragons, though the specific type of energy resistance granted by the *dragonmail* is determined by the damage dealt by the breath weapon of the dragon from whose hide it was made. This energy resistance can apply to unusual damage types, such as negative energy damage, as long as they deal hit point damage, but it does not apply against negative levels or other harmful conditions or effects caused by breath weapons.

A mythic wearer adds his mythic rank or tier to the energy resistance granted by the armor, though this additional energy resistance applies only against the supernatural abilities of dragons. The wearer also gains the benefit of evasion against the supernatural abilities of dragons, and the wearer can expend one use of mythic power as an immediate action to gain improved evasion against the supernatural abilities of dragons for a number of rounds equal to his mythic tier.

**Construction Requirements**      **Cost** 32,500 gp  
Craft Magic Arms and Armor, Mythic Crafter, *jump*, *resist energy*, *summon monster I*

## EARTHENPORT PLATE      PRICE 70,350 GP

**Slot** ring; **CL** 18th; **Weight** —

**Aura** strong abjuration

This hulking suit of oversized armor is +3 *stoneplate* crafted of shining stone engraved with dwarven runes and effigies in relief. Activating the full power of the armor requires deciphering the runic engravings in Dwarven and Terran, requiring fluency in those languages as well as a DC 25 Linguistics check. Mythic creatures may add their rank or tier to this check, and dwarves may add twice their mythic rank or tier. Once these checks are made, the wearer can expend one use of mythic power while

chanting for 1 minute to imbue the armor with either the *invulnerability*, *titanic*, or *wild* armor property for 24 hours. This ritual can be repeated at any time to switch the armor's special ability to a different one of those listed. If the armor is taken off and another creature puts it on, the ability is lost unless the ritual is repeated by the new wearer.

In addition, a creature who has unlocked the armor's power can perform a different chant to traverse great distances from one point on a natural stone or earthen surface to another. Activating this earthenport is a full-round action that can be used once per day, though a mythic wearer can use this ability more than once per day by expending one use of its mythic power for each additional use. When the rune is recited, the earth at the wearer's feet is riven apart, affecting a 10-foot-radius spread centered on the wearer as *soften earth and stone* as the wearer (and any companions teleporting with her) sink into the earth. This sinking takes 1 round, during which time the wearer and any companions cannot move and are considered grappled but gain improved cover against all attacks. Once

they have sunk into the ground, they are whisked away to their destination as if using *teleport*, though their destination must be on a surface of natural, unworked earth or stone. If the departure or arrival location is affected by a non-mythic effect that blocks teleportation, the wearer can expend one use of mythic power to attempt a caster level check (adding her mythic tier as a bonus on the check) against a DC of 15 plus the caster level of the effect in order to breach that effect. The ground at the destination is also affected as *soften earth and stone* and the wearer and any companions rise slowly out of the ground, taking 1 round, during which they cannot move and are considered grappled but also have improved cover, as above. If a mythic character wearing the armor is a dwarf, any dwarf traveling via this earthenport gains DR/adamantine equal to twice the wearer's mythic rank or tier and spell





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resistance equal to 15 plus the wearer's mythic rank or tier while performing this earthenport.

**Construction Requirements**      **Cost** 36,150 gp

Craft Magic Arms and Armor, Mythic Crafter, *baleful polymorph*, *enlarge person*, *soften earth and stone*, *stoneskin*, *transport via plants*

## Mythic Weapons

The following magical weapons have unique powers when wielded by mythic characters.

**BLADE-EATING BATTLEAXE**      **PRICE** 21,010 GP

**Slot** none; **CL** 18th; **Weight** 6 lbs.

**Aura** strong abjuration

This +1 *adamantine battleaxe* allows its wielder to make combat maneuver checks to sunder the weapons (or similar wielded objects) of two adjacent creatures as a standard action, making a separate combat maneuver check against each target. A mythic wielder can expend one use of mythic power to use a mythic surge, applying the result of the surge die to both sunder checks. A mythic wielder of 3rd tier or above can expend two uses of mythic power as a full-round action to attempt a sunder combat maneuver against the weapon of every creature he threatens. If he expends an additional use of mythic power, he can take a 5-foot step in the middle of his turn, making some of these sunder maneuvers before and some after the 5-foot step.

When an opponent attempts a combat maneuver check to disarm or sunder a *blade-eating battleaxe*, or uses a parrying ability (such as a *duelist's parry*) to deflect an attack or sunder maneuver made with the axe, the *blade-eating battleaxe* wielder can use an attack of opportunity or an immediate action to attempt a sunder combat maneuver against the weapon used to perform the disarm, parry, or sunder. This attack of opportunity sunder maneuver is resolved before the opponent's disarm, parry, or sunder. If the attacking weapon is broken, penalties for the broken condition apply immediately. If the attacking weapon is destroyed, the disarm, parry, or sunder automatically fails. If the disarm, parry, or sunder was performed with a natural weapon or unarmed strike, resolve this as a normal attack of opportunity (even if your attacker has Improved Disarm, Improved Sunder, or a similar ability), or a single melee attack if you used this ability as an immediate action, rather than a sunder maneuver.

**Construction Requirements**      **Cost** 12,010 gp

Craft Magic Arms and Armor, Mythic Crafter, *haste*, *shatter*

**KINSLAYER'S KNIFE**      **PRICE** 46,308 GP

**Slot** none; **CL** 10th; **Weight** 2 lbs.

**Aura** moderate conjuration and transmutation

This +2 *keen kinslayer*<sup>QC</sup> *kukri* shows the name of its current (or most recent) wielder written in blood on its black blade. Once per day, the wielder can use *blood biography*<sup>APG</sup> to learn information about the creature most recently wounded with the *kinslayer's knife*. Once this ability is used, that creature's name also

appears written in blood on the knife's blade. As long as that creature's name is on the blade of the *kinslayer's knife*, its *kinslayer* property also applies to blood relatives of that creature.

When a mythic wielder wounds a creature with a *kinslayer's knife*, as a swift action she can discern which creatures (if any) within 30 feet are related to that creature by blood. If she expends one use of her mythic power when doing so, she can find the nearest creature related by blood to the target, as *locate creature*. A mythic wielder can use *blood biography* on a creature damaged by a *kinslayer's knife* within the past 24 hours as a standard action by expending one use of mythic power, though only one name other than the wielder's own can be inscribed on the knife's blade.

**Construction Requirements**      **Cost** 23,308 gp

Craft Magic Arms and Armor, Mythic Crafter, *blood biography*, *detect relations*, *keen edge*, *locate creature*

**REDFLAME TROLLBLADE**      **PRICE** 56,335 GP

**Slot** none; **CL** 12th; **Weight** 6 lbs.

**Aura** strong conjuration and evocation

This +1 *flaming burst humanoid (giant) bane bastard sword* is inlaid with red copper like licking flames down its blade. Its *bane* property is especially effective against trolls, increasing its enhancement bonus by +3 and adding 3d6 points of damage on each hit rather than the normal bane bonuses. A *redflame trollblade* glows yellow when orcs are within 120 feet, orange when giants are within 120 feet, and bright red when trolls are within 120 feet.

In the hands of a mythic wielder, a *redflame trollblade* gains the *mighty cleaving* property, and when the wielder uses Cleave or Great Cleave against giants or trolls it can expend one use of mythic power to use *Mythic Cleave*, and can take a 5-foot step in between making Cleave attacks. Creatures the wielder threatens after making this 5-foot step are valid targets for additional Cleave or Great Cleave attacks even if the wielder did not threaten them before taking the 5-foot step.

A *redflame trollblade* sends out an empathic call to trolls within 1 mile. They can sense the direction of the blade, and its presence fills them with hatred. Their attitude becomes hostile and each troll is compelled as *suggestion* (DC 14) to seek out the sword and destroy its wielder. A troll that successfully saves is immune to this effect for 24 hours unless it comes within 120 feet of the sword, in which case it must save again with a —3 penalty.

**Construction Requirements**      **Cost** 28,335 gp

Craft Magic Arms and Armor, Mythic Crafter, *divine power*, *flame strike*, *summon monster I*, *utter contempt*<sup>UM</sup>

**SILVERSPARK LONGBOW**      **PRICE** 71,500 GP

**Slot** none; **CL** 10th; **Weight** 3 lbs.

**Aura** moderate evocation

**Int** 10, **Wis** 10, **Cha** 10, **Ego** 10, **AL**: NG. A *silverspark longbow* possesses blindsense in a 30-foot radius and communicates by empathy. Each was crafted with the special purpose to slay evil arcane spellcasters (including evil creatures that possess



spell-like abilities) and can sense the presence of such creatures within 60 feet, alerting its wielder to their presence.

Created to serve an ancient inquisition against evil witches and wizards, these +1 *adaptive<sup>UE</sup> seeking shock composite longbows* are crafted of magically flexible mithral. Arrows shot from a *silverspark longbow* are considered silver weapons for the purpose of overcoming damage reduction, and the bow itself gains spell resistance 25 (plus the wielder's mythic tier, if any) against arcane spells and spell-like abilities that duplicate arcane spells.

Once per day, the wielder of a *silverspark longbow* can fire a silvery *lightning bolt* (DC 14) from the bow as a standard action. This *lightning bolt* affects arcane spellcasters and creatures that possess spell-like abilities as the *Disruptive Spell<sup>APG</sup>* metamagic feat. Electrical damage dealt by a *silverspark longbow* is one-half electricity and one-half divine energy that is not subject to electricity resistance or immunity.

Arrows shot from a *silverspark bow* by a mythic character gain the *limning<sup>UE</sup>* and *shocking burst* properties when they strike an evil arcane spellcaster or evil creature that possesses spell-like abilities. A mythic wielder can use the bow's *lightning bolt* more than once per day by expending one use of mythic power per additional use.

<b>Construction Requirements</b>	<b>Cost 36,000 gp</b>
Craft Magic Arms and Armor, Mythic Crafter, <i>dispel magic</i> , <i>faerie fire</i> , <i>lightning bolt</i> , <i>true seeing</i> , <i>warp wood</i>	

## Mythic Rings

The following magical rings have unique powers when worn by mythic characters.

### GAUSS RING PRICE 60,000 GP

Slot ring; CL 7th; Weight —

**Aura** moderate evocation

This ring of braided copper and crystal wire is typically unadorned with any stones. The wearer gains electricity resistance 20, and electricity damage prevented by this resistance is absorbed by the *gauss ring*, up to a maximum of 60 points per day. Each round as a swift action, the wearer can charge her melee attacks with stored electrical damage. While her melee attacks are charged in this way, she gains a +3 bonus on melee attack rolls against targets made of metal or that are wearing metal armor. If a charged melee attack hits, it deals an extra 1d6 points of electricity damage to the target, dissipating that charge. This electricity is dissipated without effect if she does not hit with a melee attack before the beginning of her next turn. If the wearer does not use this swift action while she has electricity stored in her *gauss ring*, she can discharge 1d6 points of electricity damage as an immediate action when she is struck with a natural weapon, unarmed strike, touch attack, or a melee attack with a metal weapon, dealing that damage to her attacker. If a creature attempts a grapple combat maneuver against the wearer, she can discharge 2d6 points of electricity damage as an immediate action; the grappler takes this damage and also



takes a —2 penalty on combat maneuver checks to grapple until the end of its next turn. Unused electricity stored in a *gauss ring* fades 24 hours after being absorbed. Electricity discharged by a *gauss ring* cannot be absorbed by it.

A mythic wearer gains electricity resistance 30, and can expend one use of her mythic power as an immediate action to increase this resistance to 60 until the beginning of her next turn. The maximum amount of electricity damage she can absorb is increased by 5 times her mythic tier. Unlike a non-mythic wielder, this is not a daily limit, but rather how much electricity can be stored at one time by the *gauss ring*. If some of its absorbed energy is discharged, it can absorb more electricity damage up to this maximum. If the wearer confirms a critical hit with a melee attack which she has charged with electricity, she can discharge an additional 1d10 points of electricity damage into the attack, plus an additional 1d10 for each of the weapon's critical multiplier points greater than x2. If the wearer discharges electricity into an attacker as an immediate action when an enemy confirms a critical hit against her in melee, she can discharge an equivalent amount of additional electricity damage based on the attacker's critical multiplier.

In addition, as a standard action, a mythic wearer can choose to discharge electricity damage in the form of a ray (range 60 feet) or a bolt of lightning that fills a 60-foot line-shaped burst (DC 14 Reflex half). The wearer can discharge up to 6d6 points



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of stored electricity, plus 1d6 times her mythic tier. The ray or line deals one-half this amount of damage to the target or creatures within its area, or the same amount of damage if the wearer expends one use of her mythic power.

**Construction Requirements** Cost 30,000 gp

Forge Ring, Mythic Crafter, *draconic reservoir*, *lightning bolt*, *shocking grasp*

## RING OF RETURNING PRICE 25,000 GP

**Slot** ring; **CL** 13th; **Weight** —

**Aura** strong conjuration

This ring is crafted from overlapping bands of several different precious metals. Once per day when the wearer uses a teleportation effect, he can attune the *ring of returning* to his point of origin. At any point within one minute of leaving that location by teleportation, the wearer can return to his point of origin as if he had cast the same teleportation effect he used to leave it, with no chance of error or arriving in a different location. The *ring of returning* only returns the wearer to his point of origin; other creatures that traveled there by teleportation do not return with him. A familiar, animal companion, or similar creature with the share spells ability may accompany the wearer when he returns, as long as it is touching the wearer. If 1 minute passes without activating the *ring of returning*, the attunement fades and its power cannot be used.

A mythic wearer can stay up to one hour at his destination before activating his *ring of returning*, and he may choose to bring some or all of the companions that accompanied him with the original teleportation effect back to their point of origin. All creatures returning with the wearer must be touching him. The wearer can extend the time spent at the destination by a number of hours equal to his mythic tier by expending one use of his mythic power. If the wearer is affected by a non-mythic effect that blocks teleportation, he can expend one use of his mythic power as part of activating the *ring of returning* to attempt a caster level check to overcome that effect. This check uses the ring's caster level plus the wearer's mythic tier against a DC of 11 plus the caster level of the effect.

A *ring of returning* must be worn for 24 hours before its power can be used.

**Construction Requirements** Cost 12,500 gp

Forge Ring, Mythic Crafter, *plane shift*, *greater teleport* or *word of recall*

## RING OF TRUTH PRICE 50,000 GP

**Slot** ring; **CL** 7th; **Weight** —

**Aura** moderate divination

This ring of pure silver is usually unadorned or else set with small white stones. The wearer gains a +5 competence bonus on Sense Motive checks, Diplomacy checks to gather information, Linguistics checks to spot forgeries, and Perception checks made to oppose Disguise or Sleight of Hand checks. The wearer can *discern lies* at will, but the wearer himself is also constrained to never knowingly lie, as if bound by a *mark of*



*justice*. The effect of this *mark of justice* lasts for 24 hours after the wearer removes the *ring of truth*.

A mythic wearer can expend one use of his mythic power to gain the benefits of *mythic discern lies* for as long as he continues concentrating (maximum 1 minute). He can also command the ring to radiate a *zone of truth* (DC 13) for a number of minutes per day equal to his mythic tier. These minutes need not be consecutive and can be allocated in 1-minute increments. Non-mythic creatures take a penalty on their saving throws equal to the wearer's mythic tier against this *zone of truth*. If the wearer expends one use of his mythic power, this functions as a *mythic zone of truth*.

**Construction Requirements** Cost 25,000 gp

Forge Ring, Mythic Crafter, *discern lies*, *zone of truth*

## RING OF WARMTH PRICE 40,000 GP

**Slot** ring; **CL** 7th; **Weight** —

**Aura** moderate abjuration

The ring's warmth flows through the wielder, granting her cold resistance 10, and whenever the wearer takes cold damage she begins healing 1 point of lethal and 1 point of nonlethal cold damage per round. This effect only heals cold damage taken while the *ring of warmth* was worn. Creatures adjacent to the wearer gain cold resistance 5 and gain the benefits of *endure elements* against cold environments only. Once per day, the wearer can dispel (as *dispel magic*) a spell with the cold descriptor by touch.

If the wearer is a mythic creature, the ring provides cold resistance 20, and all creatures within 10 feet gain cold resistance 10 and the benefits of *endure elements* against cold environments. The wearer can increase this radius by 10 feet per use of mythic power she expends, up to a maximum of 60 feet, and she can also expend one use of mythic power to grant the benefits of *mythic endure elements* to all creatures within this radius. The wearer can also use the dispelling power of the *ring of warmth*



multiple times per day by expending one use of mythic power for each use after the first. If the target spell is a non-mythic spell, the wearer adds her mythic tier as a bonus on the caster level check to dispel it.

**Construction Requirements** Cost 20,000 gp  
Forge Ring, Mythic Crafter, *endure elements, resist elements*

## Mythic Rods

The following magical rods have unique powers when wielded by mythic characters.

### GNARLTHORN ROD PRICE 52,000 GP

Slot —; CL 11th; Weight 5 lbs.

**Aura** moderate conjuration

This gnarled rod of twisted bramble vines is topped with an enormous thistle, surrounded by writhing nettles and thorns. A *gnarlthorn rod* can be wielded as a +1 *wounding morningstar*, though the wielder may treat it as a club or morningstar for the purpose of weapon proficiency and combat feats. The wielder adds her mythic tier to the DC of Heal checks made to stop the bleeding caused by a *gnarlthorn rod*, and non-mythic curing effects stop the bleeding only if their creator succeeds at a caster level check (DC 15 + the wielder's mythic tier). Each round a creature takes bleed damage from a *gnarlthorn rod*, it also takes 1 point Dexterity damage from the lac-erating thorns and stinging spines. A successful Fortitude save (DC 14 + the amount of bleed damage taken by the target on its previous turn) negates this Dexterity damage.

In addition to its use as a weapon, the wielder of a *gnarlthorn rod* can use *burst of nettles*, *entangle*, and *wall of thorns* once per day each. If the wielder is a spellcaster with those spells on her spell list, she can expend her mythic power to use the mythic version of those spells.

**Construction Requirements** Cost 26,000 gp  
Craft Magic Arms and Armor, Craft Rod, Mythic Crafter, *bleed, burst of nettles, entangle, wall of thorns*

### PYROCLASTIC ROD PRICE 46,000 GP

Slot —; CL 8th; Weight 4 lbs.

**Aura** moderate evocation

This hexagonal rod of black basalt is shot through with tiny cracks glowing with orange light and radiates intense heat that burns any non-mythic creature wielding it for 1d4 points of fire damage per round. The rod can be wielded as a +1 *flaming light mace*, and the wielder can dispel spells with the cold descriptor once per day (as per *dispel magic*) by touching the rod to the spell effect. A mythic wielder can use this ability more than once per day by expending one use of her mythic

power per use after the first, and may also expend two uses of her mythic power as an immediate action to use this ability to counterspell a spell with the cold descriptor.

The wielder also can create an *ash storm* and a *volcanic storm* once per day each and can see normally through the ash and smoke created by these effects. A mythic wielder can see and breathe normally in any kind of smoky conditions, including those created by *pyrotechnics* or a nightmare's breath, and can use the mythic version of *ash storm* or *volcanic storm* by expending one use of mythic power.

In addition, once per day when the wielder creates a fire effect while wielding a *pyroclastic rod*, she can cause the effect's flame to manifest as clinging magma. A creature failing its saving throw against the effect takes full damage on the first round, half damage on the following round, and is also entangled until the end of its next turn. If the wielder expends one use of mythic power while activating this ability, the entangled condition lasts a number of rounds equal to one-half the wielder's mythic tier (minimum 1), and the fire damage is halved again each round after the first, ending when the entangled condition ends. If the target takes at least 10 points of cold damage, the magma is immediately cooled and no longer deals fire damage, but the solidified magma entangles the creature (and causes it to become stuck an adjacent surface on which it is standing or climbing) as a tanglefoot bag for 2d4 rounds.

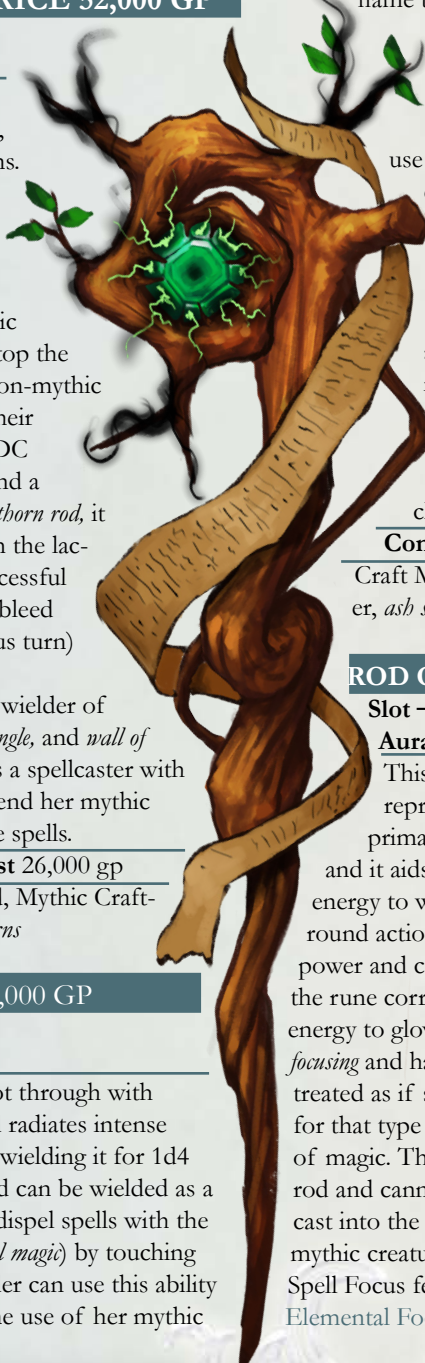
**Construction Requirements** Cost 23,000 gp  
Craft Magic Arms and Armor, Craft Rod, Mythic Crafter, *ash storm, fireball, volcanic storm, wall of lava*

### ROD OF SPELL FOCUSING PRICE 22,000 GP

Slot —; CL 6th; Weight 3 lbs.

**Aura** moderate universal

This crystalline rod is graven with magical runes representing the eight schools of magic and the four primal energy types of acid, cold, electricity, and fire, and it aids in focusing magical energies of the school or energy to which it is attuned. Attuning the rod is a full-round action that requires expending one use of mythic power and casting any spell of the desired school, causing the rune corresponding to its school of magic or type of energy to glow faintly. The spell is absorbed by the *rod of spell focusing* and has no other effect, but the wielder of the rod is treated as if she possessed either the *Elemental Focus* feat for that type of energy or the *Spell Focus* feat for that school of magic. This choice is made when the spell is cast into the rod and cannot be changed later, though a new spell can be cast into the *rod of spell focusing* at any time. If the wielder is a mythic creature and possesses the same *Elemental Focus* or *Spell Focus* feat, she instead is treated as if she had the *Mythic Elemental Focus* or *Mythic Spell Focus* feat, as appropriate.





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The wielder can use *detect magic* at will, though this detects only magic of the rod's attuned school or element. Expending one use of mythic power allows the wielder to gain *arcane sight* for 1 hour, though it is likewise limited to the rod's attuned school or energy, or to creatures able to use arcane spells or spell-like abilities of that school or energy type.

**Construction Requirements** **Cost** 11,000 gp  
Craft Rod, Elemental Focus, Spell Focus, Mythic Crafter, *arcane sight*

## ROD OF DEFOLIATION **PRICE** 35,000 GP

**Slot** —; **CL** 7th; **Weight** 12 lbs.

**Aura** moderate necromancy

This gnarled and blighted cudgel seems ready to flake away at a touch, yet it is surprisingly stout and heavy, never cracking despite its superficial rot. A *rod of defoliation* can be wielded as a +1 *plant bane greatclub*, but a wielder using the total defense action can instead wield it as a +1 *plant defiant heavy wooden shield*. A mythic wielder may add one-half her mythic tier to combat maneuver checks made to sunder wooden objects.

If a *rod of defoliation* is held in one hand, the wielder can use *blight* (DC 16), *defoliate*, and *diminish plants* once per day each. A mythic wielder can use these abilities more than once per day by expending one use of mythic power for each additional use.

A mythic wielder also gains a special affinity for pestilential vermin that devour plant life. She can She can summon *giant locusts* and *locust swarms* as if they were 3rd-level monsters (using *summon nature's ally III* or *summon monster III* or higher-level versions), and poison used by vermin created or summoned by the wielder can affect plants. In addition, if the wielder expends one use of mythic power when creating or summoning vermin (including *creeping doom*, *giant vermin*, *insect plague*, *summon swarm*, and *vermin shape*), those vermin carry a *contagion* (DC 16, type of disease chosen by the wielder) that affects only plant creatures. A plant creature that saves against the *contagion* of such a vermin gains immunity to the *contagion* of any vermin created or summoned by that spell or effect.

**Construction Requirements** **Cost** 17,500 gp  
Craft Magic Arms and Armor, Craft Rod, Mythic Crafter, *blight*, *defoliate*, *diminish plants*, *summon monster III* or *summon nature's ally III*

## Mythic Wondrous Items

The following magical items have unique powers when worn or wielded by mythic characters.

## ARCANAMACH'S VAMBRACE **PRICE** 16,000 GP

**Slot** wrists; **CL** 5th; **Weight** 1 lb.

**Aura** faint transmutation

This bracer of leather is embossed with mithral plates and links of mithral wire. The wearer can cast *magic vestment* once per day, and if the wearer targets a suit of armor or shield she is wearing

or wielding, it is treated as mithral for the purpose of arcane spell failure and its armor check penalty for as long as the *magic vestment* effect lasts. In addition, an *arcanamach's vambrace* grants a spellcaster with the Arcane Strike feat a number of benefits. When activating her Arcane Strike feat, she may choose to add the feat's bonus to combat maneuver checks or to her CMD instead of as a bonus to damage. In addition, if she uses the aid another action to improve an ally's Armor Class while using Arcane Strike, her ally adds the wearer's Arcane Strike bonus as a deflection bonus to its AC until the beginning of the wearer's next turn.

When the wearer attacks using the Arcane Strike feat, her weapon is considered magic and silver for the purpose of overcoming damage reduction. When she damages an enemy using her Arcane Strike feat, she may designate one adjacent ally; until the beginning of the wearer's next turn, that ally also adds her Arcane Strike bonus on successful melee attacks against the same creature.

A mythic wearer can activate the Arcane Strike feat once per round as a free action rather than a swift action, and adds her mythic tier to her caster level to determine the bonus granted by her Arcane Strike feat.

**Construction Requirements** **Cost** 8,000 gp  
Craft Wondrous Item, Mythic Crafter, Arcane Strike, *magic weapon*, *shield*

## BOOK OF THE BANNED **PRICE** 14,000 GP

**Slot** none; **CL** 5th; **Weight** 3 lbs.

**Aura** faint illusion and transmutation

This spellbook is coated in iridescent leather that changes color depending on the direction from which it is seen. A *book of the banned* can be commanded to create a *secret page* once per day by a character who knows the proper command word. A second command word can alter the book's appearance, similar to a suit of armor with the *glamered* property, though the book must always appear as some sort of written work and its actual size and weight do not change.

When a mythic wizard uses the book's *secret page* power, he can inscribe a spell that belongs to one of his opposition schools by expending one use of mythic power per level of the spell. Such a spell takes up a number of pages equal to twice its level (1 page for 0-level spells). Once the spell has been so inscribed, any wizard who can read the *secret page* can prepare the spell within as if it were not part of his opposition school.

**Construction Requirements** **Cost** 7,000 gp  
Craft Wondrous Item, Mythic Crafter, *disguise self*, *secret page*

## BULLROARER'S BUGLE **PRICE** 16,000 GP

**Slot** none; **CL** 1st; **Weight** 1 lb.

**Aura** faint evocation

First crafted ages ago for a halfling war hero, a *bullroarer's horn* can be used to sound a call as *horn of pursuit*<sup>UM</sup> once per day, and allies of the horn-sounder are affected as *bless* while enemies of the sounder are affected as *bane* (DC 11), with each effect



centered on the horn.

A halfling can sound the horn three times per day, and halfling allies gain twice the normal bonus from the horn's *bless* effect. A halfling sounding the horn may also choose for the horn's *bane* effect to affect only a single humanoid subtype. Other enemies are unaffected, but humanoids of that subtype take a  $-2$  penalty on their saving throw against *bane* and take twice the normal penalties on a failed save, and take the normal penalties for *bane* even on a successful save.

If the sounder of a *bullroarer's bugle* is a mythic creature, allies hearing its sound gain the benefits of *longstrider* for 1 minute, or *expeditions retreat* for halfling allies or mounts ridden by halflings. This increased speed applies only as long as those allies are moving toward the sound of the horn. The sounder can also expend one use of mythic power to use the mythic versions of *horn of pursuit*, *bless*, or *bane*, spending one use of mythic power for each effect he wishes to make mythic. The user can also use the horn more than once (or three times, for a halfling) per day by expending one use of mythic power for each additional use.

**Construction Requirements** Cost 8,000 gp

Craft Wondrous Item, Mythic Crafter, *bane*, *bless*, *expeditions retreat*, *horn of pursuit*, *longstrider*

**CROWN OF IRON SORCERY** PRICE 88,000 GP

Slot head; CL 10th; Weight 3 lbs.

**Aura** moderate evocation

This battered circlet resembles a twisted serpent with two heads, clutching a blackened crystal between their jaws. The wearer's arcane spell failure chance from wearing metal armor or wielding a metal shield is decreased by 10%; this applies separately to armor and shield. In addition, if the wearer is wearing magical metal armor or wielding a magical metal shield, he gains DR/cold iron equal to the combined enhancement bonus of his armor and shield. This property of a *crown of iron sorcery* does not apply when wearing mithral armor or wielding a mithral shield.

Whenever the wearer targets a magical weapon with *magic weapon*, *keen edge*, *lead blades*, or a similar enhancing effect, that weapon is treated as a cold iron weapon as long as that spell effect persists. If the wearer possesses the Arcane Strike feat, a weapon she wields is treated as a cold iron weapon during any round in which she uses the feat.

Once per day, the wearer can store up to three spell levels of arcane spells in the *crown of iron sorcery*, as a *minor ring of spell storing*, and can also implant an arcane spell of up to 3rd level in a weapon she touches, as if that weapon had the *spell storing* property. This property only functions when the weapon is wielded by the wearer of the crown.

A mythic wearer reduces arcane spell failure from metal



armor and shields by an amount equal to 10% plus her mythic tier, and any iron or steel object she carries is immune to rusting attacks. A mythic wearer can store an additional number of spell levels in the crown equal to one-half her mythic tier (minimum 1). The wearer can also expend mythic power to use the mythic version of any spell she imbues into her weapon with the *spell storing* property, even if she does not normally know the mythic version of that spell; however, she must spend one additional use of mythic power when doing so. If the spell stored in her weapon is discharged, she can store more than one spell per day by expending one use of mythic power for each spell after the first.

**Construction Requirements** Cost 44,000 gp

Craft Wondrous Item, Mythic Crafter, *fabricate*, *limited wish*, *major creation*

**DIAMOND OF EVERWINTER** PRICE 60,000 GP

Slot neck; CL 9th; Weight 1 lb.

**Aura** moderate abjuration and evocation

This icy blue-white diamond is cold to the touch and mounted on a mithral chain. Crafted by an ancient cabal of winter witches and frost wizards, a *diamond of everwinter* protects its wearer from extremes of temperature as *endure elements* and allows the wearer to go without food and water as a *ring of sustenance*, and icy or snowy terrain do not impede the wearers movement; he moves at full speed in icy and snowy terrain, and the terrain does not impose penalties on Acrobatics or Climb checks.

The wearer also gains cold resistance 10 and fire resistance 10, and if she would be damaged by a cold or fire effect she can divert the remaining damage she would take into the *diamond of everwinter*. The diamond has 70 hit points, and it must absorb



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all remaining damage that the wearer would otherwise have taken. If this exceeds the diamond's hit points, the *diamond of everwinter* absorbs all damage from the effect, leaving the wearer unharmed, but the diamond is destroyed. If the *diamond of everwinter* is damaged but has at least 1 hit point remaining, it regains 1 hit point per day. Spells like *mending* and *make whole* do not affect the diamond.

A mythic creature wearing a *diamond of everwinter* can grant *endure elements* to up to 9 allies per day, and if he expends one use of mythic power this functions as *mythic endure elements*. A mythic wearer's cold resistance and fire resistance increase to 20, and the *diamond of everwinter* regains a number of hit points each day equal to the wearer's mythic tier. A mythic wearer can expend one use of mythic power to enhance a spell with the *Rime Spell*<sup>UM</sup> metamagic feat without increasing the spell's level or casting time.

A mythic wearer can expend two uses of mythic power to unlock the diamond's power to transport himself and other creatures through arctic terrain. This effect functions like *transport via plants*, but the wearer's current location and destination must each be adjacent to a Colossal mass of solid ice filling at least a 30-foot cube. The ancient covens that created the *diamonds of everwinter* had a series of hidden retreats, and it is believed that speaking the name of such a place when activating this ability will transport the wearer and his companions to that location. As a mythic wearer advances in mythic tiers, he gains additional abilities the longer he possesses the jewel.

Each time a creature gains a new mythic tier while possessing a *diamond of everwinter*, the diamond gains an additional ability from the following list. Each ability can be used once per day, though the wearer can gain an additional use of any of these abilities by expending one use of mythic power, and may expend mythic power to use the mythic versions of these spell effects. These effects affect only objects and terrain features of ice and snow, in place of the objects and terrain they can normally affect. The wearer can select an effect only if its spell level is equal to or lower than his mythic tier. The wearer can select from the following abilities: *animate objects*, *create food and water*, *fabricate*, *hallucinatory terrain* (DC 16 + the wearer's mythic tier), *meld into stone*, *move earth*, *shifting sand*<sup>APG</sup>, *stone shape*, *water walking*.

**Construction Requirements** Cost 30,000 gp  
Craft Wondrous Item, Mythic Crafter, *Rime Spell*<sup>UM</sup>, *create food and water*, *endure elements*, *resist energy*

## ERRANT'S GAGE PRICE 12,000 GP

Slot hands; CL 7th; Weight 2 lbs.

**Aura** moderate enchantment

This leather gauntlet is sewn with a light steel mesh, but when worn with armor it adapts to match the appearance of the wearer's armor and any other glove worn. When the wearer activates an ability that designates a specific creature that she threatens as the target of the wearer's wrath, such as a cavalier's challenge, paladin's smite evil, or ranger's quarry, she can make an unarmed strike with the *errant's gage* against that creature as



part of the action used to activate that ability. The hand wearing the *errant's gage* must be free to make this attack, which is made using the wielder's highest attack bonus and without penalties for two-weapon fighting. A blow with the *errant's gage* is considered magical for the purpose of overcoming damage reduction. If the attack hits, the wielder's challenge, smite, or similar ability functions as though the wearer were 2 levels higher than her actual level, and the wielder gains a +2 bonus on Intimidate checks made to demoralize that creature.

If the wearer is a mythic creature, attacks made with the *errant's gage* are considered epic and magic for the purpose of overcoming damage reduction, and the wearer adds one-half her mythic tier (minimum 1) to her effective level for determining the effect of her challenge, smite, or similar ability and on Intimidate checks made against the same creature.

**Construction Requirements** Cost 6,000 gp  
Craft Wondrous Item, Mythic Crafter, *heroism*, *magic weapon*

## FELONIOUS FINGERLESS GLOVES PRICE 20,000 GP

Slot hands; CL 3rd; Weight 1 lb.

**Aura** faint transmutation

These fingerless gloves of grayish silk disappear entirely when worn, or can be commanded as a swift action to change their appearance to look like any kind of handwear similar to *glamered* armor. The wearer gains a +5 bonus on Disable Device and Sleight of Hand checks, and she also treats her rogue level as 4



levels higher for the purpose of trap sense, trapfinding, and any rogue talent that scales directly with level, including her caster level for spell-like abilities gained through the minor or major magic rogue talents. *Felonious fingerless gloves* do not affect sneak attack damage per se; however, rogue talents whose effects are based on sneak attack, such as bleeding attack, do function as though the wearer were 4 levels higher in terms of sneak attack damage.

A mythic creature wearing *felonious fingerless gloves* can spend a use of mythic power when making a Disable Device or Sleight of Hand check to roll that check twice, selecting the higher result and adding her mythic tier to the result. In addition, if the wearer has the trickster path (including from the Dual Path feat), she can use the *crime spree trickster path ability*.

**Construction Requirements** Cost 10,000 gp  
Craft Wondrous Item, Mythic Crafter, *cat's grace*, *disguise self*

## FOAMFOLLOWER'S JACK PRICE 20,000 GP

Slot chest; CL 6th; Weight 2 lbs.

**Aura** moderate transmutation

This sapphire-blue naval jacket sewn with silver pearls grants the wearer a +5 competence bonus on Profession (sailor) checks and allows the wearer to *water walk* up to one hour per day. This duration need not be continuous but must be expended in 1-minute increments. The wearer can share this duration with adjacent allies by expending 1 additional minute of the effect's duration each time she grants the effect to an ally; this minute of duration is lost. The wearer can *alter winds*<sup>APG</sup> at will, though can only have one such spell in effect at a time. If the wearer is aboard a ship, the effects of the altered wind apply to the entire ship and move with it.

A mythic wearer can maintain an additional number of *alter winds* effects simultaneously equal to his mythic tier, and he if he expends one use of mythic power he can cast those spells at long range of up to 600 feet, though the wearer must have line of sight to the target area. If the wearer targets another ship, the altered wind affects the entire ship and moves with it; however, the creature steering the target ship is entitled to a DC 11 Will save (and spell resistance, if applicable) to negate the effect. The wearer can expend a mythic surge to add one-half the result of his surge die (minimum 1) to the save DC, and if the target creature is non-mythic, the DC is also increased by an amount equal to the wearer's mythic tier.

**Construction Requirements** Cost 10,000 gp  
Craft Wondrous Item, Mythic Crafter, *alter winds*, *water walk*

## FORCE SHIELD PIN PRICE 7,000 GP

Slot see text; CL 5th; Weight —

**Aura** faint abjuration and evocation

This silver stick-pin is crafted in the shape of a curved kite shield and can be attached to a normal or magical cloak, hat,

headband, or garment in the chest slot; it does not take up an item slot of its own but it must be worn in order to function. It functions similarly to a *brooch of shielding*, but it can absorb an unlimited amount of damage from non-mythic *magic missiles*. If the wearer is targeted with mythic *magic missiles*, the *force shield pin* absorbs that damage as well, and it can absorb up to 101 points of damage before being destroyed. A mythic wearer can expend a mythic surge directly into the *force shield pin* to restore a number of hit points of absorption capacity equal to the result of the surge die, up to a maximum of 101 hit points.

The wearer can command the pin to create a *shield* once per day, and can expend mythic power to command the pin to create an additional *shield* for an adjacent ally or a *shield* for herself even if she has already used that ability's daily use. Alternatively, she can create a *shield* emanation that lasts 5 rounds and protects the wearer and all allies adjacent to her. The wearer can expend an additional use of mythic power to use *mythic shield*.

**Construction Requirements** Cost 3,500 gp  
Craft Wondrous Item, Mythic Crafter, *shield*





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### MIDNIGHT BEACON PRICE (MAJOR ARTIFACT)

**Slot** none; **CL** 7th; **Weight** 20 lbs.

**Aura** moderate evocation and necromancy

**Int** 10, **Wis** 12, **Cha** 20, **Ego** 23, **AL**: NE. The *midnight beacon* possesses darkvision and ordinary senses with a range of 60 feet and can speak Common. It possesses 10 ranks of Intimidate and can cast *detect undead* 3/day and *desecrate* and *animate dead* 1/day each. The beacon has the special purpose of defending and protecting the undead, and it grants continuous *death ward* to its wielder as long as it is working to further that goal. The *midnight beacon* can cast *death ward* at will on an adjacent evil creature as a standard action. It can use this ability as often as desired; however, this effect persists only as long as that creature remains within 20 feet of the *midnight beacon*. The *midnight beacon* can dismiss any or all *death ward* effects it has created as a standard action. Its legendary surges can modify Intelligence, Wisdom, and Charisma-based skill checks, and it has the adroit (Intimidate), eternal bond, everlasting, intelligent, powerful, and unyielding legendary abilities.

This black iron lantern is 2 feet tall and a foot in diameter, with a skull-shaped hinged shutter inset with eyes of onyx. When the shutter is opened, the *midnight beacon* radiates *darkness* (as the spell) in a 20-foot cone-shaped spread. A creature wielding the *midnight beacon* can see through any darkness the lantern creates.

In the hands of a mythic wielder, the *midnight beacon* can create a 20-foot cone of *deeper darkness* rather than *darkness*, and if the wielder expends one use of mythic power this darkness fills a 60-foot-radius spread or a 120-foot cone for a number of

rounds equal to the wielder's mythic tier.

In the hands of an evil mythic wielder, the *midnight beacon* also reveals its greatest power. The wielder may expend one use of mythic power to emit a pulse of necromantic power that calls all undead within 300 feet toward it. Mindless non-mythic undead automatically heed the summons; mythic or intelligent undead can attempt a DC 14 Will save to resist. Undead successfully called by the *midnight beacon* move at their maximum speed toward the beacon for a number of rounds equal to the wielder's mythic tier, as if compelled by a *suggestion*. Once the undead come within 30 feet of the *midnight beacon*, the wielder can expend one use of mythic power to command the undead as if she possessed the **Command Undead** feat, treating the wielder's Hit Dice as her cleric level. The wielder can expend two uses of mythic power to instead duplicate the effect of the **Mythic Command Undead** feat, as described in *Pathfinder Roleplaying Game Mythic Adventures*. Undead called to the *midnight beacon* but not controlled typically attack any living creatures they encounter.

#### Construction Requirements

**Cost** 28,000 gp

Craft Wondrous Item, Mythic Crafter, Command Undead, *animate dead*, *darkness*, *death ward*, *deeper darkness*, *desecrate*, *detect undead*

### ORB OF THE SEVENTH STAR PRICE 62,000 GP

**Slot** none; **CL** 7th; **Weight** 2 lbs.

**Aura** moderate divination, evocation, and transmutation

This melon-sized clear crystal sphere contains seven small winking points of light, which shed light as a candle. The wielder of the orb can use it to create *dancing lights* and *detect magic* once





per day each for any wielder, but in the hands of an arcane spellcaster it can create *dancing lights* and *detect magic* at will and can *detect thoughts* (DC 13) 1/day. An arcane spellcaster can also launch a total of seven sparkling motes of light per day, each striking as a single *magic missile*. The wielder can launch all seven notes at once or may allocate them in smaller groups as desired. Launching these *magic missiles* is usually a standard action; however, If the wielder of the orb casts *magic missile* or uses another magic item to create *magic missiles*, he may choose to add up to two of the orb's *magic missile* motes to that *magic missile* effect as a free action. When a *magic missile* is used, one of the tiny stars within the orb winks out for 24 hours.

A mythic arcane spellcaster can tap into the tiny stars within the orb to prepare up to 7 additional levels of spells or spell slots (though no spell or spell slot can exceed 3rd level). Each spell level used in this way causes one star to wink out for 24 hours, and the prepared spells or spell slots must be used within 24 hours or they are lost. If all stars wink out, the orb's other effects are suppressed until they return.

When a mythic wielder uses any of the orb's powers or creates a *magic missile* spell effect with the orb in hand, even if the effect is created from a different magic item, he can expend mythic power to use the mythic version of that spell effect. If the wielder expends mythic power when adding *magic missiles* from the orb to an existing *magic missile* effect, the effects of the mythic spell apply to all *magic missiles*, not just those created by the orb.

Construction Requirements	Cost 28,000 gp
Craft Wondrous Item, Mythic Crafter, <i>dancing lights</i> , <i>detect magic</i> , <i>detect thoughts</i> , <i>magic missile</i> , <i>mnemonic enhancer</i>	

## RAZOR COUTERS PRICE 36,000 GP

Slot wrists; CL 5th; Weight 1 lb.

**Aura** faint transmutation

These steel bracers are studded with jagged flanges of metal that sweep backwards, guarding her elbows and serving as a deadly adjunct to her attacks. When the wearer hits with an unarmed strike or shield bash attack, or when she succeeds on a combat maneuver check, she can spend a swift action to slash the same target with the *razor couters*, dealing 1d4 points of slashing damage plus 1 point of bleed damage. If the wearer is fighting defensively or using Combat Expertise, she increases the dodge bonus to AC she gains by 1, and if she is struck by an attack from a creature she threatens she can use a immediate action to deal 1d4 points of slashing damage and 1 point of bleed damage to her attacker.

In addition to their use in melee, the wearer can mentally command the *razor couters* to launch one or more flanges from the *razor couters* as if they were +1 *wounding shuriken*, using her highest attack bonus. The wearer can launch one flange as a swift action, two as a move action, three as a standard action, or all six as a full-round action. Attacking with the flanges does not provoke attacks of opportunity, and the wearer takes no nonproficiency penalty on attack rolls with them.

If the wearer is a mythic creature, the wearer adds her mythic tier to the Heal check DC to halt bleed damage dealt by the *razor couters* (including flanges used as *wounding shuriken*), and magical healing halts the bleed damage only with a successful caster level check (using the Hit Dice of the creator as its caster level if the effect is supernatural) against the same DC.

Construction Requirements	Cost 18,000 gp
Craft Wondrous Item, Mythic Crafter, <i>bleed</i> , <i>keen edge</i>	

## ROBE OF TONGUES AND TEETH PRICE 60,000 GP

Slot body; CL 11th; Weight 1 lb.

**Aura** moderate conjuration and evocation

This simple robe is covered with images of fanged maws, which animate into jaws of force that deal 2d4 points of force damage per round at the end of the wearer's turn to creatures grappling or grappled by the wearer. This damage is doubled if the wearer is engulfed, pinned, or swallowed whole.

As a swift action once per round, the wearer can extrude a thick sticky tongue from the robe up to 15 feet and use it to make a single melee touch attack using the wearer's base attack bonus. The target takes no damage on a hit but is stuck fast by the tongue, unable to move farther than 15 feet from the wearer without a successful DC 20 Strength check or DC 25 Escape Artist check or by severing a tongue (AC 16, DR 15/slashing, 5 hp). If the tongue strikes a target the same size as the wearer or smaller, the wearer can attempt a combat maneuver check to pull the target 5 feet closer. This forced movement does not provoke attacks of opportunity and cannot pull a creature into a space occupied by a creature or solid object. A tongue disappears if its attack misses or if it is severed, or if the wearer dismisses it as a free action. Each round, the wearer can make one additional combat maneuver check as a free action to pull (as the Universal Monster Rule) one of the creatures stuck to her tongues.

A mythic wearer can create multiple tongues, up to 3 plus one-half the wearer's mythic tier at a time, using a swift action to create each one, and adds his mythic tier as a bonus on melee touch attacks with the tongues and to the DC of Strength or Escape Artist checks to escape a tongue. The tongues gain DR 15/epic and slashing, with hit points equal to 5 plus the wearer's mythic tier. If the wearer directs more than one tongue at the same creature, he gains a +2 circumstance bonus on combat maneuver checks to pull the target for each additional tongue and adds the same amount to the DC of Strength or Escape Artist checks to escape. The wearer makes only a single combat maneuver check to pull the target closer, regardless of how many tongues are attached, and on a successful check he moves the target 5 feet closer per tongue that is attached.

Construction Requirements	Cost 30,000 gp
Craft Wondrous Item, Mythic Crafter, <i>black tentacles</i> , <i>leashed shackles</i> <sup>UM</sup> , <i>summon swarm</i>	



## Chapter 4: Mythic Magic Items

### SCORPION CLOAK

PRICE 20,000 GP

Slot shoulders; CL 6th; Weight 2 lbs.

**Aura** moderate transmutation

This speckled sandy-brown cloak grants the wearer a +5 competence bonus on Acrobatics and Stealth checks in desert terrain, and the wearer can move without impediment through soft or shifting sand. The wearer gains a +2 luck bonus on saving throws against poison from scorpions and also gains a +4 bonus to his CMD against grapple combat maneuvers. This bonus also applies on grapple or Escape Artist checks made to escape a grapple. During any round in which the wearer does not move, he gains tremorsense in a 10-foot radius, or 20 feet if the wearer is prone. The radius of this tremorsense increases by 5 feet (10 feet if the wearer is prone) each round that the wearer remains motionless, up to a maximum of 30 feet (or 60 feet).

If the wearer is prone in desert terrain, he gains double the normal bonus on Stealth checks and can crawl at half speed as a move action and can stand up from prone without provoking attacks of opportunity. A prone wearer takes only a –2 penalty on attack rolls, and melee attacks against the wearer gain only a +2 bonus, regardless of terrain. A prone wearer can attack with a lashing sting dealing 1d6 points of damage. Once per day, after a successful hit, the wearer can deliver a dose of *Large scorpion venom* (save Fortitude DC 17; frequency 1/round for 6 rounds; effect 1d2 Str damage; cure 1 save) as a swift action. This sting attack can be used as a primary natural weapon, either as its own attack action or as part of a full attack action, in addition to any other attack the character has, using his highest melee attack bonus and taking no penalty on attack rolls for being prone.

A mythic wearer can communicate with scorpions as if using *Speak with animals* to converse with animals, and once per day can hold scorpions at bay as if using *repel vermin* (DC 16). The wearer can expend one use of mythic power to gain tremorsense 30 feet for 1 minute even while moving; this is doubled to 60 feet if the wearer is prone. A mythic wearer can use the lashing sting to attack even while not prone, though when doing so it is considered a secondary natural weapon. A mythic wearer can use the sting's poison a number of times per day equal to his mythic tier, and if he expends one use of mythic power when making a poisoned sting attack he can add one-half his mythic tier (minimum 1) to the save DC and duration of the poison increase its cure to 2 saves.

#### Construction Requirements

Cost 10,000 gp

Craft Wondrous Item, Mythic Crafter, *poison*, *repel vermin*, *vermin shape II*<sup>UM</sup>



### SERPENTINOUS GLOVES

PRICE 18,000 GP

Slot hands; CL 5th; Weight 1 lb.

**Aura** faint necromancy

These supple snakeskin gloves are decorated in fang-like patterns of multicolored jade scales. The wearer gains immunity to contact poison and poisonous traps that would affect his hands, such as poisoned needle traps in the lock of a door or chest. The wearer is not otherwise protected from poison. The gloves can be worn individually or as a set. One glove allows the wearer to use *pernicious poison* by touch once per day. The other glove allows the use of *accelerate poison* (DC 13 Fortitude negates) by touch. The wearer can make a melee touch attack with either glove to deliver one of these effects as an attack action or as part of a full attack action in place of one of her normal attacks, or can deliver the same effect through a light or one-handed melee weapon held in the same hand as the glove as part of a melee attack with that weapon. The wearer also can activate one or both gloves as a standard action without attacking. The wearer can hold the charge on either or both effects for up to 1 minute or until a successful attack is made. If a weapon used in conjunction with the *serpentineous gloves* is



poisoned, the effects of *pernicious poison* occur just before the target saves against the poison, while the effects of *accelerate poison* occur afterward the save.

A mythic creature wearing *serpentinous gloves* can expend one use of its mythic power as a move action to cause the fingers of both gloves to extend and animate like a nest of tiny vipers for a number of rounds equal to the wearer's mythic tier, during which each glove can be used to deliver a single *poison* spell (DC 14 Fortitude negates). This can be used in conjunction with the normal power of each glove, treating it as a poisoned weapon, but the abilities can also be used separately. On a hit the wearer can expend one use of mythic power as a swift action to add the result of her mythic surge to the save DC of the *poison* spell. Once a successful touch attack has been made, the gloves and the wearer's hands return to normal.

<b>Construction Requirements</b>	<b>Cost 9,000 gp</b>
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Craft Wondrous Item, Mythic Crafter, *accelerate poison*, *pernicious poison*, *poison*

<b>SLIPPERS OF STAR-STRIDING</b>	<b>PRICE 46,000 GP</b>
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Slot feet; CL 9th; Weight 1 lb.

**Aura** moderate conjuration and evocation

This soft-soled calf-high boots of black velvet are embedded with tiny glowing and swirling stars and galaxies, shedding light as a candle unless the wearer suppresses their radiance as a standard action. As long as the slippers are alight, the wearer can cause any one 5-foot square of a surface she travels across during her turn to glow as a *light* spell for 1d4 rounds. The wearer can also create *dancing lights* at will as a standard action, and once per day when the wearer succeeds on an overrun combat maneuver or confirms a critical hit with an unarmed strike she can create *wandering star motes*<sup>APG</sup> (DC 16) around the target as a free action.

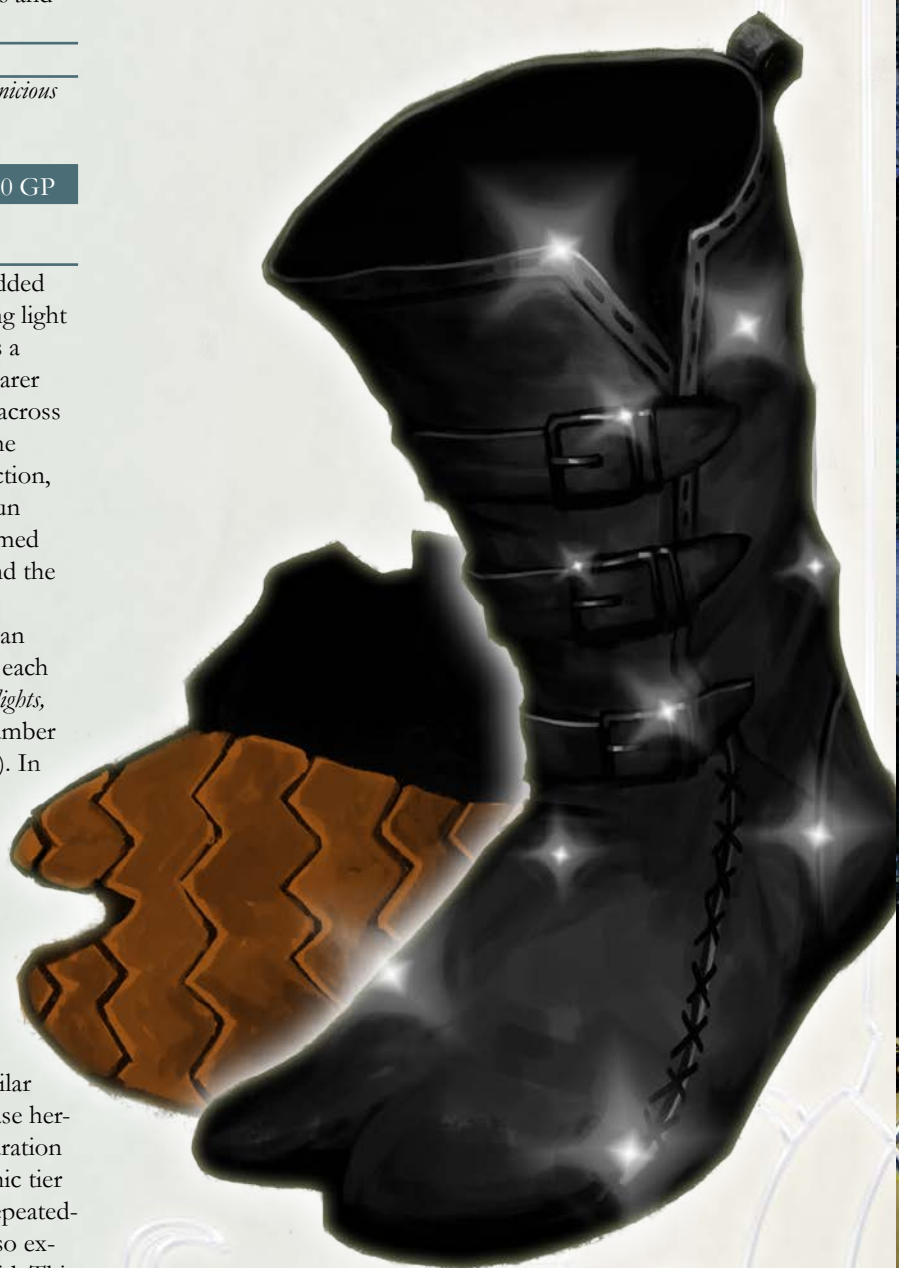
A mythic wearer can create *wandering star motes* more than once per day by expending one use of mythic power for each additional use, and she increases the duration of *dancing lights*, *light*, and *wandering star motes*<sup>APG</sup> effects she creates by a number of rounds equal to one-half her mythic tier (minimum 1). In addition, a mythic wearer can expend one use of mythic power to teleport from a square containing a magical light effect to another square containing a magical light effect within her line of sight. The destination can be any magical light effect; it need not be created by the wearer. The wearer can teleport as part of a move action, moving both before and after teleporting, but she cannot use magical light effects cast on attended objects to teleport.

A mythic wearer transported into outer space or a similar airless void can expend one use of mythic power to encase herself in a *life bubble*<sup>APG</sup> for 12 hours. She can extend the duration of this *life bubble* by a number of hours equal to her mythic tier by expending one use of mythic power, and can do so repeatedly as long as she has mythic power remaining. She can also expend mythic power to move towards the nearest planetoid. This

journey requires 3d20 hours, and the wearer must expend one use of mythic power per hour to continue moving. Once the wearer reaches the planet's orbit, she can *teleport* to the surface by expending two uses of mythic power. The *slippers of star-striding* otherwise do not possess any powers of teleportation.

<b>Construction Requirements</b>	<b>Cost 23,000 gp</b>
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Craft Wondrous Item, Mythic Crafter, *dancing lights*, *life bubble*<sup>APG</sup>, *light*, *teleport*, *wandering star motes*<sup>APG</sup>







5

Mythic Psionics



# Chapter 5: Mythic Psionics

Psionic characters in the Pathfinder Roleplaying Game can certainly become mythic, and may do so using any of the standard mythic paths and feats included in this book. However, they also have an array of mythic abilities that are unique to the psionic realm, and for ease of reference we have included all psionic-specific material in this volume here in Chapter 5.



## PATH OF THE OVERMIND

Manifesters learn to use psionic powers in a variety of different ways. From the raw bursts of emotion from the wilder, to the teamwork oriented manifesting of the tactician, to the deep understanding of the psion, each of these manifesters learns to channel psionic energy into effects that alter themselves or the world around them. The overmind takes this ability to new heights, learning not only to weave psionic energy into a variety of effects, but to do it easily and in ways other manifesters could never achieve.

The overmind is unparalleled in skill manifesting psionic powers, and many of the abilities of the overmind path improve your ability to manifest psionic powers or increase their capacity. In addition, this path offers a variety of options in increasing knowledge of psionics and typical defenses used against psionic powers. Overminds that approach the highest of mythic tiers can affect even the strongest-willed of creatures, while they themselves gain immunity from such effects.

**Role:** As an overmind, your role in the group is to enhance your manifesting ability and to have the right power for a particular situation. Whether that is improving the coordination over a collective or creating an opening in an enemy's defenses, you channel psionic energy to overcome challenges and defeat foes. While you gain only limited defensive boosts, your offensive and tactical options prove that the best defense is a good offense.

**Classes:** The overmind is the primary path for psions, tacticians, vitalists, and wilders, the pure manifesting classes. Cryptics and psychic warriors might find many abilities in the overmind path useful, but could find other paths more appealing to their particular mix of skills and psionics.

**Bonus Hit Points:** Whenever you gain an overmind tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

Table 5: Overmind

Tier	Path Features
1st	Path ability, psionic secret
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Boundless mind, path ability



## Overmind Features

As you gain new tiers, you gain the following abilities.

**Psionic Secret:** Select one of the following abilities. Once chosen, it can't be changed.

**Mythic Manifestation:** As a standard action, you can expend one use of mythic power to manifest any one psionic power without expending any psionic power points. This must be one of your powers known. If the power requires a saving throw, any non-mythic creatures affected by the power roll twice and take the lower result. If you must attempt a manifester level check for the power to overcome a creature's power resistance, you can roll your manifester level check twice (adding your tier to each) and take the higher result. You can't add a metapsionic feat to a power you manifest using this ability. The power is treated as if augmented to your manifester level, should the power allow augmenting.

**Psionic Strike:** As a swift action, you can expend one use of mythic power to make one melee attack. This is in addition to any other attacks you make this round. Add your tier to the attack roll of this attack. The normal damage from this attack bypasses all damage reduction, although any energy damage on the attack from sources like *flaming* or the like are still affected by resistances and immunities.

**Surging Psionics:** As a standard action, you can expend one use of mythic power to manifest any one psionic power without spending any power points. The power must be on your class power list and one of your powers known. When manifesting a power in this way, you treat your manifester level as 2 levels higher for the purpose of any effect dependent on level. The power is treated as if augmented to your manifester level, should the power allow augmenting. You can apply any metapsionic feats you know to this power, but you must still expend psionic focus as normal to power the metapsionic feats and the total effective cost of the power cannot exceed your manifester level and count against any potential augmenting.

**Path Ability:** At 1st tier and every tier thereafter, select one new path ability from the overmind path abilities lists or from the universal path abilities lists. Once you select an ability, it cannot be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as class ability or minimum mythic tiers, that you must meet before you select those abilities.

**Boundless Mind:** At 10th tier, whenever you manifest a psionic power that targets one or more non-mythic creatures, each of those creatures must roll any saving throw against the power twice and take the lower result. You gain power resistance equal to 15 + your highest manifester level, but only against psionic powers. Once per round when your power resistance protects you from a power manifested by an enemy mythic creature, you regain one use of mythic power.

## 1st-Tier Overmind Path Abilities

You can select these path abilities at any tier.

**Additional Discipline (Su):** Select one psionic discipline

that is not your selected discipline. You gain discipline abilities from that discipline, treating your tier as your psion level for the purposes of these abilities. Once you have chosen the discipline, it cannot be changed. You must have the discipline class feature to select this ability. You can select this ability up to three times, each time selecting another psionic discipline other than your own.

**Armor of Force (Su):** You surround yourself in psychokinetic energy that grants you protection like armor, but made of force. This grants you an armor bonus to AC equal to 3 + your tier. This ability is a psychokinetic effect with a power level equal to your tier. If this armor is dispelled or otherwise ended, you can reactivate it as a swift action.

**Boosted Surge:** When determining the effects of your surge blast, treat your surge as 1 higher. In addition, when using wild surge, you can expend one use of mythic power to add half your tier (minimum 1) to the bonus to your manifester level. You must have the wild surge class feature to select this ability.

**Boundless Collective (Su):** You are able to tap into the psionic knowledge and power of your collective with ease. As a swift action, you can request psionic power from your collective. Members of your collective can choose to spend power points, granting you the same number of power points, up to a total number of power points gained per use of this ability equal to your tier. In addition, by expending one use of mythic power, you can manifest one power known by any member of your collective as if it was on your list of powers known and on your class list. The power known can be up to a power level equal to your tier. You must have the collective class feature to select this ability.

**Bypass Mental Defenses (Su):** When manifesting a power or using a class feature with the mind-affecting descriptor, you can expend one use of mythic power to affect creatures immune to mind-affecting effects and ignore abilities that apply their benefit only against mind-affecting effects, such as *barred mind*, as long as the creature being targeted is not mindless.

**Calming Presence (Su):** You give off a telepathic soothing effect to all creatures within 30 feet, improving the starting attitude of any non-mythic creature by one step. This is a mind-affecting effect.

**Discipline Boost (Su):** When determining the effects of your psionic discipline abilities, you're considered 4 levels higher. This increases the effects of abilities you have access to, but doesn't grant you abilities at a lower level than normal. If you have a discipline ability that can be used multiple times per day, such as ectoplasmic protection, you gain a number of extra uses of that power equal to half your tier (minimum 1). You must have the discipline class feature to select this ability. If you have more than one discipline, you must choose which discipline this ability uses when you select this ability. This ability can be selected once for every discipline you have.

**Dual Energy (Su):** When you gain psionic focus, you choose two energy types as your active types. All effects that use your active energy type count both energies as active. When



manifesting a power that deals fire, cold, sonic, or electricity damage, you can divide the dice of damage between the two energy types, but you gain the bonus for both energy types on all dice and attack rolls.

**Durable Powers (Su):** When determining the duration of psionic powers you manifest, treat your manifester level as 4 higher. This does not affect any other variables of the power, such as range or the amount of power points you can spend augmenting the effect.

**Energy Bond (Su):** You are connected to one of the four psionic energies. Select one energy type: cold, electricity, fire, or sonic. Whenever you manifest a power with a descriptor matching that energy type, add your tier to your manifester level for that power. You gain resistance 10 against that energy type. At 6th tier, this resistance increases to 20. At 9th tier, this resistance increases by 30.

**Enhance Psionic Items (Ex):** Your mythic presence enhances the power of certain psionic items. Add half your tier to the manifester level of psionic tattoos, power stones, psicrowns, and dorjes you use. When using a psicrown or dorje, you may activate the item by expending one use of mythic power instead of one of the dorje's charges or psicrown's power points.

**Expansive Understanding (Ex):** Add one new power known from any power list per mythic tier. If your tier goes up, add a new power. Expend one use of mythic power to change one of these powers.

**Extra Discipline (Ex):** Select one discipline other than your own. You can select powers from that discipline's power list when selecting your powers known. You must have the discipline class feature to select this ability.

**Metabolic Surge (Su):** When you heal yourself, your mythic power and psionic energy grant you a brief boost of energy. Any time you manifest a personal range power on yourself that heals hit point damage, you gain a metabolic surge. This surge can only be used once and must be used before the end of your next turn. This surge can either be used to increase your speed by 10 ft., to gain a +1 circumstance bonus on your attack rolls, or to augment a power manifested by half your tier (minimum 1) in power points without having to spend those power points. The total number of power points spent on the power is still limited by your manifester level.

**Mighty Construct (Su):** Your astral constructs gain DR 5/epic for the duration of the power. In addition, you can expend one use of mythic power when manifesting *astral construct* to grant your astral construct a number of aegis customization points equal to half your tier (rounded down, minimum 1). Treat the construct as an aegis equal to your tier when determining which customizations you can choose. If you summon more than one *astral construct* while using this ability, the customization points are split among the astral constructs.

**Mythic Insight (Su):** Any time you manifest a power or activate a class feature that grants an insight bonus, you can expend one use of mythic power to double the insight bonus gained.

**Mythic Method (Su):** When determining the effects of your vitalist method abilities, you're considered 4 levels higher. This increases the effects of abilities you have access to, but doesn't grant you abilities at a lower level than normal. You must have the vitalist method class feature to select this ability.

**Mythic Warrior Path (Ex):** When determining the effects of your warrior's path trance and maneuver, you are considered 4 levels higher. This increases the effects of abilities you have access to, but doesn't grant you abilities at a lower level than normal. You must have the warrior's path class feature to select this ability.

**Naturally Focused (Su):** You do not lose your psionic focus when you sleep, lose consciousness, or enter a meditative trance, and you are always treated as having your focus for effects that require maintaining psionic focus. In addition, you can expend one use of mythic power as a free action when you expend your psionic focus to automatically regain psionic focus. This does not allow you to use two effects that require expending psionic focus on a single action.

**Penetrating Energy:** When you manifest a power that allows you to choose the energy type, such as *energy ray*, you can expend one use of mythic power as a swift action to have that power ignore any resistance or immunity that would be applied to it.

**Psionic Breach (Su):** You are adept at breaching psionic defenses and overcoming resistance to your power. When attempting a manifester level check to dispel an effect, overcome power resistance, or otherwise determine whether your powers affects a target (such as with *breach*), roll twice and take the higher result.

**Psychic Backlash (Su):** Your mind lashes out when you suffer critical hits. When an enemy confirms a critical hit against you, you can target that enemy with an empathic blast that deals 1d6 points of damage per power point spent. You can spend up to your tier in power points each time you use this effect. This is a mind-affecting effect with a maximum range of 100 feet and you do not need line of sight to the target enemy.

**Rapid Construct (Su):** You can manifest *astral construct* as a standard action instead of as a full-round action. In addition, if you expend one use of mythic power while manifesting astral construct, the manifesting time becomes one swift action.

**Reduced Enervation (Ex):** Your chance to suffer psychic enervation is reduced by 10% (to a minimum of 0%). When you would suffer from psychic enervation, you can expend one use of mythic power to negate the effects of enervation and instead gain your surging euphoria. If you do not have the surging euphoria class feature, you do not gain the benefits of it. You must have the psychic enervation class feature to select this ability.

**Suffused With Psionics (Su):** You require no food, water, or sleep. If you have abilities or class features that require rest before they can be regained, you can choose to regain them once per day by spending 1 hour in uninterrupted meditation. If you are 3rd tier or higher, you can expend one use of mythic



# Chapter 5: Mythic Psionics

power in order to also not need to breathe for 24 hours.

**Swap Power Known (Ex):** As a full round action, you can spend one use of mythic power to replace one of your powers known with another power known. The new power must be on your class list and must be of a power level equal to or lower than the power being replaced. After you've rested and regained your power points, you can choose to swap the power known back to the original power.

## 3rd-Tier Overmind Path Abilities

You must be at least third tier to select these abilities.

**Flexible Form (Su):** You can alter your appearance at will as if using *minor metamorphosis*, but you do not gain any menu options. You can expend one use of mythic power to change shape as if using *major metamorphosis*, with a duration of 1 minute per tier. Your manifest level for this ability is a number equal to 10 + your tier. At 6th tier, the duration of the *major metamorphosis* ability increases to 10 minutes per tier.

**Mythic Psionic Power (Ps):** You have a pool of psionic power you can draw upon for manifesting mythic powers. Up to twice per day, you can use this power to manifest a mythic power without expending any uses of mythic power. You can select this ability up to three times; each time you do, you gain two additional uses of this ability per day.

**Potent Pool (Su):** Choose one of your manifesting classes. You gain four bonus power points. These power points stack with bonus power points from all other sources. You can take this ability once for each level of powers you can manifest of the chosen class. For example, if you are a 9th level psion, you can choose this ability five times. Each time beyond the first, you gain a number of power points equal to the previous time plus 8. These additional power points are cumulative. For example, the second time you take this ability, you gain 12 additional power points, for a total of 20; the third time an additional 20 power points, for a total of 40, and so on.

**Psionic Metamastery (Su):** As a swift action, you can expend one use of mythic power and pick any one metapsionic feat you know that does not increase the power point cost of a power. For the next 10 rounds, you can apply this metapsionic feat to any psionic power you manifest without increasing the power point cost or needing to expend psionic focus. You can also use this ability on a psionic power you manifest from a power stone, psicrown, or dorje. You can't have more than one use of this ability active at a time. If you use this ability again, any previous use immediately ends (though this doesn't affect powers already manifested). You can select this ability more than once. Each time you select this ability, the metapsionic feat chosen can increase the power point cost by 2 additional power points, to a maximum of 6.

**Psychic Tsunami (Su):** You generate crashing waves of psychic force that shatter objects around you. By expending one use of mythic power, you generate a 30-ft. aura that assaults non-magical objects within range (except for those upon your person). This aura lasts a number of rounds equal to your tier

and causes 5 points of force damage per tier to each object affected for each round they are exposed to the effect, and ignores any hardness objects may possess. This aura damages all objects and structures indiscriminately, though if you maintain your psionic focus while this effect is ongoing, you can exempt structures or specific creatures and any objects they possess from the power of your aura.

Additionally, creatures moving toward you while your aura is in effect find it more difficult to approach you and move as though moving through difficult terrain.

**Pyrokinetic Maelstrom (Ps):** You summon a swirling mass of psionic fire. You can expend one use of mythic power to attack each creature within 30 ft. with a wreath of green fire. Creatures suffer 2d6 fire damage per mythic tier you possess. A successful Reflex save (DC 10 + your mythic tier + your Charisma modifier) halves the damage. If so desired, unattended flammable objects are also set alight.

**Ravaging Time (Su):** When you are affected by *time stop* or similar effects that alter your time relative to the manifesters, you can expend one use of mythic power to take a standard action during the effect.

**Reinforced Collective (Su):** Your collective is reinforced by your mythic power. Any powers you manifest over the collective through the use of spirit of the many add your tier rank when subjected to dispel checks. You must have the spirit of the many class feature to select this ability.

## 6th-Tier Overmind Path Abilities

You must be at least sixth tier to select these abilities.

**Block Telepathy (Su):** As an immediate action, you can spend one use of mythic power to gain immunity to mind-affecting effects for one round.

**Enthrall Monster (Ps):** You can exert your will over the minds of lesser beings. You can expend one use of mythic power to *mind control* on any type of creature for a number of days equal to your mythic tier.

**Telekinetic Mastery (Su):** You can use your telekinetic powers to catch and hurl massive objects. You expend one use of mythic power to exert telekinetic influence over all nearby objects. You gain rock throwing, rock catching and a deflection bonus to your AC equal to your mythic tier. You do not need free hands to use either rock throwing or rock catching. Treat your size category as one larger than your actual size for purposes of this power. You gain these bonuses for a number of minutes equal to your mythic tier.

**Telekinetic Surge (Su):** With a primal scream, you unleash a wave of telekinetic energy, shoving back your foes. You expend one use of mythic power to make a bull rush attempt against each creature you choose within a 30 ft. burst. Make a single CMB check with a bonus equal to your mythic tier and compare it to the CMD of each creature affected. You can choose to substitute your Intelligence, Wisdom or Charisma in place of your Strength for this CMB check.

**Thrall (Ex):** Your influence is so great that no creature





can resist your will. When a creature makes an additional saving throw (not an initial saving throw) against one of your mind-affecting powers or abilities, you can expend one use of your mythic power to make them automatically fail that save. Non-mythic attempts to dispel your mind-affecting powers or abilities automatically fail.

## Psionic Path Abilities

In addition to the overmind path itself, the following path abilities can be used by psionic characters who follow any of the following mythic paths, either as their primary path or through the use of the Dual Path feat, the path dabbling path ability, or any similar ability or effect.

### CHAMPION PATH ABILITIES

The following abilities are designed for psionic characters following the champion mythic path.

#### 1st-Tier Champion Path Abilities

You can select these path abilities at any tier.

**Favored Shot (Su):** You add a competence bonus to all damage rolls with your favored weapon group equal to your mythic tier. Expend one use of mythic power to deal maximum

damage on one ranged attack. You must have the favored weapon group class feature to select this ability.

**Impossible Shot (Su):** You gain a bonus to all rolls to confirm a critical hit with ranged attacks equal to half your mythic tier (round down, minimum +1). In addition, you can expend one use of mythic power to ignore all range increments and cover on your next ranged attack made that round. You must have a power point pool to select this ability.

### 6th Tier Champion Path Abilities

You must be at least sixth tier to select these abilities.

**Mind Blade Storm<sup>Psi</sup> (Su):** You launch an impossibly dense storm of mind blades. You can expend one use of mythic power to make a single mind blade attack roll and apply the results to every creature in a 30 ft. cone. You must be able to form a mind blade to select this power.

### GUARDIAN PATH ABILITIES

The following abilities are designed for psionic characters following the guardian mythic path.

#### 1st Tier Guardian Path Abilities

You can select these path abilities at any tier.

**Endless Endurance (Su):** Add half your mythic tier (round



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down, minimum 1) to your damage reduction gained from your astral suit. In addition, you can expend one use of mythic power to treat all damage you take for one round as nonlethal. You must have the astral suit class feature to select this ability.

**Mental Fortress (Ex):** Your mental defenses are unrivalled. When you fail a Will save, you can expend one use of mythic power to reroll the save, adding a bonus equal to your mythic tier. You must have a power point pool to select this ability.

## 3rd Tier Guardian Path Abilities

You must be at least third tier to select these abilities.

**Aegis Cage (Su):** You can form a cage of astral energy to entrap your foes. You can expend one use of mythic power to create a psionic cage to trap a creature with 30-ft. Treat this as a grapple check with a bonus equal to your mythic tier. When using this power, you can substitute Intelligence, Wisdom or Charisma for your Strength score in your CMB and CMD if you choose. You can maintain this cage as long as your opponent remains trapped. You must have a power point pool to select this ability.

**Telekinetic Parry (Su):** You can use your telekinetic power to block an incoming attack. As an immediate action, you can expend one use of mythic power to make a parry attempt to protect one creature within 30 feet of you. To resolve this, make an attack roll at your full base attack bonus plus your Charisma modifier. If you exceed the attack roll of your opponent, the attack automatically misses. You must have a power point pool to select this ability.

## MARSHAL PATH ABILITIES

The following abilities are designed for psionic characters following the marshal mythic path.

### 1st Tier Marshal Path Abilities

You can select these path abilities at any tier.

**Collective Marshal (Su):** Your ability to work within a collective gives you additional freedom with your mythic powers. You can use any of your marshal mythic powers on any creature in your collective, regardless of range. You must have the collective class feature to select this ability.

### 6th Tier Marshal Path Abilities

You must be at least sixth tier to select these abilities.

**Mythic Collective (Su):** You can expand your collective to include far more creatures than normal. You can expend one use of mythic power to include every creature within 100 feet as part of your collective. You can choose whether to include any given creature. This ability lasts for a number of minutes equal to your mythic tier. You must have the collective class feature to select this ability.

## TRICKSTER PATH ABILITIES

The following abilities are designed for psionic characters following the trickster mythic path.

### 1st Tier Trickster Path Abilities

You can select these path abilities at any tier.

**Mind Fog (Su):** You create a mental fog that makes other creatures more susceptible to your lies. You gain a bonus equal to your tier to all Bluff checks to lie. In addition, you can expend one use of mythic power to gain a bonus equal to your tier on the save DC of a single mind-affecting power or spell you manifest or cast. You must have a power point pool to select this ability.

**Reinforced Pattern (Su):** You can expend your psionic focus to add your mythic tier to your altered defense value for one round. You can expend one use of mythic power to have this bonus last for the duration of your altered defense. You must have the altered defense class feature to select this ability.

### 3rd Tier Trickster Path Abilities

You must be at least third tier to select these abilities.

**Project Impossible Location (Su):** You cloud the minds of others, projecting false information to mask your movements. As an immediate action, you can expend a use of mythic power to make an opponent that just attacked you think you're in the wrong place. When an opponent attacks you, before the results of the attack are announced, you make a 5-ft. step. The attack misses. In addition, your opponent must make a Will save (DC 10 + your mythic tier + your Charisma modifier) to realize you have moved, or it wastes any additional attacks against a perceived double. This effect ends at the end of that opponent's actions. Using this power prevents you from taking a 5-ft. step on your next turn. You must have a power point pool to select this ability.

## UNIVERSAL PATH ABILITIES

The following abilities are designed for psionic characters following any mythic path.

### 1st Tier Universal Path Abilities

You can select these path abilities at any tier.

**Annihilate Pattern (Ex):** You add your mythic tier to the damage you do with disrupt pattern. In addition, you can expend one use of mythic power to deal maximum damage with a single disrupt pattern attack. You must have the disrupt pattern class feature to select this ability.

**Calibrated Customization (Su):** You gain a number of additional customization points equal to your mythic tier. In addition, you can expend one use of mythic power to reset all of your customization points and choose new customizations. You must have the form astral suit class feature to select this ability.

**Endbringer's Touch (Su):** Your devastating touch ability deals 1d6 points of damage per level, instead of 1d6 points of damage plus your class level. In addition, you can expend one use of mythic power to deal maximum damage with one devastating touch attack. You must have the devastating touch class feature to select this ability.

**Expanding Collective (Ex):** You add your mythic tier to the



number of people you can hold in your collective. In addition, you can expend one use of mythic power to ignore any negative effects from a member dying while in your collective. You must have the collective class feature to select this ability.

**Mythic Astral Suit (Su):** You can reinforce your astral suit beyond its normal bounds. You can expend one use of mythic power to add an enhancement bonus to your astral suit equal to your mythic tier. This bonus lasts for a number of rounds equal to your mythic tier. You must have the form astral suit class feature to select this ability.

**Mythic Manifesting (Ex):** You can learn a number of mythic powers equal to your tier and can expend mythic power when manifesting them to enhance the results. To select a mythic power, you must have it on your list of powers known. Every time you gain a new tier, you can select an additional mythic power. You can take this ability up to three times. Each additional time you take it, you can select an additional number of powers equal to your tier and you gain one additional mythic power whenever you gain a tier.

**Mythic Mind Blade (Su):** You can greatly enhance the power of your mind blade. You can expend one use of mythic power to double the effective enhancement bonus of your mind blade for a number of rounds equal to your mythic tier. This enhancement bonus can be used to increase the mind blade's effective bonus above +10. It will always be used to increase the actual enhancement bonus to +5 first, then can be spent on powers until the weapon the weapon reaches an effective enhancement bonus of +10. Any effective bonus above +10 can be allocated to actual enhancement bonus or effective enhancement bonus as desired. For example, a 7<sup>th</sup> level soulknife would double their effective bonus to +6, which would give them a +5 *mind blade* with a +1 ability; a 13<sup>th</sup> level soulknife would double his effective bonus to +12, giving him a +5 *mind blade* with +5 enhancement bonus worth of special abilities and another +2 which could be allocated to either the actual or effective enhancement bonus. The actual enhancement bonus of the mind blade cannot exceed +10. You must have the form mind blade class feature to select this ability.

**Unfettered Devastation (Su):** You can use your devastating touch attack on any creature, regardless if they are living or not. In addition, you can expend one use of mythic power to remove any and all immunity to fear for one round against a single creature. You must have the devastating touch class feature to select this ability.

### 3rd Tier Universal Path Abilities

You must be at least third tier to select these abilities.

**Mythic Elocation (Su):** Your mythic power grants you the ability to break the bonds of gravity for brief stretches. You can expend one use of your mythic power to gain the scorn earth ability as an elocator. This ability lasts a number of minutes equal to your mythic tier. You must have a power point pool to select this ability.



## Mythic Psionic Feats

Many of the mythic feats presented in *Pathfinder Roleplaying Game Mythic Adventures* apply just as well to psionic characters as they do to other mythic characters. Presented below are new mythic feats which cover the psionic-specific needs of mythic psionics. These feats can be found in *Ultimate Psionics* from Dreamscarred Press.

### Ascendant Power (Metapsionic)

You have learned how to emulate mythic manifesting using non-mythic forces.

**Benefit:** To use this feat, you must expend your psionic focus. You can modify a power to imitate the mythic version of that power. An ascendant power uses the mythic version of the power, but doesn't count as a mythic power for the purposes of effects that interact with the power, unless you are a mythic creature. You can't use the augmented version of the mythic power, or use power effects that require you to expend uses of mythic power (even if you have uses of mythic power available).

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

### Mythic Powers Known (Mythic)

You have learned how to use your mythic power in combination with your psionic manifesting.

**Prerequisite:** Ability to manifest powers.

**Benefit:** You learn a number of mythic powers known equal to your tier and can expend mythic power when manifesting them to enhance the results. To select a mythic power, you must be able to manifest the non-mythic version or have it on your list of powers known. Every time you gain a new tier, you can select an additional mythic psionic power.

**Special:** You can select this feat multiple times. Each time you select this feat, you must select different psionic powers.

### Mythic Psionic Attacks (Mythic)

Your subsequent attacks continue to be infused with psionic energy.

**Prerequisites:** Psionic Fist OR Psionic Shot OR Psionic Weapon.

**Benefit:** When expending your psionic focus while using either the Psionic Fist, Psionic Shot, or Psionic Weapon feat, all attacks made during that round gain the additional damage from expending psionic focus.



## Mythic Enhancement Feats

### Aligned Attack (Mythic)

You can switch the alignment of your attacks.

**Prerequisite:** Aligned Attack.

**Benefit:** You can expend a use of mythic power as a swift action to change the alignment choice for the Aligned Attack feat.



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The alignment chosen must still match one of your alignment components.

## Autonomous (Mythic)

Your self-sufficiency is exemplary.

**Prerequisite:** Autonomous.

**Benefit:** The bonus on Autohypnosis and Knowledge (psionics) skill checks from Autonomous increases by 2. In addition, you can expend one use of mythic power to treat an Autohypnosis or Knowledge (psionics) check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

## Body Fuel (Mythic)

You are able to selectively decide which ability to sacrifice for more power points.

**Prerequisite:** Body Fuel.

**Benefit:** When using the Body Fuel feat, you need only choose a single physical ability score (Strength, Dexterity, or Constitution) to suffer ability burn, instead of all three.

## Boost Construct (Mythic)

Your astral constructs are creatures of legendary might and toughness.

**Prerequisite:** Boost Construct.

**Benefit:** Any astral construct you create is considered mythic for the purpose of interacting with other mythic creatures. It doesn't gain any mythic abilities or powers, but is affected by mythic powers, spells, and abilities as if it were a 1st-tier mythic creature. Additionally, if the astral construct has damage reduction, its damage reduction becomes DR/epic.

## Burrowing Power (Mythic)

Your powers can get around obstacles.

**Prerequisites:** Burrowing Power, 3rd mythic tier.

**Benefit:** You can manifest a burrowing power even if you do not have line of sight to the intended target or targeted area. If the power being manifested affects an area, you specify the starting point of the effect. If the power being manifested targets a particular creature or creatures and you don't have some means of seeing the target, such as line of sight or *clairvoyant sense*, you choose a particular location. If no creature is in that space, the power fails. Should you specify a location for an effect that is invalid, such as directing a burrowing power around a corner and into a wall, the power fails.

Alternatively, you may expend a use of mythic power to manifest a power as a burrowing power (gaining only the normal benefits of a burrowing power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** You must have some line of sight to use Burrowing Power.

## Chain Power (Mythic)

Your chained powers arc back on the original target.

**Prerequisites:** Chain Power, 2nd mythic tier.

**Benefit:** When using Chain Power, the secondary arcs strike back at the original target after striking the secondary targets. When a secondary arc strikes the original target, it does not roll an additional save and takes minimized damage from the power being chained (treat all damage dice as automatic 1s).

Alternatively, you may expend a use of mythic power to manifest a power as a chained power (gaining only the normal benefits of a chained power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

## Combat Manifestation (Mythic)

You rarely lose concentration in combat.

**Prerequisites:** Combat Manifestation.

**Benefit:** The bonus from Combat Manifestation increases to +8. Anytime you fail a concentration check, you do not lose the power points you were attempting to use. You do not manage to manifest the power, but the power points remains available for you to use at a later time. Additionally if you successfully make a check to manifest a power defensively and the power requires a ranged attack roll, that ranged attack does not provoke an attack of opportunity.

## Cushion the Blow (Mythic)

You are able to block damage to multiple targets at once.

**Prerequisite:** Cushion the Blow.

**Benefit:** You can share the effect of Cushion the Blow, Greater Cushion the Blow, and Improved Cushion the Blow to a number of members of your collective equal to your mythic tier.

In addition, if you expend one use of mythic power, you can use Cushion the Blow as a free action even if it is not your turn.

**Normal:** Using Cushion the Blow is an immediate action and only applies to a single member of your collective.

## Deadly Throw (Mythic)

Your thrown attacks inflict additional damage.

**Prerequisite:** Deadly Throw.

**Benefit:** You do not need to maintain psionic focus to gain the benefits of Deadly Throw. If you are maintaining psionic focus while using Deadly Throw, you add half your mythic tier (round down, minimum 1) to your damage rolls made with thrown weapons.

## Deep Focus (Mythic)

Your subconscious mind's focus is improved.

**Prerequisite:** Deep Focus.

**Benefit:** As long as you have at least one use of mythic power remaining or one power point remaining in your power point pool, you are always treated as if you are maintaining



psionic focus for abilities powered by maintaining psionic focus. You may still only expend your psionic focus if you are actually maintaining psionic focus. In addition, you can expend a use of mythic power as a swift action to regain both your own and the psionic focus provided by Deep Focus.

## Deep Impact (Mythic)

Your weapon finds even the slightest of openings in an enemy's defenses.

**Prerequisite:** Deep Impact.

**Benefit:** When you make an attack using Deep Impact, add half your tier (minimum 1) to the attack roll. In addition, you can expend a use of mythic power when using Deep Impact to treat all melee attacks made during your turn as melee touch attacks.

## Delay Power (Mythic)

You have better control over your delayed powers.

**Prerequisite:** Delay Power.

**Benefit:** Add your mythic tier to the number of rounds you can delay a power. In addition, you may activate a delayed power as a swift or immediate action instead of as a standard action.

Alternatively, you may expend a use of mythic power to manifest a power as a delayed power (gaining only the normal benefits of a delayed power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** You can delay a power for up to 5 rounds. Activating a delayed power is a standard action.

## Efficient Aid (Mythic)

Your ability to heal others is significantly increased.

**Prerequisite:** Efficient Aid.

**Benefit:** The damage healed through the use of request aid is increased by 50%. In addition, if you expend one use of mythic power, you can cure a number of points of ability damage equal to your mythic tier to the target. The target creature specifies which ability damage to heal.

## Empower Power (Mythic)

You can increase the effect of a power by +75%.

**Prerequisites:** Empower Power, 5th mythic tier.

**Benefit:** When you manifest a power affected by Empower Power, all variable, numeric effects of the Power are increased by +75%, including bonuses to those dice rolls.

Alternatively, you may expend a use of mythic power to manifest a power as an empowered power (gaining only the normal benefits of an empowered power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** All variable, numeric effects of an empowered power are increased by half including bonuses to those dice rolls.

## Enervation Fortitude (Mythic)

You are extremely resilient against psychic enervation.

**Prerequisite:** Enervation Fortitude.

**Benefit:** When you suffer psychic enervation, do not lose any hit points or power points, although you still suffer any additional effects like being stunned or sickened. In addition, you can expend one use of mythic power when you would suffer psychic enervation to negate the psychic enervation and instead gain surging euphoria.

## Enhanced Steal Life (Mythic)

You are skilled at extracting the life force out of other creatures.

**Prerequisite:** Enhanced Steal Life.

**Benefit:** The number of hit points gained when using steal life is increased by 50% (round down.) When using the steal life class feature, you can expend one use of mythic power. If the target makes a successful save against the attempt, you instead steal hit points as if you had used the steal health class feature.

## Enlarge Power (Mythic)

You can triple the range of a power.

**Prerequisite:** Enlarge Power.

**Benefit:** When you manifest a power with a range of close, medium, or long affected by Enlarge Power, its range is increased by +200%. An enlarged power with a range of close now has a range of 75 ft. + 15 ft./2 levels, while medium-range powers have a range of 300 ft. + 30 ft./level and long-range powers have a range of 1,200 ft. + 120 ft./level.

Alternatively, you may expend a use of mythic power to manifest a power as an enlarged power (gaining only the normal benefits of an enlarged power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** An enlarged power with a range of close has a range of 50 ft. + 5 ft./level, while medium-range powers have a range of 200 ft. + 20 ft./level and long-range powers have a range of 800 ft. + 80 ft./level.

## Extend Power (Mythic)

You can triple the duration of a power.

**Prerequisite:** Extend Power.

**Benefit:** When you manifest a power augmented with Extend Spell, it lasts three times as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Alternatively, you may expend a use of mythic power to manifest a power as an extended power (gaining only the normal benefits of an extended power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** An extended power lasts twice as long as normal.



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## Extra Blade Skill (Mythic)

You can meditate to gain a blade skill.

**Prerequisite:** Extra Blade Skill.

**Benefit:** Each day, you can take 1 hour of meditation to decide how to focus your mythic energies. At the end of this time, select 1 blade skill for which you meet all the prerequisites. You retain this blade skill until you next meditate on your mythic blade skill.

## Extra Customization (Mythic)

You can meditate to gain additional customizations.

**Prerequisite:** Extra Customization.

**Benefit:** Each day, you can take 1 hour of meditation to decide how to focus your mythic energies. At the end of this time, you gain one additional customization point to spend. You retain this customization point until you next meditate on your mythic customizations.

## Extra Insight (Mythic)

You can meditate to gain additional insights.

**Prerequisite:** Extra Insight.

**Benefit:** Each day, you can take 1 hour of meditation to decide how to focus your mythic energies. At the end of this time, you gain one additional insight for which you meet all the prerequisites. You retain this insight until you next meditate on your mythic insights.

## Extra Reconfiguration (Mythic)

Your mythic energies grant you additional opportunities to reconfigure your astral suit.

**Prerequisite:** Extra Reconfiguration.

**Benefit:** You gain one additional daily use of your reconfigure ability. Additionally, if you have no uses of reconfigure remaining, you may expend two uses of mythic power to use your reconfigure ability.

## Extra Strategy (Mythic)

You are able to use your mythic energy to gain strategic opportunities.

**Prerequisite:** Extra Strategy.

**Benefit:** You gain two additional daily uses of your strategy ability. Additionally, if you have no uses of strategy remaining, you may expend one uses of mythic power to use your strategy ability.

## Extra Terrors (Mythic)

Your mythic power allows you to inflict additional terrors.

**Prerequisite:** Extra Terrors.

**Benefit:** You gain three additional daily uses of your terrors ability. Additionally, if you have no uses of terrors remaining, you may expend one uses of mythic power to use your terrors ability.

## Extra Transfer (Mythic)

You are able to channel mythic energy to transfer wounds more often.

**Prerequisite:** Extra Transfer.

**Benefit:** You gain two additional daily uses of your transfer wounds or sickening touch ability. Additionally, if you have no uses of transfer wounds or sickening touch remaining, you may expend one uses of mythic power to use your transfer wounds or sickening touch ability.

## Fast Step (Mythic)

You can rapidly alter your location.

**Prerequisite:** Fast Step.

**Benefit:** You can use the nomad's step class feature as a swift action. Alternatively, you can spend one use of mythic power to use nomad's step as an immediate action.

In addition, you add your mythic tier to your psion class level when determining the distance you can travel while using nomad's step.





## Favored Energy (Mythic)

Powers using your favored energy are particularly damaging.

**Prerequisite:** Favored Energy.

**Benefit:** When manifesting a power that deals damage of your favored energy type, the power's damage is increased by an additional 50% (round down.) This stacks with the effects of Empower Power to increase the damage by 100%.

## Fell Shot (Mythic)

Your ranged attacks are exceptionally accurate.

**Prerequisite:** Fell Shot.

**Benefit:** When you make an attack using Fell Shot, add half your tier (minimum 1) to the attack roll. In addition, you can expend a use of mythic power when using Fell Shot to treat all ranged attacks made during your turn as ranged touch attacks.

## Ghost Attack (Mythic)

Your attacks against the incorporeal are more especially effective.

**Prerequisite:** Ghost Attack.

**Benefit:** Your attacks against incorporeal creatures always deal full damage. In addition, you can expend a use of mythic power as a swift action when you make a successful attack against an incorporeal creature to deal an additional amount of damage equal to your tier.

## Harmonic Resonance (Mythic)

You are able to learn powers from members in your collective.

**Prerequisite:** Harmonic Resonance.

**Benefit:** When selecting powers from those known by members of your collective, you can choose to have those powers as your powers known, instead of as powers you can use for the purposes of manifesting another's powers known. Powers selected in this way only stay as powers known until you meditate to regain power points, at which point you can choose new powers from members of your collective. Powers chosen must have a power level equal to or lower than the maximum power level you can manifest.

In addition, you can expend one use of mythic power to manifest a single power from those known by any member of your collective without having to pay the power point cost. The power manifested in this fashion is automatically augmented up to your manifester level.

## Improved Disruption (Mythic)

Your ability to unravel patterns is extremely advanced.

**Prerequisite:** Improved Disruption.

**Benefit:** Your disrupt pattern ability deals an additional point of damage per die equal to half your mythic tier (minimum 1.) You can expend one use of mythic power when using disrupt pattern to maximize the damage of the ability, treating all dice rolled as the maximum value possible.

## Improved Psi-Like Ability (Mythic)

Your psi-like abilities grow with your experience.

**Prerequisite:** Improved Psi-Like Ability.

**Benefit:** Your racial psi-like ability has a manifester level equal to your character level plus your mythic tier. In addition, you can use your racial psi-like ability a number of times per day equal to your mythic tier.

**Special:** You can take this feat multiple times, each time choosing another racial psi-like ability that has been improved by Improve Psi-Like Ability.

## Improved Psicrystal (Mythic)

The personality fragments from your psicrystal greatly improve your abilities.

**Prerequisite:** Improved Psicrystal.

**Benefit:** The bonus gained from all of your psicrystal personalities doubles.

## Inquisitor (Mythic)

You are extraordinarily good at detecting lies.

**Prerequisite:** Inquisitor.

**Benefit:** The bonus on Sense Motive checks to oppose Bluff checks increases by 2. In addition, you can expend one use of mythic power to treat a Sense Motive check to oppose a Bluff check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

## Intimidating Shot (Mythic)

Your thrown and ranged attacks strike fear into the hearts of your enemies.

**Prerequisite:** Intimidating Shot.

**Benefit:** Any ranged or thrown attack you make while maintaining psionic focus grants you a free Intimidate check to demoralize the target. You can expend one use of mythic power while making an Intimidate check to cause the target to be frightened instead of shaken.

## Maximize Power (Mythic)

Your maximum psionic power is "more than maximum."

**Prerequisites:** Maximize Power, 7th mythic tier.

**Benefit:** When you manifest a power affected by Maximize Power, all variable, numeric effects of the power are treated as 150% of their maximum.

Alternatively, you may expend two uses of mythic power to manifest a power as a maximized power (gaining only the normal benefits of a maximized power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** All variable, numeric effects of a maximized power are automatically at their highest value.



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## Mental Leap (Mythic)

The leaps you are able to make are astounding.

**Prerequisite:** Mental Leap.

**Benefit:** The enhancement bonus from Mental Leap on Acrobatics checks made to jump is doubled. In addition, you can expend a use of mythic power as a swift action while making a jump to be treated as if under the *catfall* power, with a manifester level equal to your tier.

## Merge Designs (Mythic)

Your tattoos blend together into a greater pattern.

**Prerequisite:** Merge Designs.

**Benefit:** You can wear a number of additional psionic tattoos equal to your mythic tier. In addition, your psionic tattoos are never at risk of simultaneously activating due to having too many tattoos on your body; tattoos beyond your limit are simply inert until such time as you remove or tap other tattoos. You can expend one use of mythic power while tapping a psionic tattoo to add your mythic tier to the manifester level of the tattoo tapped.

**Normal:** A character can only safely wear twenty psionic tattoos.

## Mind Over Body (Mythic)

Your body recovers quickly from ability damage.

**Prerequisite:** Mind Over Body.

**Benefit:** When you heal ability damage for the day, you heal all ability damage and ability burn damage.

## Modified Blast (Mythic)

Your surge blasts are more dangerous than others.

**Prerequisite:** Modified Blast.

**Benefit:** When you augment your surge blast, you add your mythic tier to the number of power points spent. These points can exceed the normal limit of power points spent augmenting your surge blast. In addition, you can expend one use of mythic power while augmenting a surge blast to have the damage of the surge blast maximized and the DC (if any) increased by half your mythic tier (minimum 1.).

## Open Minded (Mythic)

You have an amazing ability to learn and develop skills.

**Prerequisite:** Open Minded.

**Benefit:** Choose one skill that you have ranks in that is not already a class skill. That skill is now a class skill. You can expend one use of mythic power while making a skill check to roll that skill check twice and take the higher result.

## Opportunity Power (Mythic)

Enemies who give you an opportunity do so at their own peril.

**Prerequisites:** Opportunity Power, 5th mythic tier.

**Benefit:** When using Opportunity Power, you can use a pow-

er that does not have a range of touch, so long as the creature that provoked the attack of opportunity is the target of the power.

Alternatively, you may expend two uses of mythic power to manifest a power as an opportunity power (gaining only the normal benefits of an opportunity power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** An opportunity power must have a range of touch.

## Overchannel (Mythic)

You have learned to push yourself harder to increase your manifesting power.

**Prerequisite:** Overchannel.

**Benefit:** You can increase your manifester level when using Overchannel by half your tier (minimum 1), but doing so adds an additional 1d8 points of damage per manifester level added.

## Power Penetration (Mythic)

Your mythic power aids you in bypassing enemy defenses.

**Prerequisite:** Power Penetration.

**Benefit:** Add half your tier to manifester level checks to overcome power resistance. If you have Greater Power Penetration, add your full tier instead. When you expend your psionic focus while using Power Penetration, double the bonus from your tier.

## Psicrystal Affinity (Mythic)

Your psicrystal is infused with your mythic power.

**Prerequisite:** Psicrystal Affinity.

**Benefit:** Your psicrystal can use the surge ability a number of times per day equal to your tier. Its surge ability uses the same bonus die type as you do when you use your surge ability.

## Psicrystal Containment (Mythic)

Your psicrystal's presence grants you focus.

**Prerequisite:** Psicrystal Containment.

**Benefit:** So long as your psicrystal is within 5 feet of you, you are always treated as if you are maintaining psionic focus for abilities powered by maintaining psionic focus. You may still only expend your psionic focus if you are actually maintaining psionic focus. In addition, you can expend a use of mythic power as a swift action to regain both your own and your psicrystal's psionic focus.

## Psionic Body (Mythic)

Your psionic training and mythic power toughen your physical form.

**Prerequisite:** Psionic Body.

**Benefit:** The number of hit points gained from Psionic Body for each psionic feat you possess increases to 6 per feat.



## Psionic Charge (Mythic)

You have learned to charge a foe regardless of the path to reach him.

**Prerequisite:** Psionic Charge.

**Benefit:** When using Psionic Charge, you can make a number of additional 90 degree turns equal to half your tier (minimum 1). For example, at 4th tier, you could make three 90 degree turns during a charge.

## Psionic Dodge (Mythic)

Your psionically-empowered reflexes are heightened by your mythic power.

**Prerequisite:** Psionic Dodge.

**Benefit:** The dodge bonus you gain from Psionic Dodge is doubled. In addition, when an attack against you misses, you can expend a use of mythic power as an immediate action to take a 5-foot step.

## Psionic Endowment (Mythic)

Enemies have an incredibly difficult time resisting your manifestations.

**Prerequisite:** Psionic Endowment.

**Benefit:** When you use Psionic Endowment, double the amount added to the save DC. In addition, you can expend a use of mythic power as a swift action when using Psionic Endowment to force a non-mythic enemy to automatically fail the save.

## Psionic Fist (Mythic)

You imbue your unarmed attacks with your mythic power.

**Prerequisite:** Psionic Fist.

**Benefit:** Double the damage added to your attacks when using Psionic Fist or Greater Psionic Fist. In addition, you can expend a use of mythic power as a swift action to reroll any extra damage dice from Psionic Fist or Greater Psionic Fist and take the better result.

## Psionic Meditation (Mythic)

Gaining psionic focus comes second nature to you.

**Prerequisite:** Psionic Meditation.

**Benefit:** You no longer provoke attacks of opportunity when meditating to gain psionic focus. Should you have multiple psionic foci, such as from Deep Focus, you regain any psionic focus you are not currently maintaining

anytime you meditate to gain psionic focus. In addition, you can expend a use of mythic power to regain your psionic focus as a free action.

## Psionic Shot (Mythic)

Your ranged attacks are infused with your mythic power.

**Prerequisite:** Psionic Shot.

**Benefit:** Double the damage added to your attacks when using Psionic Shot or Greater Psionic Shot. In addition, you can expend a use of mythic power as a swift action to reroll any extra damage dice from Psionic Shot or Greater Psionic Shot and take the better result.

## Psionic Talent (Mythic)

Your reservoir of psionic power grows more quickly than most.

**Prerequisite:** Psionic Talent.

**Benefit:** Double the number of power points gained for each Psionic Talent feat you possess.

## Psionic Weapon (Mythic)

Your mythic power enhances the psionic power of your melee attacks.

**Prerequisite:** Psionic Weapon.

**Benefit:** Double the damage added to your attacks when using Psionic Weapon or Greater Psionic Weapon. In addition, you can expend a use of mythic power as a swift action to reroll any extra damage dice from Psionic Weapon or Greater Psionic Weapon and take the better result.

## Quicken Power (Mythic)

Manifesting a power can be nearly effortless for you.

**Prerequisites:** Quicken Power, 10th mythic tier.

**Benefit(s):** You can manifest any power as a swift action, regardless of its normal manifesting time. If a target provokes an attack of opportunity from you, you can target it with a quickened power as your attack of opportunity. Only quickened powers with a specific number of targets (rather than effect or area) can be manifested as an attack of opportunity, and only the creature that provoked the attack is targeted by the power (regardless of how many creatures the power normally targets).

Alternatively, you may expend two uses of mythic power to manifest a power as a quickened power (gaining only the normal benefits of a quickened power, rather than the increased benefits outlined above) with-





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out increasing the number of power points spent or expending psionic focus.

**Normal:** A quickened power that normally has a manifesting time of 1 standard action can instead be manifested as a swift action.

## Rapid Metabolism (Mythic)

You heal at incredible speed.

**Prerequisite:** Rapid Metabolism.

**Benefit:** When you regain hit points from daily healing, you regain all lost hit points and heal all ability damage, including any ability burn.

## Rebounding Throw (Mythic)

Your thrown attacks are capable of mowing down multiple enemies with a single throw.

**Prerequisite:** Rebounding Throw.

**Benefit:** When you using Rebounding Throw, you may rebound the attack to a number of additional targets equal to half your mythic tier (minimum 1.) Each rebound adds a cumulative -2 penalty to the next attack. You cannot strike the same creature twice when using Rebounding Throw. If you expend one use of mythic power while using Rebounding Throw, the additional attacks are made at the full attack bonus and there are no penalties for range increments.

## Return Shot (Mythic)

Enemies find it incredibly difficult to strike you with ranged attacks.

**Prerequisite:** Return Shot.

**Benefit:** You can use Return Shot once per round without having to expend your psionic focus. In addition, you can expend a use of mythic power when using Return Shot to redirect the attack at another enemy within one range increment of you instead of at the attacker.

## Scribe Tattoo (Item Creation, Mythic)

You have mastered the art of scribing psionic tattoos.

**Prerequisites:** Scribe Tattoo, manifester level 3rd.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one psionic tattoo you are scribing. You can only do this once per day per tattoo you are scribing, though you may also add an actual eight-hour work day toward the scribing of such a tattoo. Unlike normal tattoo scribing, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, there is no limit to the level of power you can imbue into a tattoo.

## Sidestep Charge (Mythic)

Only a fool would charge you.

**Prerequisite:** Sidestep Charge.

**Benefit:** You gain the benefits of Sidestep Charge even if

you are flat-footed or otherwise denied your Dexterity bonus to Armor Class. In addition, if a charging opponent triggers an attack of opportunity, you can expend a use of mythic power as an immediate action to use an attack of opportunity and not have it count against your attacks of opportunity allowed in a round.

## Speed of Thought (Mythic)

You are faster than the eye can see.

**Prerequisite:** Speed of Thought.

**Benefit:** Double the bonus to your speed from Speed of Thought. In addition, you can expend a use of mythic power when taking a 5-foot step to instead move your full speed.

## Split Psionic Ray (Mythic)

Your rays affect multiple targets.

**Prerequisites:** Split Psionic Ray, 3rd mythic tier.

**Benefit:** When manifesting a power affected by split psionic ray, it can affect an additional number of targets equal to one third of your mythic tier (rounded down) and the range between targets increases by 5 feet for each mythic tier you have achieved.

Alternatively, you may expend one use of mythic power to manifest a power as a split ray power (gaining only the normal benefits of a split ray power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

## Surging Aura (Mythic)

Your wild surges inspire your allies in battle.

**Prerequisite:** Surging Aura.

**Benefit:** The insight bonus from your surging aura doubles and the effect lasts a number of rounds equal to your mythic tier.

## Talented (Mythic)

You are incredibly skilled at pushing yourself beyond normal limits.

**Prerequisite:** Talented.

**Benefit:** Add half your tier (minimum 1) to the maximum power level you can use Talented on to not take damage from when overchanneling.

## Twin Power (Mythic)

You can split the effects of a twinned power.

**Prerequisites:** Twin Power, 6th mythic tier.

**Benefit:** When manifesting a twinned power, you can choose separate targets or areas for the two effects.

Alternatively, you may expend two uses of mythic power to manifest a power as a twinned power (gaining only the normal benefits of a twinned power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** A twinned power affects the same target or area.



## Unavoidable Strike (Mythic)

Your mythic power guides your unarmed strikes and natural attacks.

**Prerequisite:** Unavoidable Strike.

**Benefit:** When you make an attack using Unavoidable Strike, add half your tier (minimum 1) to the attack roll. In addition, you can expend a use of mythic power when using Unavoidable Strike to treat all attacks made during your turn as melee touch attacks.

## Unconditional Power (Mythic)

You can manifest powers under nearly any condition.

**Prerequisite:** Unconditional Power, 10th mythic tier.

**Benefit:** You can manifest any power as an unconditional power and under any status effect except unconscious or dead.

Alternatively, you may expend two uses of mythic power to manifest a power as an unconditional power (gaining only the normal benefits of an unconditional power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** Only personal powers and powers that affect your person can be manifested as unconditional powers.

## Unwilling Participant (Mythic)

Creatures find it difficult to resist joining your collective.

**Prerequisites:** Unwilling Participant, 2nd mythic tier.

**Benefit:** You add half your tier to the save DC when forcing an unwilling creature into your collective. Additionally, you can expend one use of mythic power when a creature succeeds on its saving throw against being added to your collective to force that creature to roll a second time and take the lower result.

## Up the Walls (Mythic)

Your ability to traverse walls defies all laws of physics.

**Prerequisite:** Up the Walls.

**Benefit:** You can expend a use of mythic power when using the Up the Walls feat to remain on a surface other than the floor for a number of rounds equal to your tier.

## Widen Power (Mythic)

You can manifest powers that cover vast areas.

**Prerequisite:** Widen Power.

**Benefit:** When you manifest a power affected by Widen Power, any numeric measurements of the power's area increase by 200%. Only a burst, emanation, or spread-shaped power can be affected by this feat.

Alternatively, you may expend a use of mythic power to manifest a power as a widened power (gaining only the normal benefits of a widened power, rather than the increased benefits outlined above) without increasing the number of power points spent or expending psionic focus.

**Normal:** A widened power increases its area by 100%.

## Wounding Attack (Mythic)

Your attacks are particularly debilitating.

**Prerequisite:** Wounding Attack.

**Benefit:** The Constitution damage dealt from Wounding Attack is doubled. In addition, you can expend a use of mythic power as a swift action when an attack made with Wounding Attack misses to reroll the attack roll.



## Mythic Psionic Powers

Mythic powers use the manifester's mythic power to create more powerful magical effects—mythic crystal shard pins affected creatures to the wall, mythic inertial armor can negate critical hits, and so on. These powers aren't separate powers you gain as a power known from your manifesting class, but rather mythically charged versions of powers you already know.

**Learning Mythic Powers:** To learn a mythic power, you must either select the mythic manifesting universal path ability or the Mythic Powers Known feat. In doing so, you unlock the secret of using your mythic power to amplify non-mythic powers you choose.

**Manifesting Mythic Powers:** If you know the mythic version of a power, any time you manifest the power, you may expend one use of mythic power to convert the power into its mythic version as you manifest it. This doesn't change the number of power points required to manifest the power.

**Effects of Mythic Powers:** Unless otherwise specified, a mythic power works just like the non-mythic version of the power. For example, undead are immune to mythic mind-affecting powers unless the power specifies otherwise, and creatures immune to a particular energy type are immune to the damage from mythic powers that deal damage of that energy type.

Unless a mythic power's description says it improves, replaces, or upgrades an effect of the non-mythic power, or says that it creates an effect instead of the non-mythic power's effect, it retains all the effects of the non-mythic power in addition to the effects of the mythic version. For example, the mythic *catapsi* power has penalties for creatures that fail their saves; because the description doesn't indicate that these penalties replace those of non-mythic *catapsi*, the penalties are in addition to the non-mythic power's effects.

**Augmented Mythic Powers:** An augmented version of a mythic power has the same effect as the mythic power, plus additional benefits, options, or an increased effect. Some augmented effects require you to have a minimum tier in order to cast it as an augmented mythic power. If so, the tier requirement for the augmented effects is listed in parentheses in the entry. For example, "Augmented (4th)" means you must have at least 4 mythic tiers to use this option. If you know a mythic power, you automatically know how to manifest the augmented version of that mythic power upon reaching the required tier.

Manifesting the augmented version of a mythic power requires you to expend more uses of mythic power when you



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manifest it. The number of additional uses required for the augmented version is listed in the power's augmented entry and includes the one use of mythic power necessary to manifest the mythic version of the power. When you manifest a power, you must decide whether you want to manifest the nonmythic version, the mythic version, or the augmented mythic version, and expend the appropriate number of uses of mythic power. You can't manifest the non-mythic version of the power and later expend one use of mythic power to change it to the mythic version, nor can you manifest the base mythic version of a power and later in the duration expend the difference in mythic power to change it to the augmented version.

**Example:** You're a 9th-level shaper/6th-tier overmind who knows *mythic astral construct*. Manifesting astral construct works as normal and requires no uses of mythic power. Manifesting *mythic astral construct* requires you to expend one use of mythic power when you manifest *astral construct*. Manifesting the augmented version of *mythic astral construct* requires you to expend two (not three) uses of mythic power when you manifest *astral construct*.

**Mythic Powers in Psionic Items:** Mythic powers can't be crafted into psionic items unless the item is an artifact (for example, you can't scribe a psionic tattoo of *mythic natural healing*).

**Mythic Powers in Stat Blocks:** In a creature stat block, a superscript "M" indicates the creature knows the mythic version of the power.

**Potent:** Any power you manifest as a mythic power can also be manifest in a potent form that is harder to resist. By expending one additional use of mythic power, you increase the power's save DC by 2 and gain a +2 bonus on your manifester level check to overcome power resistance.

**Resilient:** Any power you manifest as a mythic power can also be manifested in a resilient form that is harder to dispel. Expend one additional use of mythic power; any check attempted in order to dispel the power then takes a -4 penalty. You may combine the potent and resilient forms of a power; to do so, you must expend a total of two additional uses of mythic power. You can manifest potent and resilient forms of augmented mythic powers in the same manner.

**Tiers in Mythic Powers Descriptions:** Unless otherwise stated, any reference to tier in a mythic power description refers to the tier of the creature manifesting the power. Whenever a mythic power refers to half your tier, the minimum is 1 (meaning you still get a benefit at 1st tier).

**Source:** All psionic powers are from *Ultimate Psionics*.

**Universal Augment Option:** For all powers that offer the choice of fire, cold, electricity, or sonic and that deals hit point damage, such as *energy ray*, the following mythic augmented option is available when that mythic psionic power is selected.

**Augmented:** If you expend one use of mythic power, you can choose two energy types and apply the effects of both energy types to your power. The power gains the descriptor of both energy types used.

## MYTHIC PSIONIC POWER DESCRIPTIONS

### Adapt Body

Each time you move from one plane to another while this power is in effect, you can shift the power's effects as a swift action to adapt you to the new plane. When you adapt yourself to a plane, you may choose to gain energy resistance 30 to one type of energy associated with that plane, energy resistance 20 to two forms of energy associated with that plane, or energy resistance 10 against acid, cold, electricity, fire, and sonic. You must make this choice when you enter a new plane and you may not change the selected resistance(s) unless you shift to a new plane.

**Augmented (3rd):** If you expend two uses of mythic power, you can target one additional creature with *mythic adapt body* equal to your mythic tier.

### Affinity Field

You choose which creatures share beneficial effects and which one share harmful effects and you add half your mythic tier to the level of magical and psionic effects that creatures are also subject to.

**Augmented:** If you expend two uses of mythic power, non-mythic effects that are transferred do not end when this power ends; they are in effect as if each target was targeted normally.

### Anchored Navigation

At any point during the power's duration, you can spend a standard action to reset the starting point for the *mythic anchored navigation*.

**Augmented:** If you expend two uses of mythic power, you can have a number of beacons active equal to your mythic tier without having to manifest another instance of *anchored navigation*. You can set a new beacon as a standard action and can choose which beacon to deactivate if resetting the location of a beacon.

### Animal Affinity, Lanis's

You gain a bonus to checks for the selected ability score equal to half your mythic tier, and once during the power's duration you can elect to reroll either a skill check based on that ability score, a Fortitude saving throw if you selected Constitution, a Reflex saving throw if you selected Dexterity, or Will saving throw if you selected Wisdom. This reroll must be used immediately after the result of the first roll is determined, and the reroll must be used even if it is worse than the original roll.

**Augmented (6th):** If you expend three uses of mythic power, the +4 enhancement bonus is increased to +6.

### Apopsi

If the target knows the mythic powers or spells, the power or spell to be deleted is chosen randomly from their mythic powers or spells, and they lose the mythic and non-mythic version of



the power or spell. If the target does not know mythic powers or spells, the number of powers or spells deleted is increased to 1d6.

**Augmented:** If you expend two uses of mythic power, the power can affect any non-mindless creature.

## Assimilate

The damage dealt to the assimilated creature is 20d8 instead of 20d6. You permanently retain knowledge of all powers the target knew. You gain the target's memories and can sift through them as a swift action to remember something specific.

## Astral Caravan

You can take an additional number of companions equal to your mythic tier, and the manifester level check to dispel your *mythic astral caravan* is increased by an amount equal to your mythic tier. If a mythic creature using *mythic astral caravan* has its astral body killed, it may expend two uses of its mythic power to gain only one permanent negative level rather than two.

**Augmented (6th):** If you expend one use of mythic power per creature, you can surround each of the physical bodies of creatures left behind within an individual *wall of force* that lasts as long as the *mythic astral caravan* does unless it is destroyed.

## Astral Construct

The astral constructs you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. Astral constructs gain no other mythic abilities.

**Augmented (6th):** If you expend two uses of mythic power, you can add the agile, invincible, or savage mythic simple template to creatures you summon with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

## Astral Seed

The amount of time to reform your body is reduced to one day and do not suffer a negative level when you reform in your new body.

**Augmented:** If you expend two uses of mythic power, you reform with all the abilities you possessed when killed, rather than when *mythic astral seed* was manifested.

**Augmented (3rd):** If you expend two uses of mythic power, an *ectoplasmic cocoon* forms around your body as it is creating, protecting it from potential harm. Once the body is ready for your to inhabit, the cocoon dissipates.

## Attraction

The duration of the effect increases to one day. Add your mythic tier to the bonus on interaction checks you make involving the subject.

**Augmented:** If you expend two uses of mythic power, you may target one additional creature per tier.

## Augured Answer

Add twice your mythic tier to the percentage chance of receiving a correct answer. In addition, if an answer indicates that an action will likely lead to an outcome that is both harmful and beneficial, you gain a sense for the relative degree of danger or benefit likely to occur.

## Aura Alteration

If disguising an aura, there is no restriction to the alignment you can set for the subject, and you can adjust the apparent level by one-half your own level plus one-half your mythic tier (total rounded down) or less.

If removing a compulsion, any non-mythic compulsion is automatically removed and you add your tier to the bonus gained on the saving throw for any mythic compulsions.

## Aura Sight

You can cease concentrating on the power without ending the effect. It provides no information when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the power's duration. On the third round of detection, you can determine whether the alignment aura is from an aligned magic item; aligned power; aligned undead, outsider; cleric, paladin, or antipaladin of an aligned deity, or other character class or type with an aura class feature; or other type of aligned creature.

You can detect alignment auras protected by effects that block clairsentience with a manifester level check with a DC of 11 plus the manifester level of the effect, or through lead sheeting with a DC 20 manifester level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 manifester level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your power is not mythic, or if it already allows a manifester level check or saving throw to penetrate its protection, add your mythic tier on your manifester level check or saving throw.

**Augmented:** If you expend two uses of mythic power, any overwhelming auras of the appropriate alignments within the area become clearly visible to everyone at the beginning of your turn on the first round you scan an area. Strong auras become clearly visible at the end of your turn on the first round you concentrate on an area, moderate auras at the end of the second round, and faint auras at the end of the third round. Auras on creatures, objects, or areas that are invisible are also invisible, and you cannot see auras to which you have no line of sight even if you are able to detect their strength and location.

## Aversion

The range increases to 100 feet plus 10 feet per level and you can specify two aversions for the target.

**Augmented:** If you expend two uses of mythic power, the penalty for doing averse things increases to -4.



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## Baleful Teleport, Kolbjorn's

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The range increases to 100 feet + 10 feet per level. Non-mythic manifestations of *wrench* do not protect the target from the effect.

**Augmented:** If you expend two uses of mythic power, the effect deals damage using d10 instead of d6.

**Augmented (3rd):** If you expend three uses of mythic power, you can target up to your tier in creatures to affect.

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## Baleful Mind Trap of Surtr

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You gain a number of power points equal to those drained by the target, or 1 power point if the target does not have power points. Creatures with power points must also make a save to avoid being nauseated, while creatures without power points are nauseated for two rounds on a failed save.

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## Banish

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If the target is a non-mythic extraplanar creature, it receives no saving throw to avoid being sent back to its proper plane, and there is no chance it will be sent back to plane other than its own. A mythic creature gains a saving throw to resist the power, but you may add your mythic tier to manifester level checks to overcome its power resistance.

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## Barred Mind

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You gain immunity to non-mythic mind-affecting effects. A non-mythic creature trying to use a mind-affecting effect on you is dazed for a number of rounds equal to your mythic tier (Will negates).

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## Barred Mind, Personal

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You are immune to non-mythic mind-affecting effects. If a non-mythic creature tries to affect you with a mind-affecting effect, they are dazed for a number of rounds equal to ½ your mythic tier (a successful Will save negates the dazing effect).

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## Battle Transformation, Galen's

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You can still manifest powers and use power completion and power trigger items, but the level of the power you're manifesting or using must be equal to or less than your tier. You gain a number of temporary hit points equal to your manifester level.

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## Bend Reality

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When using *mythic bend reality* to duplicate another power, you can duplicate a mythic power you know. If you don't know the mythic power, you can expend a second use of mythic power to duplicate the mythic version of the desired power.

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## Biofeedback

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Add your tier to the amount of damage reduction received.

**Augmented (5th):** You can expend two uses of mythic power to have the damage reduction also apply to damage from powers and other effects that deal hit point damage.

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## Bite of the Wolf, Karak's

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Your bite's critical threat increases to 19-20. This stacks with effects like *keen edge*.

**Augmented:** If you expend two uses of mythic power, your bite uses the damage as if you were a size larger (becoming 8d6 if colossal).

**Augmented (5th):** If you expend three uses of mythic power, your bite's critical multiplier increases to x3.

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## Biting Cold

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The amount of additional cold damage dealt on a successful attack becomes +2d8. If the attack is successful, the struck creature is stunned for 1 round instead of staggered for 1 round. If you expend your focus as part of the attack, the struck creature automatically takes an additional 2d8 points of cold damage and is paralyzed for one round, regardless of its action. Power resistance still applies as appropriate.

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## Body Adjustment

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The damage healed by this power is doubled. In addition, for every 2d12 damage healed, this power also cures up to 2 points of ability damage.

**Augmented (3rd):** If you expend two uses of mythic power, you can manifest *mythic body adjustment* as an immediate action when you would be reduced to 0 or fewer hit points.

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## Body Equilibrium

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You can run on non-firm surfaces without sinking or breaking through and you add your tier to Acrobatics checks.

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## Body of Iron

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Your enhancement bonus to Strength is increased to +8 and your Dexterity penalty is reduced to -4, and your damage reduction becomes DR 15/adamantine and epic. Your unarmed attack deals damage equal to a greatclub sized for you and this counts as adamantite, cold iron, and magic for the purpose of overcoming damage reduction.

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## Body Purification

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The power cures all ability damage to a single attribute.

**Augmented (3rd):** If you expend two uses of mythic power, the power cures all ability damage to all attributes.

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## Bolt

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Double the number of bolts, arrows, or sling bullets created by the power. Add half your tier to the enhancement bonus.

**Augmented (3rd):** If you expend two uses of mythic power, you can choose weapon special abilities to use on the bolts, arrows, or sling bullets, but reduce the enhancement bonus by the cost of the weapon special ability. The bolts, arrows, or sling bullets must have a minimum +1 enhancement bonus in order to select weapon special abilities. You may not select the *bane* weapon special ability.



## Brain Lock

You can cease concentrating on the power without ending the effect and the duration becomes one round per level. The target is no longer dazed when you are not concentrating on it, but you can resume and cease concentrating again to use its effects on the target any number of times within the power's duration.

**Augmented:** If you expend two uses of mythic power, the duration becomes concentration plus one round per level.

**Augmented (4th):** If you expend three uses of mythic power, you add half your tier to the save each round on the subject's turn.

## Broker

The duration increases to one minute per level. Add your tier to the insight bonus gained.

**Augmented (3rd):** If you expend two uses of mythic power, you can try to use Diplomacy to influence attitude even during combat.

## Breach

The power unlocks up to three means of closure instead of two. The power automatically opens locks of simple or average quality, without requiring a manifester level check to do so. If used on a door locked with psionic lock, you can attempt a free dispel check against it as if using a targeted *dispel psionics*, adding your tier to the check.

**Augmented (3rd):** You can expend two uses of mythic power to target one locked item per tier, unlocking up to four means of closure on each, allowing a free dispel against a psioniclock on each, and automatically opening locks of up to good quality (no manifester level check needed).

If the door has a trap that triggers when opened, you become aware of the trap and its general nature, and the door is unlocked but doesn't automatically open.

The power can raise a barred gate, portcullis, or similar impediment, but each one counts as two locked doors.

## Breath of the Black Dragon

Creatures damaged by the power take the same damage each round thereafter for 1 round per 3 manifester levels.

## Brutalize Wounds

The range increases to 100 feet + 10 feet per level and you add half your mythic tier (minimum 1) to the extra damage per die of damage dealt.

**Augmented:** If you expend two uses of mythic power, the target does not get additional saves to negate the effect.

## Burst

The increase to your land speed lasts an additional number of rounds equal to your tier.

**Augmented:** If you expend two uses of mythic power, the increase to your land speed is doubled.

**Augmented (3rd):** If you expend three uses of mythic power, the duration increases to 10 minutes per level.

## Call Weaponry

You add your tier to the enhancement bonus on the summoned weapon and can choose weapon special abilities in place of an enhancement bonus, although the weapon must have a minimum enhancement bonus of +1 and you may not select the bane weapon special ability.

**Augmented:** If you expend two uses of mythic power, the summoned weapon is treated as an epic weapon for the purposes of overcoming damage reduction.

**Augmented (5th):** If you expend three uses of mythic power, you can select the bane weapon special ability.

## Catapsi

The psychic static only affects those creatures you wish to affect in the area and the range increases to 60 feet.

**Augmented:** If you expend two uses of mythic power, creatures that fail their save while manifesting a power or using a psi-like ability are staggered for one round.

**Augmented (5th):** If you expend three uses of mythic power, non-mythic creatures in the affected area are unable to manifest any psionic powers or psi-like abilities unless they succeed on the saving throw, and non-mythic creatures that make their saving throw are still required to pay the additional power point cost or, for psi-like abilities, use a full-round action to activate the ability.

## Catfall

You can share the effects of the power with one creature per manifester level. All targets must be within 30 feet of you.

**Augmented (4th):** If you expend two uses of mythic power, you can move up to your movement speed while falling to choose where you land.

## Chameleon

Add your tier to the bonus to Stealth checks. If you stand still, you can hide without cover or concealment.

**Augmented:** If you expend two uses of mythic power, the duration becomes one hour per level.

## Circumstance Shield

You add your tier to the insight bonus gained from this effect.

**Augmented:** If you expend two uses of mythic power, you add the bonus to your Reflex saves without ending the effect.

## Clairvoyant Sense, Dyne's

When you scry into a naturally darkened area, increase the distance you can see by 5 feet times your mythic tier. You may also see half this distance within magical darkness, as long as the darkness was created by an effect of 3rd level or lower. You can scry into an area that is warded against scrying by a non-mythic effect by succeeding on a manifester level check with a bonus



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equal to your mythic tier against a DC of 11 plus the manifester level of the ward against scrying.

## Clairtangent Hand

When you scry into a naturally darkened area, increase the distance you can see by 5 feet times your mythic tier. You may also see half this distance within magical darkness, as long as the darkness was created by an effect of 3rd level or lower. You can scry into an area that is warded against scrying by a non-mythic effect by succeeding on a manifester level check with a bonus equal to your mythic tier against a DC of 11 plus the manifester level of the ward against scrying. In addition to the above, the weight limit of the object you can affect is doubled.

## Claw of Energy

The additional energy damage is increased to 2d6 points of damage and you add your mythic tier to damage on critical hits made with the affected claw attack.

## Claws of the Beast

Your claws' critical threat range increases to 19-20. This stacks with effects like *keen edge*.

**Augmented:** If you expend two uses of mythic power, your claws' damage dice improve by one step (d3 becomes d4, d4 becomes d6, etc.)

**Augmented (5th):** If you expend three uses of mythic power, your claws' critical multiplier increases to x3.



## Claws of the Vampire, Hexelyan's

Additional damage from a high Strength score does count toward the amount of healing you receive.

**Augmented:** If you expend two uses of mythic power, you receive an additional amount of healing from attacks with your claws equal to your tier.

**Augmented (3rd):** If you expend three uses of mythic power, any healing you would receive from your claws that exceeds your maximum number of hit points is instead gained as temporary hit points.

## Cleanse Body

The amount of temporary ability damage cured is doubled and any fatigue or exhaustion is removed.

**Augmented:** If you expend two uses of mythic power, *mythic cleanse body* also removes the sickened and exhausted conditions.

## Cleanse Spirit

*Mythic cleanse spirit* always provides the benefits of the 6 power point augment option without having to spend power points augmenting it.

**Augmented:** If you expend two additional uses of mythic power, you can manifest this power with a manifesting time of 1 round.

**Augmented (8th):** If you expend four uses of mythic power, *mythic cleanse spirit* removes all negative effects including curses, hexes, and other supernatural effects.

## Cloud Mind

*Mythic cloud mind* affects a number of creatures equal to your tier. Targets that succeed on the save instead suffer a 20% miss chance against you for the duration of the effect.

**Augmented:** If you expend two uses of mythic power, the effect does not break when you attack a creature.

## Compelling Voice, Naija's

*Mythic compelling voice* loses the language-dependent descriptor, and can target one or more living creatures in a 10-foot-radius burst.

## Compression

Your size decreases by an additional category. The benefits and penalties associated with your decreased size category, as well as the decrease of the natural reach, are also appropriately adjusted. This stacks with the 6 power point augment of the non-mythic version of this power.

## Concealing Amorpha

When a melee attack misses because of this power, there is a 50% chance that the weapon is coated in the membrane and deals only nonlethal damage unless the wielder spends a standard action cleaning off the membrane. Add your tier to Stealth checks while under the effect of *mythic concealing amorpha*.



**Augmented:** If you expend two uses of mythic power, the amorpha absorbs damage from effects that deal damage of cold, fire, electricity, force, or sonic damage. When used in this way, you reduce all damage of those energy types by your tier for one round and you shorten the duration of the effect by an additional round.

## Concealing Amorpha, Greater

When a melee attack misses because of this power, there is a 50% chance that the weapon is coated in the membrane and deals only nonlethal damage unless the wielder spends a standard action cleaning off the membrane.

**Augmented:** If you expend two uses of mythic power, the duration of the effect is one minute per level.

## Concussion Blast

Increase the damage dealt by the power by 50% (round down) and you may make a free bull rush maneuver attempt against affected creatures, using your manifester level, key ability modifier, and mythic tier to determine your CMB.

**Augmented (3rd):** If you expend two uses of mythic power, affected creatures are dazed for one round unless they succeed on a Fortitude save, in which case they are instead deafened for one round.



## Concussive Onslaught

The affected area increases to a 60-foot radius burst. In addition, you can choose to have the power damage any unattended, mundane objects in the affected area.

**Augmented:** If you expend two uses of mythic power, the power deals d8 damage instead of d6.

## Control Air

You can alter the direction of the wind to blow in any direction. You can cease concentrating on the power without ending the effect, and alter the nature of the wind in the affected area by concentrating as a swift action.

## Control Body

The controlled subject can make attacks of opportunity, but they count against your limit of attacks of opportunity for the round. Add your tier to the attack rolls and the bonus to Armor Class of the subject. You may cease concentrating on the power without ending the effect, but the subject regains use of its body while you are not concentrating. You may resume concentration of the power as a standard action.

**Augmented (5th):** If you expend two uses of mythic power, the controlled subject is not staggered by the effect.

## Control Flames

You can concentrate to maintain the power as a move action instead of as a standard action. You may control a fire one size larger than normal (a 1st level manifester controlling a torch, a 3rd level manifester controlling a small campfire, and so on.) You add your tier to the maximum damage per round dealt by a fire you control.

**Augmented (5th):** If you expend two uses of mythic power, you can control two fires, each of up to your normal maximum fire size.

## Control Light

If using *control light* to decrease light, the illumination level in the area drops to darkness regardless of the existing lighting conditions. Non-mythic powers and effects can't increase the light level in the area. Creatures with darkvision and the power to see in darkness have difficulty seeing through this darkness, and can see as well as a human can in dim light. Creatures in the area of darkness take a -2 penalty on saves against fear.

If using *control light* to increase light, the illumination level in the area increases to at least normal light regardless of the existing lighting conditions. Creatures that take penalties in bright light double those penalties while in the area of bright light produced by this spell. All other creatures in the area of bright light gain a +2 circumstance bonus on Perception checks and saves to resist fear.

**Augmented (3rd):** If you expend two uses of mythic power, the duration becomes 10 minutes per level.



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## Control Object

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You only need to concentrate on the power as a move action to maintain the effect, and you add your tier to the slam attack damage and the bonus to Disable Device checks.

**Augmented:** If you expend two uses of mythic power, the effect lasts as long as you maintain concentration as is no longer limited to up to 1 round per level.

**Augmented (3rd):** If you expend three uses of mythic power, the object gains an additional slam attack per three tiers you possess or fraction thereof.

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## Control Sound

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Add your tier to any Bluff check, Stealth check, or audio-based Perception check while using the power. You can make a 5 foot square completely silent, negating all sound from that square or entering that square. Among other things, this means any creature in that square cannot speak, nor hear, nor perform any action requiring speaking or verbal components.

**Augmented (3rd):** If you expend two uses of mythic power, you can cause a number of creatures equal to your tier in range to be deafened for a number of rounds equal to your tier. A successful Fortitude save negates the effect.

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## Correspond

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You can communicate with an additional number of creatures equal to your tier and can choose whether or not those can communicate through you with the other creatures affected by *mythic correspond*.

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## Corrosive Aura

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Creatures that suffer the acid damage from *mythic corrosive aura* suffer half that damage on subsequent rounds for the duration of the effect.

**Augmented:** If you expend one additional use of mythic power, you can exclude creatures from the aura as a swift action at the beginning of your turn.

**Augmented (3rd):** If you expend two uses of mythic power, you double the radius of the effect.

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## Cosmic Awareness

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You can activate your insight bonus a number of times equal to one-half your mythic tier. Each time you activate the *mythic cosmic awareness*, the bonus is reduced by 50% from the previous bonus.

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## Co-opt Concentration

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If the target is non-mythic, it does not gain a saving throw to avoid having the power wrested away. You can maintain concentration on the co-opted power as a move action.

**Augmented:** If you expend two uses of mythic power, you can manifest this power as an immediate action after identifying a power or spell via Spellcraft and that power or spell is eligible to be co-opted. You must use *mythic co-opt concentration* on the identified power when manifesting *mythic co-opt concentration* in this fashion.

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## Crisis of Breath, Kozak's

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Continuing to breath requires a full-round action instead of a standard action.

**Augmented (5th):** If you expend two uses of mythic power, the target must make a successful save each round it attempts to continue to breath. Failing the save means the attempt to breath failed and the action is wasted.

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## Crisis of Life

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Non-mythic creatures with Hit Dice less than half your manifest level do not get a Fortitude save.

**Augmented:** If you expend two uses of mythic power, creatures suffer 7d10 points of damage on a successful save.

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## Crystal Shard

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The damage dice increases to d10. If the target struck is adjacent to a wall, it becomes pinned to that wall. If adjacent to more than one wall, it is your choice to which wall it becomes pinned. The CMB of the crystal shard is equal to your manifest level plus your key ability modifier plus your tier.

**Augmented (3rd):** If you expend two uses of mythic power, you may target a number of creatures equal to your tier.

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## Crystalline Bonds

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Add your tier to the damage dealt by the coils and the DC to break free.

**Augmented:** If you expend two uses of mythic power, you add your tier to the hardness and AC of the bonds.

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## Crystallize, Ruelle's

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Non-mythic effects cannot negate the effect. You can end the effect as a standard action.

**Augmented (5th):** If you expend two uses of mythic power, you can target non-living creatures.

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## Danger Sense

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The insight bonus is increased to +6.

**Augmented (3rd):** If you expend two uses of mythic power, the insight bonus also applies during any surprise round in which you do not get to act.

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## Deadly Fear

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If the target fails its Will save but succeeds at its Fortitude save, the fearsome beasts persists in the target's mind, giving it the dazed condition until your next turn. On your next turn, the target must attempt another Fortitude save against the phantasm. Success means it takes 3d6 points of damage; failure means it dies from fear.

**Augmented (6th):** If you expend two uses of mythic power, the power can affect a living target that is immune to fear, illusions, or mind-affecting effects.



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## Death Urge, Blackstock's

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If the subject is unarmed and no enemy is nearby, it will simply assault itself on the floor, ground, or any other hard surface, dealing damage as if making an unarmed strike that is a critical hit.

If the creature makes a successful saving throw, it instead suffers a -2 penalty to its Armor Class and saving throws as the impulse to die is not totally negated.

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## Deceleration

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The target creature is staggered.

**Augmented (3rd):** If you expend two uses of mythic power, the target creature is denied its Dexterity bonus to AC on a failed save. On a successful save, the target's speed is halved (round down to the next 5-foot increment).

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## Defer Fatality

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While in suspended animation, your body heals a number of hit points per day equal to your tier and you can choose when to return from suspended animation or to remain in suspended animation once your hit points are above 0. You have a number of hit points and power points equal to your tier when you return from suspended animation.

**Augmented:** If you expend two uses of mythic power, you do not take ability damage when you awaken.

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## Defy Gravity

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Instead of affecting one creature, you can affect a number of targets up to your manifester level, but the total weight supported can be no more than 100 pounds per manifester level. You can spend a move action to mentally direct all targets, but you must move all of them identically.

**Augmented (8th):** If you expend 10 uses of mythic power, you permanently levitate a 5-foot cube of rock, which you can move 20 feet vertically or horizontally as a move action.

If you have created multiple cubes and they are physically touching each other, you can direct them all as a single move action (as if they were one object), even if some of them are out of range. Each levitating cube can support approximately 1,000 pounds of weight, allowing you to use it as a portion of the foundation for a bridge, floating castle, or similar construction project.

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## Déjà Vu

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The duration of the effect increases to two rounds. The targeted creature attempts to retrace its steps, repeating the previous actions rounds on the first round, but taking any move actions back the way it came, and repeating the previous round's action on the next round.

**Augment (5th):** If you expend two uses of mythic power, the target creature loses its Dexterity bonus for the duration of *mythic déjà vu*.

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## Demoralize

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Creatures who fail their save instead become frightened.

**Augmented:** If you expend two uses of mythic power, creatures who fail their save instead become panicked, and creatures who succeed on their save are shaken.

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## Destiny Dissonance

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If you succeed on the melee touch attack, the target is dazed for the first round of the effect, and sickened for the remaining rounds. The duration increases to 2 rounds per manifester level.

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## Detect Hostile Intent

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The range of the effect, both detecting hostility and making Sense Motive checks, extends to 60 feet.

**Augmented (3rd):** If you expend two uses of mythic power, you can pinpoint the location of hostile creatures detected using this power.

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## Detect Remote Viewing

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Add your tier to the opposed manifester level check to get a visual image of the remote viewer. If the manifester of the viewing attempt originates in the area of the power, you can teleport the manifester of the viewing attempt to you unless it makes a successful Will saving throw.

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## Dimension Slide

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Add 5 feet per tier to the range of the power. You can bring along up to a heavy load or one creature of a size category at least one category smaller than you.

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## Dimension Swap

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The range increases to medium (100 feet + 10 feet/level).

**Augmented (3rd):** If you expend two uses of mythic power, you can swap a number of willing creatures equal to your tier.

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## Disable

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The number of hit dice of creatures that can be affected is doubled and you can choose the order in which creatures are affected by the power.

**Augmented (8th):** If you expend three uses of mythic power, you can cause a single creature within the affected area to actually become disabled, as its body conforms to what its mind believes. If the creature does not make a successful save, its hit points are reduced to -1.

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## Disintegration

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The damage dealt increases to 3d6 points of damage per manifester level (maximum 60d6) plus 1d4 points of Constitution damage. A creature that succeeds at its saving throw takes 5d8 points of damage plus 1 point of Constitution damage. A creature whose Constitution score is reduced to 0 by this power is entirely disintegrated.



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**Augmented (7th):** If you expend three uses of mythic power, you fire two rays.

Alternatively, you may fire only one ray, but if the target is a non-mythic creature and it fails its saving throw, it's automatically disintegrated regardless of its current hp.

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## Dispel Psionics

When used as a targeted dispel, this power can end two effects affecting the target instead of just one. If the targeted dispel successfully dispels at least one effect, you heal 1d4 points of damage for every power level of the dispelled effect. If you dispel two effects, this healing applies only to the highest-level effect dispelled.

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## Dispelling Buffer

Add your tier to the bonus on DCs against dispel checks.

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## Dissipating Touch

Add your tier to each die of damage dealt with your melee touch attack.

**Augmented (7th):** If you expend three uses of mythic power, your touch dissipates the entire non-mythic creature, scattering their entire form across the planes, effectively killing them. This effect cannot be used against mythic creatures.

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## Dissolving Touch

Creatures damaged by the power take the same damage each round thereafter for 1 round per 3 manifester levels.

**Augmented:** If you expend two uses of mythic power, the damage deals d10 damage instead of d6.

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## Dissolving Weapon

Creatures damaged by the power take the same damage each round thereafter for 1 round per 3 manifester levels.

**Augmented:** If you expend two uses of mythic power, the damage deals d10 damage instead of d6.

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## Divert Teleport

The destination you choose can be a location you have only seen casually or viewed once and there is no weight limit.

**Augmented:** If you expend two uses of mythic power, you add your tier to any checks to overcome power resistance.

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## Duodimensional Claw

Increase the target weapon's critical multiplier by 1. This does not stack with the mythic version of the Improved Critical feat.

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## Ectoplasmic Cocoon

Add your tier to the hardness of the cocoon and the number of hit points the cocoon has are doubled. Creatures that make a successful Reflex save are instead entangled as if struck by *entangling ectoplasm*.

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## Ectoplasmic Cocoon, Mass

Add your tier to the hardness of the cocoon and the number of hit points the cocoon has are doubled. Creatures that make a successful Reflex save are instead entangled as if struck by *entangling ectoplasm*.

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## Ectoplasmic Creation

You may choose to increase the duration of the items you create to 1 day/level or increase the volume of material created to 10 cubic feet per level. Add your mythic tier to Craft checks to make complex items.

**Augmented:** If you expend three uses of mythic power, you can increase the duration and the volume of material as described above.

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## Ectoplasmic Creation, Major

You may choose to increase the duration of the vegetable matter, stone, crystal, or base metal items you create to 1 day/level, precious metals or gems to 1 hour/level, or rare metals to 1 minute/level; or you may increase the volume of material created to 10 cubic feet per level. Add your mythic tier to Craft checks to make complex items.

**Augmented:** If you expend two uses of mythic power, you can increase the duration and the volume of material as described above.

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## Ectoplasmic Form

The damage reduction changes to DR 10/epic and psionics, and the fly speed increases to 30 feet. You can expand yourself as a free action, filling an area equal to double your normal space and height (a Medium creature fills a 10-foot-by-10-foot space to a height of about 10 feet) and blocking vision as *obscuring mist*. Returning from expanded to normal size is also a free action.

**Augmented:** If you expend two uses of mythic power, you can shift into or out of ectoplasmic form as a move action.

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## Ectoplasmic Shambler

The damage taken while inside the shambler is increased by 1 point per tier per round and the concentration DC to manifest a power or cast a spell is increased by your tier. Creatures within the shambler have their movement reduced to half speed.

**Augmented (3rd):** If you expend two uses of mythic power, all creatures within the shamble are entangled. The shambler's speed becomes 20 feet and is immune to wind effects.

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## Ectoplasmic Sheen

If you manifest *ectoplasmic sheen* on an area, add your tier to the Acrobatics DC to move within or through the area. If you manifest it on a creature's armor or clothing, add your tier to its Escape Artist checks and combat maneuver checks attempted to escape a grapple and to its CMD to avoid being grappled.

**Augmented:** You can expend three uses of mythic power



to make the affected area flammable. It ignites from any fire at least the size of a candle flame. If an affected area is ignited, any creature in the area on your turn takes 1d3 points of fire damage and might catch on fire. If an affected creature is ignited, it takes 2d6 points of fire damage, and might catch on fire; add your tier to the save DC.

## Ecto Protection

Increase the bonus gained against dispel effects and *dismiss ectoplasm* by your tier.

**Augmented:** If you expend two uses of mythic power, if your astral construct is dispelled or fails against a *dismiss ectoplasm* effect, the construct explodes, dealing 1d6 points of piercing damage for each power point spent on the manifestation to all creatures within a 5 ft. radius of the construct's location.

## Ego Whip

When manifesting *mythic ego whip*, you can choose to either extend the duration of the daze effect by a number of rounds equal to your mythic tier or to add half your tier to the Charisma damage.

**Augmented (5th):** If you expend three uses of mythic power, you can cause *mythic ego whip* to become a burst effect with 15 foot radius anywhere within range. You are immune to your own use of *mythic ego whip*.

## Empathic Connection

You add your mythic tier to Charisma checks to convince the target to act as you command, and the target can understand your commands or suggestions as if you shared a language, though you are not otherwise able to communicate. Add your mythic tier to the Sense Motive DC to discern that a creature is charmed.

**Augmented:** If you expend two uses of mythic power, the duration is increased to 1 day/level.

## Empathic Feedback

Any attack against you that originates within Medium range (100 feet + 10 feet/level) invokes the empathic feedback.

**Augmented:** If you expend two uses of mythic power, you add your tier to the save DC and any attempts to overcome power resistance.

## Empathic Transfer

Increase the damage healed to 3d10 and 3d10 per power point augmented, and increase the maximum to 15d20 points of damage. The amount of hit points you lose is reduced by your tier and the amount of ability damage you receive, if any, is reduced by half (round up).

## Empathic Transfer, Hostile

The range of the effect, both the standard and the 6 power point augment, increases to 30 feet. You do not need to make a touch attack to target a creature.

## Empty Mind

Increase the bonus on Will saves by 50% (round down).

**Augmented (3rd):** If you expend two uses of mythic power, you can manifest this power after already having rolled a Will saving throw to reroll.

## Endorphin Surge

You can affect one additional creature per mythic tier. In addition, if affected creatures take damage while *mythic endorphin surge* is in effect, the bonuses provided by this power are doubled.

**Augmented:** If you expend two uses of mythic power, all affected creatures gain the **ferocity** special quality and can fight on at 0 or fewer hit points, to a maximum hit point total equal to their Constitution plus your mythic tier.

## Energy Adaptation

You gain a +6 bonus to saves against effects that deal acid, cold, electricity, fire, or sonic damage.

**Augmented (5th):** If you expend two uses of mythic power, you gain immunity against effects that deal acid, cold, electricity, fire, or sonic damage.

## Energy Adaptation, Specified

You gain a +4 bonus on saves against effects that deal damage of the selected energy type. Once each round as a free action, you can choose one adjacent ally to gain energy resistance 5 against the chosen energy type for 1 round. This increases to energy resistance 10 at manifester level 7 and energy resistance 15 at manifester level 11.

## Energy Ball

The damage dice of the power and its augments increase to d10. In addition, the *mythic energy ball* has different effects based upon the energy type.

**Cold:** Any creature that fails its save is partially encased in ice, reducing its speed by half. Creatures with the cold or incorporeal subtype or immunity to being grappled are immune to this effect. The reduced movement lasts until the ice is destroyed. Destroying the ice requires a successful Strength or dispel check against the spell's DC, or dealing bludgeoning or fire damage equal to 1 point per caster level to the creature.

**Electricity:** Any creature that fails its save is staggered for 1 round.

**Fire:** Any creature that fails its Reflex saving throw catches on fire, taking 2d6 points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the power's save DC.

**Sonic:** Any creature that fails its save is knocked prone.

**Augmented (6th):** If you expend two uses of mythic power, the area increases to a 40-foot radius spread, and any damage dealt by the power bypasses appropriate resistance and immunity for that energy type.



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## Energy Bolt, Lanis's

The damage dice is d8 instead of d6. Any creature that fails its save is staggered for 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, you can bend the line of the power once up to 90 degrees. Any creature that fails its save is stunned for 1 round.

## Energy Burst

The radius of the burst increases to 60 feet.

**Augmented:** If you expend two uses of mythic power, you can select a number of creatures up to your tier to not be affected by the burst.

## Energy Cone

The damage dice of the power and its augments increase to d10. You can choose any point within 30 feet of you to be the point of origin for the cone.

**Augmented (3rd):** If you expend two uses of mythic power, you can affect creatures in the cone based upon the energy type.

*Cold:* Creatures that fail their save are staggered.

*Electricity:* Creatures that fail their save are knocked prone.

*Fire:* Creatures that fail their save are set on fire, suffering one point of damage per dice of damage dealt by the cone each round until the fire is extinguished.

*Sonic:* Creatures that fail their save are dazed for one round. Creatures that succeed on their save are deafened for a number of rounds equal to your tier.

## Energy Conversion

You may fire rays as if making an attack with a ranged weapon, allowing the use of iterative attacks for a high base attack bonus. If firing multiple rays in a single round, the rays can target the same creature or different creatures, as long as both all targets are in range.

**Augmented (5th):** If you expend two uses of mythic power, the amount of damage you can retain increases to 10 times your manifester level, and you can fire rays of two different energy types. Such rays deal damage based upon the amount and type of energy chosen when firing the ray.

## Energy Current

The damage dice of the power and its augments increase to d10. Maintaining concentration of the energy current is reduced to a standard action, and the distance between the primary target and secondary target or targets increases to 30 feet.

**Augmented:** If you expend two uses of mythic power, you can always choose which foes are secondary targets, as long as they are within 30 feet of all other targets of *mythic energy current*.

**Augmented (5th):** If you expend three uses of mythic power, the damage to secondary targets is equal to the damage to the primary target.

## Energy Missile

The damage dice of the power and its augments increase to d10. The range between targets increases to 30 ft. apart.

**Augment (3rd):** If you expend two uses of mythic power, you can target one additional creature or unattended object for every three mythic tiers you possess.

**Augmented (8th):** If you expend three uses of mythic power, you can target a single creature with every missile from *mythic energy missile*.

## Energy Push

Add half your tier to the save DC of effect (minimum +1) and increase the damage of both the blast of energy and slamming into an object to 3d6.

**Augmented:** If you expend one additional use of mythic power, creatures that fail their save are pushed back and knocked prone.

**Augmented (3rd):** If you expend two uses of mythic power, the blast of energy can launch the target straight up instead of backwards. The target suffers falling damage as normal.

## Energy Ray

The damage die type is increased to 1d8 and bypasses the first 10 points of resistance.

**Augmented (3rd):** If you expend two uses of mythic power, the power bypasses all energy resistance, but does not bypass immunities

## Energy Retort

You can choose whether to allow the effect to target a creature that strikes you or save it for a possible attack later in the round. The range of the retort increases to medium (100 feet + 10





feet/level) and you do not need line of sight to the attacker.

**Augmented (4th):** If you expend two uses of mythic power, all attacks against you are subjected to the effect of *mythic energy retort*.

## Energy Stun

All targets must succeed on a Will save or be stunned for 1 round, even if they succeeded on the save to reduce damage to half. Add half your tier (minimum 1) to each die of damage dealt.

**Augmented:** If you expend two uses of mythic power, *mythic energy stun* deals splash damage to all creatures within 5 feet of the target. A successful Reflex save halves the splash damage.

## Energy Wall

The wall's damage increases to 2d8 points of damage to creatures within 10 feet, 1d8 points of damage to those past 10 feet but within 20 feet, and 2d8 points of damage + 1 point of damage per manifester level (maximum +20) to any creature passing through it.

**Augmented (5th):** If you expend two uses of mythic power, you may move the wall 5 feet in any direction as a move action on your turn. Moving the wall into a barrier (such as a stone wall) destroys the part of the wall that overlaps the barrier.

## Energy Wave

The power instead deals 1d10 points of damage for each 1d6 points of damage it would have dealt. Any creature that fails its save suffers an effect based upon the energy type of the damage.

**Cold:** Any creature that fails its save is partially encased in ice, reducing its speed by half. Creatures with the cold or incorporeal subtype or immunity to being grappled are immune to this effect. The reduced movement lasts until the ice is destroyed. Destroying the ice requires a successful Strength or dispel check against the spell's DC, or dealing bludgeoning or fire damage equal to 1 point per caster level to the creature.

**Electricity:** Any creature that fails its save is staggered for 1 round.

**Fire:** The damage bypasses fire resistance and immunity.

**Sonic:** Any creature that fails its save is knocked prone.

## Ensnounce

As a free action, you can wake the ensnounced creature without ending the effect, but the creature temporarily loses the benefits of the power. Each round out of the effect counts as one day for determining the duration of the effect. As a standard action, you can reactivate the effects of *mythic ensnounce*.

**Augmented (3rd):** If you expend two uses of mythic power, all other creatures within 60 feet must make a Will save or forget the target creature existed. Their memory returns when the ensnounced creature returns.

## Entangling Ectoplasm

The duration of the effect increases to one minute. Add your tier to the DC to break free from the goo.

**Augmented (5th):** If you expend two uses of mythic power, the save DC increases by 1 each round the struck creature does not successfully break free. In addition, if the struck creature makes a successful check to break free, it must make another successful check to break free before the end of the next round or the ectoplasmic goo regenerates around it.

## Eradicate Invisibility

The area of effect is doubled, and naturally invisible creatures are revealed for a number of rounds equal to your tier.

**Augmented (3rd):** If you expend two uses of mythic power, the duration becomes instantaneous and 1 round per level. Each round on your turn, the *mythic eradicate invisibility* emits another pulse.

## Escape Detection

Non-mythic clairsentience and divination effects to detect you are unable to detect you. You add your tier to the manifester level check and any saving throw against mythic clairsentience and divination effects used to try to detect you.

## Ethereal Form

While using this power, you can shift into the Material Plane as if using *mythic blink*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. If you are 3rd tier or higher, you can spend two points of mythic power to use the augmented effect of *mythic blink*. If you remain completely ethereal, you gain energy resistance equal to twice your mythic tier against force effects.

## Ethereal Form, Greater

Creatures using this power can shift into the Material Plane as if using *mythic blink*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. If your mythic tier is at least 3rd, you can spend two uses of your mythic power to use the augmented version of *mythic blink*. If you remain completely ethereal, you gain energy resistance equal to twice your mythic tier against force effects.

## Ethereal Passage

While using this power, you can shift into the Material Plane as if using *mythic blink*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. If you are 3rd tier or higher, you can spend two points of mythic power to use the augmented effect of *mythic blink*. If you remain completely ethereal, you gain energy resistance equal to twice your mythic tier against force effects.

## Evade Burst

You gain a bonus on Reflex saves equal to your mythic tier. Any hit point damage you take from an effect that allows a Reflex



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save is reduced by a number of hit points equal to half your mythic tier (round down).

**Augmented (5th):** If you expend three uses of mythic power, the duration becomes 1 round per level.

---

## Everyman

The bonus to Disguise checks increases to +15. Changing your appearance requires only a move action instead of a standard action.

**Augmented (7th):** If you expend two uses of mythic power, the duration becomes permanent and your looks are permanently altered to your new appearance.

---

## Exhalation of the Black Dragon

The damage dealt increases to 2d8 points of acid damage with 1d8 splash damage to creatures in adjacent squares, and each two power points spent augmenting increase the damage to the target by 2d8 and the splash damage by 1d8. Creatures damaged by the power take the same damage each round thereafter for 1 round per 3 manifester levels. There is no splash damage if the ranged touch attack misses.

**Augmented (5th):** If you expend two uses of mythic power, the power's duration becomes one round per level and you can use the effect in subsequent rounds. The power is usable every 1d4 rounds after each use.

---

## Expansion

Your size increases by an additional category. The benefits and penalties associated with your increased size category, as well as the increase of the natural reach, are also appropriately adjusted. This stacks with the 6 power point augment of the non-mythic version of this power.

---

## Expulsion

If the target is a non-mythic extraplanar creature, it receives no saving throw to avoid being sent back to its proper plane, and there is no chance it will be sent back to plane other than its own. A mythic creature gains a saving throw to resist the power, but you may add your mythic tier to manifester level checks to overcome its power resistance.

---

## False Future

If you reposition a creature as it is about to attack, you can reposition them so that their attack strikes a different creature instead of simply wasting the action. The new target of the attack must be within the target's reach. You can reposition non-mythic creatures into squares with no ground.

**Augmented (3rd):** If you expend two uses of mythic power, you can target one additional creature per three tiers you possess.

---

## False Sensory Input

You can completely define what the target perceives, including not seeing, hearing, or feeling certain things, creating phantom

sounds, sights, or sensations of touch. The creature still feels pain, but otherwise its five senses are controlled by you.

---

## Fate Link

The range increases to 100 feet + 10 feet per level.

**Augmented:** If you expend two uses of mythic power, you can link one additional creature's fate per three mythic tiers you possess, or fraction thereof (one additional creature at 1st tier, 2 additional creatures at 4th tier, and so on.)

---

## Fate of One

You do not have to take the result of the reroll if it's worse than the original roll. You add your tier to the reroll.

**Augmented (2nd):** If you expend two uses of mythic power, you can reroll an additional number of times equal to half your tier.

---

## Feat Leech

You can steal any feat, including mythic feats, the target possesses, in addition to psionic or metapsionic feats. If you steal a mythic feat and do not have the prerequisite feat, you must steal both feats to gain the benefit.

**Augmented (2nd):** If you expend two uses of mythic power, you can steal an additional number of feats equal to half your mythic tier.

---

## Fiery Discorporation

You can use *mythic fiery discorporation* as long as you are within 100 feet of an open flame. You can choose any time within the next 24 hours to reappear from the fire.

---

## Fission

You can choose how many power points your duplicate can use, rather than splitting them evenly. Your hit points are never lowered when you rejoin with your duplicate – whichever version of you has the highest hit points is used to determine the hit points when the effect ends.

**Augmented:** If you expend one additional use of mythic power, your duplicate has a manifester level equal to yours and you are only staggered when your duplicate dies, instead of gaining a negative level and being sickened for ten minutes.

**Augmented (3rd):** If you expend two uses of mythic power, you and your duplicate maintain telepathic communication for the duration of the effect.

---

## Flight

The fly speed changes to 120 feet (or 80 feet if wearing medium or heavy armor, or carrying a medium or heavy load) with perfect maneuverability. When the duration expires, you are protected by *catfall* for a number of rounds equal to your manifester level.

**Augmented (3rd):** If you expend two uses of mythic power, you add your tier on Reflex saves and as a dodge bonus to AC. You gain these bonuses only while flying.



## Fold Space

The duration of this power changes to 1 round per 2 manifester levels, and it creates a temporary, invisible, one-way portal in your square to your destination. You immediately pass through the portal and arrive at the destination, but you can't take any other creatures with you.

When manifesting the power, you can designate a number of creatures equal to your manifester level. These creatures can see and use the portal, passing through it to arrive at the destination (this isn't an action). A creature that passes through the portal can't take any other actions until its next turn.

## Force Screen

Half of the shield bonus (rounded down) from the power also applies against ranged touch attacks.

**Augmented:** If you expend two uses of mythic power, the effect can also gain one shield special ability with a +1 bonus cost, such as *arrow catching*.

## Form of Doom, Zikopathik's

You add your tier to the Disguise bonus and the save DC of the frightful presence ability gained from the effect. Non-mythic creatures that succeed on the saving throw against your frightful

presence ability are not immune to it if you make another charge.

**Augmented:** If you expend two uses of mythic power, non-mythic creatures within 30 feet that fail the save against your frightful presence are panicked instead of shaken, and non-mythic creatures within 30 feet that make the save against your frightful presence are shaken.

**Augmented (5th):** If you expend three uses of mythic power, you add half your mythic tier to the natural armor bonus, damage reduction, and Strength score. Your land speed is increased by +20 instead of +10, and your tentacles deal 3d8 points of damage each.

## Fortify

The resistance bonus gained from the power also applies to AC as a deflection bonus. Once during the power's duration, you can roll a saving throw twice and take the higher result, or force a creature attacking you to roll the attack roll twice and take the worse result. You must decide to use this ability before the first roll is attempted.

**Augmented (2nd):** If you expend two uses of mythic power, you may reroll a number of times equal to your mythic tier.

## Fuse Flesh

Shapechangers cannot shift out of this effect.

**Augmented:** If you expend two uses of mythic power, the duration becomes instantaneous. The target has to tear itself free from the fused form, suffering 2 points of Constitution damage, or it remains fused permanently.

## Fusion

The target creature can be up to one size category larger than you to fuse with you. There is no damage taken if the other creature is expelled through the Astral Plane.

## Genesis

You may choose to increase the duration of your demiplane to one week per level, or you may increase its size to a number of 20-foot cubes (rather than 10-foot cubes) as appropriate to any augmentation options you may have selected. Only a creature whose mythic rank or tier exceeds yours can dispel your demiplane.

## Graft Armor

The maximum Dexterity Bonus increases by your tier and the armor check penalty are reduced by your tier (to a minimum of 0). The arcane spell failure is reduced by 5% per tier (to a minimum of 0%).

**Augmented (3rd):** If you expend two uses of mythic power, the armor always counts as light armor.

## Graft Weapon

You add half your mythic tier to the competence bonus on attack and damage rolls. Your grafted weapon bypasses epic damage reduction if it did not already. You do not lose points





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of Constitution if your weapon is destroyed, but are instead staggered for one round.

## Grip of Iron

The enhancement bonus is increased by 50% (round down) and you gain the bonus on attempts to break a grapple.

**Augmented (4th):** If you expend two uses of mythic power, you gain the grab monster special attack.

## Hail of Crystals, Anselm's

The radius of the burst increases to 40 feet and the damage dealt is in d8 instead of d4.

**Augmented (3rd):** If you expend two uses of mythic power, you can exclude up to your tier in targets from the burst effect.

## Hammer

Add your tier to the damage dealt by your melee touch attack. You may choose to have the damage modified by your Strength modifier.

## Heightened Vision

The range of the darkvision is increased to 120 feet, and this range stacks with any existing darkvision you possess. In addition, you can see through up to 10 feet plus 5 feet per mythic tier of magical darkness.

**Augmented (3rd):** If you expend three uses of mythic power, the range of the target's *mythic heightened vision* becomes equal to the target's line of sight.

## Hustle

The power lasts one additional round per two tiers (minimum 1). You can spend a swift action during the duration to gain an additional move action. If you use the move action provided by *mythic hustle*, you gain your tier as a bonus to your armor class against any attacks of opportunity provoked by the movement.

**Augmented:** If you expend two uses of mythic power, the duration becomes one round per tier.

## Hypercognition

You automatically succeed on any Intelligence check to obtain the desired information.

**Augmented (3rd):** If you expend two uses of mythic power, the duration becomes one round per level. During this effect, you can gain the benefits of *mythic hypercognition* as a swift action.

## Id Insinuation

Roll on the table below instead of the non-mythic version at the start of each subject's turn to see what it does in that round.

d%	Behavior
01–25	Subject acts normally, but takes a –2 penalty on all attack rolls, skill checks, and ability checks until its next turn.
26–50	Subject does nothing but babble incoherently, and takes a –4 penalty to AC until its next turn.
51–75	Subject deals 2d8 points of damage + Str modifier to self with item in hand.
76–100	Subject attacks nearest ally (for this purpose, a psicrystal counts as an ally).

## Immovability

Non-mythic creatures are unable to move you. You add your mythic tier to the opposed Strength check to move you against mythic creatures.

**Augmented:** If you expend two uses of mythic power, you can make attacks of opportunity while under the effects of *mythic immovability*.

## Incarnate

A mythic *incarnate* (and any effect it makes permanent) cannot be dispelled by non-mythic means, up to and including non-mythic *mage's disjunction* or *unravel psionics*, and you add your mythic tier to DC of manifester level checks made to dispel your mythic *incarnate* even with mythic effects. If you use mythic *incarnate* on yourself, it can be dispelled only by a mythic creature, and only if their manifester level plus their mythic tier exceeds your manifester level plus your mythic tier.

**Augmented:** If you expend one additional use of mythic power, you can reduce the gp cost of manifesting mythic *incarnate* by 500 gp per use of mythic power you expend while manifesting the power.

**Augmented (3rd):** If you expend three uses of mythic power, you can target a psionic item with mythic *incarnate* while spending 1,000 gp times the item's manifester level. That item gains immunity to having its powers negated or suppressed by any non-mythic effect, including a non-mythic *null psionics field*, *dispel psionics*, *unravel psionics*, *rod of cancellation*, or *rod of negation*.

## Incite Passion

Add half your mythic tier (minimum 1) to the penalties suffered by the target.

**Augmented:** If you expend two uses of mythic power, the target must make concentration checks to cast spells or manifest powers (DC equal to 14 plus your key ability modifier plus your mythic tier.)

## Induce Nightmare

The power's damage increases to 4d6 points of damage for each 1d10 damage it would have dealt, and the target is also shaken for 24 hours.

**Augmented (6th):** If you expend two uses of mythic power, you can deliver a mind-affecting power through a *mythic induce*



*nightmare*. The maximum level of the delivered power is equal to half your tier, and you must expend two uses of mythic power for each power level of the imbued power in addition to the one use needed to manifest *mythic induce nightmare*. You choose whether the delivered power affects the creature immediately or when it awakens. The delivered power affects only the target, even if it normally affects multiple creatures or an area.

## Inertial Armor

The armor bonus is increased by 50% (rounded down). There is a 50% chance that any critical hit or sneak attack made against the target is negated and treated as a normal hit, as if the target were wearing *moderate fortification* armor.

## Inertial Barrier

The psychokinetic barrier grants you resistance 5 against force damage. Once during the power's duration, you can shift the psychokinetic barrier to one creature within 30 feet as an immediate action. That creature gains the benefits of the psychokinetic barrier until the end of your next turn, at which point the power ends.

**Augmented:** If you expend two uses of mythic power, you increase the damage reduction by your mythic tier and you add your tier to your CMD for any combat maneuvers that attempt to move you, such as bull rush, reposition, or trip attempts.

## Inevitable Strike, Roshan's

The affected attack bypasses all damage reduction.

**Augmented (2nd):** If you expend two uses of mythic power and are manifesting the power as a standard action, you gain a +10 insight bonus on your second attack that round and a +5 insight bonus on your third attack that round. The second and third attacks can be on your turn or on another creature's turn before your next turn (such as when you attempt an attack of opportunity). This option may only be used when manifesting the power as a standard action.

## Inflict Pain

The penalty also applies to damage rolls, saving throws, and concentration checks.

**Augmented:** If you expend two uses of mythic power, the pain forces a concentration check to cast any spell or manifest any power (DC 15 plus your key ability modifier and your tier).

## Intellect Fortress

You can designate which creatures within the area benefit from the *mythic intellect fortress* and which do not. In addition, you reduce hit point damage taken by an additional amount equal to your mythic tier and ability damage taken by an additional amount equal to half your mythic tier.

## Know Direction and Location

You may choose for the power to reveal the direction to a commonly known location within a number of miles equal to your manifester level plus your mythic tier times 10. This location

must be commonly known, such as a city or other settlement or a natural feature such as a mountain or river, with a Knowledge (geography), Knowledge (local), or Knowledge (nature) DC no greater than 10 plus your mythic tier unless you have previously visited that location.

## Leech Field

The power points gained are not divided if two or more creatures are under the effects of *mythic leech field* and succeed on a saving throw against the same manifestation of a power or casting of a spell.

**Augmented (3rd):** If you expend two uses of mythic power, the manifester or caster of the spell that triggers *mythic leech field* must make a Will saving throw or lose a number of power points equal to those you gain, or a random spell of the spell level equal to half of the number of power points gained.

## Localized Windstorm

The chance for ranged weapons other than arrows and bolts that pass through the barrier to not be blow off course is reduced to 5% per pound above 1 pound. Giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the barrier have a 20% miss chance.

**Augmented (3rd):** If you expend two uses of mythic power, giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the barrier have a 50% miss chance while smaller ranged weapons are automatically deflected. In addition, Medium and smaller creatures cannot pass through the barrier unless they succeed on a DC 10 Strength check or DC 20 Fly check; this check is made as part of their movement and does not require a separate action.

## Locate Secret Doors

When you are not concentrating, the power continues to function in a 10-foot-radius emanation centered on you. In addition, you gain a bonus equal to one-half your mythic tier on Perception checks made to notice traps placed on secret doors that you detect. You can concentrate as a swift action to gain information on the second and subsequent rounds after detecting a secret door.

You can penetrate effects that block divination or clairsentience with a manifester level check with a DC of 11 plus the manifester level of the effect, or through lead sheeting with a DC 20 manifester level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 manifester level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your detection is not mythic, or if it already allows a manifester level check or saving throw to penetrate its protection, add your mythic tier on your manifester level check or saving throw.

## Matter Agitation

The area of effect is increased to 4 square feet of surface area of an object or creature. Add your tier to the amount of



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damage dealt each round. Non-mythic creatures suffer double damage from the effect.

**Augmented:** If you expend two uses of mythic power, you can divide the area of effect between two objects or creatures.

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## Matter Manipulation

You can increase or decrease an object's base hardness by up to 10. If an object has a base hardness of under 10, you can give it the fragile quality.

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## Memory Modification

It takes only one round to visualize the memory you are modifying and you may modify up to 10 minutes of memory.

---

## Mental Barrier

The deflection bonus is increased by 50% (round down) and also applies to Reflex saving throws.

**Augmented:** If you expend two uses of mythic power, you can manifest this power even after an opponent has made its attack roll and still gain the benefits against that attack.

---

## Mental Disruption

The area of effect is doubled and creatures that make their saving throw are instead staggered for one round.

---

## Metaconcert

The metaconcert conductor can manifest any mythic powers known by members of the metanetwork and gains an additional bonus to his manifester level equal to your tier. Members of the metanetwork gain a bonus on saving throws equal to your mythic tier. Hit point and ability damage is reduced by your tier before it is distributed.

**Augmented:** If you expend two uses of mythic power, members of the metanetwork may spend a swift action to add more power points into the metanetwork's power point pool.

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## Metafaculty

*Mythic metafaculty* automatically bypasses non-mythic effects that bar clairsentience effects such as *mind blank*. You add your tier to any manifester level check against mythic effects. You know the creature's exact level or Hit Dice.

**Augmented:** If you expend two uses of mythic power, you do not suffer ability burn for manifesting *mythic metafaculty*.

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## Metamorphosis

You gain one choice from Enhancement Menu B and Abilities Menu B, instead of one choice between the two menus.

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## Metamorphosis, Major

You gain one choice from Enhancement Menu C and Abilities Menu C, instead of one choice between the two menus.

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## Metamorphosis, Minor

Add your tier to the bonus to Disguise checks. In addition, you gain one choice from Enhancement Menu A and Abilities Menu A, instead of one choice between the two menus.

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## Metamorphosis, True

You can also choose to become one of the following types, with the associated traits: construct, elemental, or plant.

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## Metaphysical Claw

You may affect one additional natural weapon for every two mythic tiers. Affecting each natural weapon in this fashion is a full-round action.

**Augmented:** If you expend two uses of mythic power, you can add one of the following weapon special abilities to your claws: *flaming*, *frost*, *keen*, *merciful*, *shock*, or *thundering*.

**Augmented (5th):** If you expend three uses of mythic power, you can reduce the granted enhancement bonus by 1 (to a minimum of +1) to add two of the above abilities or one of the following abilities: *anarchic*, *axiomatic*, *flaming burst*, *holy*, *icy burst*, *shocking burst*, or *unholy*.

---

## Metaphysical Weapon

You may affect one additional weapon for every two mythic tiers. Manifesting the power and touching multiple weapons is a full-round action.

**Augmented:** If you expend two uses of mythic power, you can add one of the following weapon special abilities to the weapon: *flaming*, *frost*, *keen*, *merciful*, *shock*, or *thundering*.

**Augmented (5th):** If you expend three uses of mythic power, you can reduce the granted enhancement bonus by 1 (to a minimum of +1) to add two of the above abilities or one of the following abilities: *anarchic*, *axiomatic*, *flaming burst*, *holy*, *icy burst*, *shocking burst*, or *unholy*.

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## Microcosm

If targeting a single creature, add ten times your tier to the maximum number of hit points that can be affected. If targeting an area, add twice your tier to the maximum number of hit points a particular creature can have to be affected, and ten times your tier to the total number of hit points of creatures that can be affected. This power bypasses non-mythic sources of power resistance, and you add your tier to checks to overcome mythic sources of power resistance.

**Augmented:** If you expend two uses of mythic power, you can double the number of hit points used to determine creatures eligible to be affected.

---

## Mind Control, Geth's

The Sense Motive DC to notice your target is dominated increases by double your tier. You can give orders to the target even if it's protected by non-mythic effects that block magical control, such as *protection from evil*. If the target is protected by a



mythic effect, you can attempt to overcome this defense with a manifester level check (DC 15 plus the manifester level of the effect); add your tier to your roll and the opposing manifester's tier to the DC. If the target succeeds at its Will save to break your control, as an immediate action you can expend two uses of mythic power to force it to reroll the save and use the lower result.

## Mind Probe

Creatures under the effect cannot move out of range of the effect once it has started. You add your tier to your manifester level to determine the duration and range of this power.

**Augmented:** If you expend two uses of mythic power, the target is completely unaware when it makes a save and does not wake up if asleep even if it makes a successful save.

## Mind Seed

The subject's level is four lower than you instead of 8. Non-mythic effects cannot remove the seed once implanted.

**Augmented (3rd):** If you expend two uses of mythic power, the range increases to 25 feet plus 5 feet per level instead of touch.

**Augmented (8th):** If you expend four uses of mythic power, the germination period reduces to one day instead of one week.

## Mind Switch

You can possess a non-mythic creature even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *null psionics field*. If the target of your possession is a mythic creature protected by a non-mythic effect, or a non-mythic creature protected by a mythic effect, you can overcome that protection with a manifester level check against a DC of 15 plus that effect's manifester level. You cannot possess a mythic creature protected by a mythic effect that blocks possession.

**Augmented (5th):** If you expend three uses of mythic power, the target is staggered for the duration of the *mind switch*.

## Mind Switch, True

As *mythic mind switch*, but you only gain one negative level as you enter the new body, which still cannot be cured but does fade after 24 hours, and only one permanent negative level if the body you inhabited just before your current body dies (which still requires Restoration or greater to remove).

Alternatively, you can choose to have the subject that you switched minds with to be confused (no save, no power resistance) for 24 hours as you intentional miswire their psyche to your old body. If you do this, however, you suffer the normal two temporary negative levels for switching minds and two permanent negative levels if the body you just inhabited dies.

## Mind Thrust

On a successful save, the target suffers half damage, instead of negating the effect. In addition, on a failed save, the target creature is dazed for one round.

**Augmented (3rd):** If you expend two uses of mythic power, you deal half your tier in ability damage to one mental ability score (your choice) of the target.

## Mindlink

You can perform purely mental aid another actions over the bond and you add your tier to your manifester level to determine range and duration of the effect.

**Augmented (3rd):** If you expend two uses of mythic power, the range increases to 100 feet plus 10 feet per level.

**Augmented (5th):** If you expend three uses of mythic power, you can target any creature on the same plane of existence that you have met before.

## Mindlink, Thieving

You can borrow a mythic power. You gain knowledge of the mythic and non-mythic version of the power. You add your tier to your manifester level to determine duration and range of the effect.

## Mindwipe

The number of negative levels bestowed is increased by 50% (round down) and the range increases to Medium (100 feet + 10 feet/level).

**Augmented (3rd):** If you expend two uses of mythic power, you can target one additional creature for every three mythic tiers you possess.

## Missive, Mass

The power loses the language-dependent descriptor and the duration increases to a number of rounds equal to your tier.

**Augmented (3rd):** If you expend two uses of mythic power, you may select up one creature in the affected area who can respond to your message.

## Modify Matter

You gain +10 enhancement bonus to the relevant skill to craft the item.

## Modify Matter, Greater

You gain +10 enhancement bonus to the relevant skill to craft the items.

## Moment of Terror

Add half your tier (minimum 1) to the penalty to Will saves against mind-affecting effects.

**Augmented:** If you expend two uses of mythic power, the penalty applies to all Will saves and not just those of mind-affecting effects.



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## Natural Healing

The damage healed increases to 6 hit points plus one point per mythic tier. The power cures up to 1 point of ability damage. You choose what type of ability damage is cured.

## Natural Linguist

You gain the ability to communicate simultaneously in a number of languages equal to your mythic tier. Your voice cuts clearly through ambient noise, granting a bonus equal to twice your mythic tier to Perception checks to hear your speech, and your voice is so commanding that the manifester level and save DC of any language-dependent effects it uses are increased by 1.

## Null Psionics Field

Select a number of psionic disciplines equal to half your tier. Powers and effects of the chosen disciplines are unaffected by the *null psionics field*.

## Oak Body

The damage reduction becomes 10/slashing and epic, the bonus to natural armor is increased by your tier, and the armor check penalty is reduced to -2. Your unarmed attacks are treated as magical weapons for the purposes of bypassing damage reduction.

## Object Reading

There is no chance that a previous owner will be skipped and the amount of information gained is measured in rounds instead of minutes.

**Augmented:** If you expend two uses of mythic power, you can read an additional number of objects during the power's duration equal to your tier.

## Painful Strike

The additional damage can be lethal or nonlethal at your choice.

**Augmented:** If you expend two uses of mythic power, the pain lasts for one round per level, dealing 1d6 nonlethal damage per round and the target is sickened unless it makes a Fortitude save to negate the sickening effect.

## Personality Parasite

The parasitic personality can attempt to perform standard actions that control the body physically, but suffers a -2 penalty on any attack rolls or damage rolls as it struggles to wrest control from the subject. The parasitic personality can manifest powers or cast spells one or more levels lower than the highest level of power or spell the subject can normally manifest or cast.

**Augmented (5th):** If you expend two uses of mythic power, the parasitic personality instead maintains primary control of the body, while the subject is restricted to only a single action during the effect.

## Physical Acceleration

You gain an additional move action each round. The movement speed increase changes to 50 feet, to a maximum of three times

your normal speed for that movement type.

**Augmented (3rd):** If you expend three uses of mythic power, the movement speed increase changes to 70 feet, with no limit based on your normal speed. If you move at least 30 feet on your turn, you can travel across liquid as if the liquid were solid. If the liquid deals damage on contact, you take only half damage from moving across it.

## Pierce the Veils

The target gains the ability to see through natural or magical fog and weather effects and grants a bonus equal to your mythic tier to all Perception checks. In addition, you can penetrate non-mythic protections from divination with a manifester level check with a DC of 11 plus the manifester level of the protective effect. If the protective effect already allows such a manifester level check, you gain a bonus on the check equal to your mythic tier.

## Planar Travel

If you've been to the destination plane and are familiar with a location there, you may choose that location and arrive on target at that location with anyone else you transport with the power.

**Augmented:** If you expend two uses of mythic power, you





grant transported creatures the effects of a *adapt body* power upon arrival, lasting for 1 hour.

## Power Leech

You can cease concentrating on the power without ending the effect. It provides no effect when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the power's duration. The number of power points drained each round is increased by your mythic tier and the number of power points you add to your reserve changes to half of those drained (minimum 1). If the subject is drained to 0 power points, the power does not end and you may instead choose another target.

## Power Resistance

You add your mythic tier to the power resistance against non-mythic effects.

## Precognition

The insight bonus gained from the effect is increased by half your mythic tier (minimum +1).

**Augmented (3rd):** You can expend two uses of mythic power while under the effect of *precognition* to determine the outcome a chosen action that uses your precognitive edge. Roll to determine the result of the action (for example, make an attack roll against an opponent and add the precognitive edge to the roll and determine if the attack would succeed.) You can choose to ignore the results of the action and choose a different course of action (such as attacking a different enemy, manifesting a power, etc.), but can only do this once per manifestation of this power.

## Precognition, Defensive

The insight bonus is increased by 50% (minimum 1.) Once during the power's duration, you can roll a saving throw twice or force an attacker to roll an attack roll twice and you choose the result. You must decide to use this ability before the first roll is attempted.

**Augmented:** If you expend two uses of mythic power, you can manifest this power as an immediate action.

## Precognition, Greater

You can manifest *mythic greater precognition* as a full-round action. You add your tier to the number of precognitive edges you can gain during the duration of the effect. The insight bonus is increased to +6.

## Precognition, Offensive

The insight bonus is increased by 50% (minimum 1.) Once during the power's duration, you can roll an attack roll twice and take the higher result. You must decide to use this ability before the first roll is attempted.

**Augmented:** If you expend two uses of mythic power, you add your tier to the insight bonus.

## Prescience, Offensive

The insight bonus is increased by 50%. Once during the power's duration, you can roll a damage roll twice and take the higher result. You must decide to use this ability before the first damage roll is attempted, but you do not have to use it before determining if an attack roll is successful.

**Augmented:** If you expend two uses of mythic power, you add your tier to the insight bonus.

## Prevenom

The Constitution damage of the poison is increased by 1.

**Augmented:** If you expend two uses of mythic power, non-mythic creatures struck by the poison must still make saves each round for the duration of the effect or suffer damage even if they succeeded on a previous save.

**Augmented (4th):** If you expend two uses of mythic power, the poison works on a number of attacks equal to half your tier before being discharged.

## Prevenom Weapon

The Constitution damage of the poison is increased by 1.

**Augmented:** If you expend one additional use of mythic power, non-mythic creatures struck by the poison must still make saves each round for the duration of the effect or suffer damage even if they succeeded on a previous save.

**Augmented (4th):** If you expend two uses of mythic power, the poison works on a number of attacks equal to half your tier before being discharged.

## Prowess

The number of additional attacks of opportunity you can make is increased by your tier. These additional attacks of opportunity last until the beginning of your next turn.

**Augmented:** If you expend two uses of mythic power, you add your tier to attack and damage rolls made on attacks of opportunity.

## Psionic Blast, Quas'thelin's

Creatures that make their save are instead staggered for the duration of the effect.

**Augmented:** If you expend two uses of mythic power, the area of effect changes to a 30 foot radius blast centered on you and you can select which creatures in the blast area to be affected.

## Psionic Lion's Charge

You gain the trample universal monster ability. The amount of damage done by this trample ability is equal to your slam attack (or what a slam attack of your size category would be) + 1 ½ your Strength modifier. The DC for this ability is equal to 10 + ½ your HD + your Strength modifier + your mythic tier. This trample ability negates the need to make overrun maneuver checks against opponents that are between your and your



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desired target, provided that the opponents are at least one size category smaller than you. Overrun maneuvers against opponents that are your size category or one size category larger than you get a bonus to the CMB check equal to your mythic tier.

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## Psionic Lock

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Add your mythic tier to the DC of any lock present on the object; if the object has no lock, it can be opened with a DC 30 Strength check or DC 30 Disable Device check. If a creature tries and fails to open a door warded with this power, that creature takes 2d6 points of force damage (Reflex negates). This damage is subject to power resistance.

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## Psionic Revivify

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The amount of time allowed after death to bring back a target is multiplied by ten.

**Augmented (3rd):** If you expend two uses of mythic power, the time allowed is instead measured in hours.

**Augmented (6th):** If you expend three uses of mythic power, the time allowed is instead measured in days.

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## Psionic Scent

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The range of your scent ability doubles to 60 feet, 120 feet if downwind, and 30 feet if upwind. You can pinpoint a target by scent when you are within 10 feet. You add your tier to Survival checks to track by smell.

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## Psychic Bodyguard

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The range increases to long (400 feet + 40 feet/level) and you are no longer stunned if you fail in the saving throw for your ally.

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## Psychic Surgery

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*Mythic psychic surgery* removes mythic and non-mythic compulsions and charms. You can transfer knowledge of mythic powers, but the subject must be a mythic creature. A creature may only gain a number of mythic powers in this way equal to its mythic tier.

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## Psychic Crush

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The bonus on the Will save is decreased to +2, the range is increased to 100 feet + 10 feet / level, and a creature that makes a successful Will save is also dazed for one round.

**Augmented (5th):** If you expend two uses of mythic power, any non-mythic creature targeted by *mythic psychic crush* does not get a save to negate the effect and falls to the ground unconscious and dying at -1 hit point. This is still a mind-affecting effect.

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## Psychic Drain

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The number of power points drained from the foe increases to 3 power points per manifester level you have and the target is fatigued.

**Augmented (5th):** If you expend two uses of mythic power, you gain an equal number of power points to those drained from the target, or a number of power points equal to the ability damage dealt to the target creature.

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## Psychic Reformation

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You can change out mythic path abilities or mythic feats gained the last time you gained a mythic tier. You can augment the power as normal, substituting mythic tier for character level.

**Augmented (10th):** If you expend 10 uses of mythic power, you can alter all options of character advancement, including class levels.

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## Psychofeedback

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You can increase any ability score by using *psychofeedback*, not just the physical ability scores.

**Augmented (5th):** If you expend two uses of mythic power, the ability burn suffered is only half the increase, but you may not boost an ability score that suffers ability burn because of this use of *mythic psychofeedback*.

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## Psychokinetic Charge

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The range increases to medium range (100 feet + 10 feet/level) and the bonus on the attack roll increases to +3.

**Augmented (5th):** If you expend two uses of mythic power, you can hurl up to your tier in willing creatures across the battlefield, although all must end within 30 feet of each other. Each affected creature may make an attack if they end adjacent to an enemy and are able to spend an immediate action.

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## Psychokinetic Sphere

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Concentrating to move the sphere is reduced to a move action.

**Augmented:** If you expend two uses of mythic power, the sphere cannot be dispelled by non-mythic sources.

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## Psychoport

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You may psychoport willing creatures within 5 feet times your mythic tier without needing to touch them. When rolling percentiles to see if you arrive on target, roll twice and take the better result.

**Augmented:** If you expend two uses of mythic power, all targets of the original *psychoport* return to their original point of origin after a predetermined period of time, up to one round per your mythic tier. Targets that are dead at the time of the return *psychoport* are not returned, nor is any equipment they might have.

**Augmented (3rd):** If you expend two additional uses of mythic power, you may *psychoport* one additional willing creature per 3 tiers.

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## Psychoport, Greater

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You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them. In addition, if



you are within 1 mile per manifester level of the destination, you can attempt to teleport into an area that is warded by a non-mythic effect that blocks teleportation, such as *null psionics field*, *wrench*, or similar by making a manifester level check with a DC of 15 plus the manifester level of the effect, adding your mythic tier to the manifester level check.

**Augmented:** If you expend two uses of mythic power, all targets of the power can teleport back to their point of origin after a time interval you specify, up to one round per mythic tier. Creatures that are dead at that point in time are not teleported back, nor are any items they carry.

**Augment (3rd):** If you expend three uses of mythic power, you may teleport one additional willing creature of any size per 3 mythic tiers.

## Psychoport Trigger

The duration increases to 24 hours and you can spend a standard action to alter the criteria of the trigger at any point during the effect.

**Augmented:** If you expend two uses of mythic power, you can alter the destination of the *psychoport* when altering the criteria.

## Psychoportation Circle

A *mythic psychoportation circle* has a radius of 10 feet, plus 5 feet per 5 mythic tiers. Add your mythic tier to the Perception and Disable Device DC to find or disarm the trap, as well as to the DC to dispel the *mythic psychoportation circle*.

**Augmented (6th):** If you expend three uses of mythic power, the *mythic psychoportation circle* allows two-way travel.

## Psychosis

Roll on the table below instead of the non-mythic version at the start of each subject's turn to see what it does in that round.

d%	Behavior
01–25	Subject acts normally, but takes a –2 penalty on all attack rolls, skill checks, and ability checks until its next turn.
26–50	Subject does nothing but babble incoherently, and takes a –4 penalty to AC until its next turn.
51–75	Subject deals 2d8 points of damage + Str modifier to self with item in hand.
76–100	Subject attacks nearest ally (for this purpose, a psicrystal counts as an ally).

Only mythic versions of *psychic surgery*, *reality revision*, or similarly powerful effects can remove *mythic psychosis*.

## Quintessence

You create an additional number of ounces of quintessence equal to your tier. You are immune to the effects of large amounts of nearby quintessence on manifesting.

## Read Thoughts

You add one-half your mythic tier to Sense Motive checks against any creature. If you are reading a creature's surface thoughts at the same time you make this check, you add your mythic tier instead.

If a creature fails its saving throw, you can ask it one question per two manifester levels. This functions like *speak with dead* but represents mental probing and searching rather than literal questions and answers. The target gains a new saving throw after each question; if it succeeds, it is able to shut you out of its mind and you can no longer read its thoughts.

You can detect minds and read thoughts even through effects that block clairsentience with a manifester level check with a DC of 11 plus the manifester level of the effect, or through lead sheeting with a DC 20 manifester level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 manifester level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your clairsentience is not mythic, or if it already allows a manifester level check or saving throw to penetrate its protection, add your mythic tier on your manifester level check or saving throw.

## Reality Revision

When using *mythic reality revision* to duplicate another power, you can duplicate a mythic psionic power you know. If you don't know the mythic psionic power, you can expend a second use of mythic power to duplicate the mythic version of the desired power.

You can also produce any one of the following effects that modify or replace effects listed in the non-mythic *reality revision* power description:

If you use mythic *reality revision* to remove injuries and afflictions, you can expend a number of uses of mythic power to remove that number of additional afflictions from all affected creatures.

If you use mythic *reality revision* to revive the dead, you can expend a second use of mythic power to negate the target's permanent negative level from the *resurrection*.

Alter fate. By expending a second use of mythic power, you can manifest mythic *reality revision* as an immediate action before a 1d20 roll is attempted and choose what number you want to come up on the die.

## Recall Agony

The power's duration changes to one round per tier, but damage dealt in subsequent rounds is reduced by half of the damage from the prior round (round down, minimum 1).

**Augmented (5th):** If you expend two uses of mythic power, you may choose to affect a number of creatures up to twice your tier. All affected creatures must be in range.

## Recall Death

Non-mythic creatures suffer a penalty on their save equal to



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your tier. The damage suffered on a successful save increases to 9d6 points of damage.

**Augmented (5th):** If you expend two uses of mythic power, a creature that makes its saving throw must make another saving throw against the effect the following round against the same DC.

## Reconstruction

The number of hit points repaired doubles and *mythic reconstruction* can also target objects for repair.

**Augmented:** If you expend two uses of mythic power, the construct gains fast healing equal to your tier for one minute.

**Augmented (3rd):** If you expend three uses of mythic power, the range increases to 25 feet plus 5 feet per two levels.

## Reddopsi

Non-mythic powers count against the 15 power point limit at half the power points spent (round up). Add your tier to the number of power points worth of powers reversed (or half your tier to the number of spell levels reversed.) Powers that rebound upon a creature affected by a non-mythic version of *reddopsi* automatically affect that creature instead of rolling to determine the effect.

## Regenerative Aura

The radius of the effect increases to 60 feet and the aura also heals your tier in ability damage each round.

**Augmented (3rd):** If you expend two uses of mythic power, you can choose which creatures are affected by the aura and which are excluded.

## Remote View Trap

The damage dealt increases to 12d6 points of electricity damage (or half on a successful Will save.) If the observer fails the Will save, you are aware of the observer's identity and location. For the purposes of *psychoport*, you are treated as having seen the location casually.

## Remote Viewing

You can see and hear the target and its surroundings within 15 feet plus 5 feet for every three mythic tiers. You automatically succeed on any concentration check to manifest a power through the quasi-real viewpoint, although the *mythic remote viewing* still ends as normal. In addition, you can penetrate non-mythic protections from clairsentience with a manifester level check with a DC of 11 plus the manifester level of the protective effect. If the protective effect already allows such a manifester level check, you gain a bonus on the check equal to your mythic tier.

**Augmented (3rd):** If you expend three uses of your mythic power, the *mythic remote viewing* doesn't end when you manifest a power through the quasi-real viewpoint and you can attempt to manifest other powers through the quasi-real viewpoint. The additional power's level cannot exceed half your mythic tier

and each additional power counts against the duration of *mythic remote viewing* as one additional minute per power level.

## Resist Death

You gain immunity to all non-mythic death effects, and when targeted by a mythic death effect that allows a saving throw you can roll twice and take the better roll.

**Augmented (3rd):** If you expend two uses of mythic power, any undead creature and any creature delivering a death effect, energy drain effect, or negative energy effect by touch to you (including both normal melee attacks as well as melee touch attacks) takes feedback damage equal to your mythic tier (no save) with each touch.

## Resist Toxin

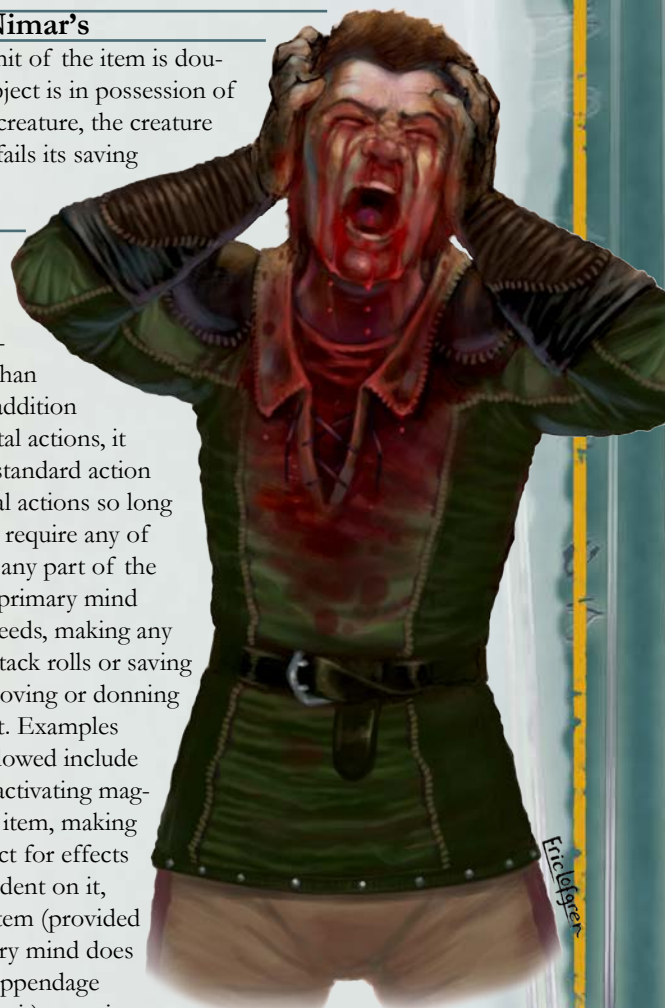
You develop a resistance to the poisons in your system while the power delays their onset. Once the power expires, you gain a bonus equal to half your mythic tier to saving throws vs. any poisons in your system. Heal checks to treat poison and manifester level checks when using the augment options of *resist toxin* also gain this bonus.

## Retrieve, Nimar's

The weight limit of the item is doubled. If the object is in possession of a non-mythic creature, the creature automatically fails its saving throw.

## Schism

The second mind has a manifester level of 4 lower than your own. In addition to purely mental actions, it can spend its standard action to take physical actions so long as they do not require any of the following: any part of the body that the primary mind immediately needs, making any skill checks, attack rolls or saving throws or removing or donning any equipment. Examples of what are allowed include touching and activating magical or psionic item, making physical contact for effects that are dependent on it, retrieving an item (provided that the primary mind does not need the appendage used to retrieve it), pressing





buttons, continuing a conversation (provided that the primary mind does not need to speak), etc.

**Augmented (3rd):** If you expend two uses of mythic power, the second mind's manifester level is 2 lower than your own.

**Augmented (5th):** If you expend three uses of mythic power, the second mind can also take a swift action.

## Second Chance

You do not have to take the result of the reroll if it's worse than the original roll. You add your tier to the reroll.

**Augmented:** If you expend two uses of mythic power, you gain one additional reroll during the duration of the effect for each tier you have achieved.

## Sense Link

You can switch senses during the duration of the effect, do not need to maintain concentration to keep the effect active, and the power becomes dismissible.

## Sensitivity to Psychic Impressions

You are able to see not just dream-like and shadowy, but crisp and clear. You learn the identities of the individuals in the scene and know their emotions at the time of the scene. You know precisely how long ago the particular scene occurred.

**Augmented (3rd):** If you expend two uses of mythic power, you can target a specific time for a particular location and witness the event that occurred closest to that time. Such a time must be identified as "two days ago at noon" or "on the last full moon that occurred on a winter solstice" and cannot be a vague description that might have multiple occurrences such as "when someone was murdered here."

## Shadow Body

The damage reduction gained increases to 15/magic and epic, the darkvision range is increased to 120 feet, and your movement speed is doubled while in shadow form.

**Augmented (3rd):** If you expend two uses of mythic power, you can become a two-dimensional shadow, passing through even the smallest crack or opening, except completely solid items.

## Share Pain

Divide the damage to share as normal, but reduce the damage taken by each creature by your mythic tier (to a minimum of 1 point of damage taken by each creature in the bond.) There is no limit to how far the touched creature can move without ending the effect, although the effect cannot cross planar boundaries.

## Share Pain, Forced

Instead of reducing the damage taken, you increase how much damage the target creature takes by your tier, to a minimum of 1 point of damage taken by you and all other damage taken by the target creature.

## Sharpened Edge

Increase the target weapon's critical multiplier by 1. This does not stack with the mythic version of the Improved Critical feat.

## Shatter Mind Blank

The range of the burst increases to 60 feet and you add your mythic tier to the manifester level check to shatter the effects.

**Augmented:** If you expend two uses of mythic power, any non-mythic *barred mind*, *mind blank*, or *personal mind blank* in the affected area is automatically shattered without requiring a saving throw, power resistance check, or manifester level check. Mythic sources of these effects still gain their saving throw, power resistance check, and manifester level check to shatter.

## Shrapnel Burst

You can shape the burst to ignore targets in the area and the range of the burst increases to 60 feet.

**Augmented:** If you expend two uses of mythic power, creatures that fail their save are also blinded for one round and the damage increases to d8 instead of d6.

## Skate

If used on a creature, the targeted creature's (or creatures') land speed is increased by 30 feet. If used on an object, treat the object as having only one-twentieth its weight for the purpose of dragging it along the ground.

**Augmented:** If you expend two uses of mythic power, the duration increases to 10 minutes.

## Slip the Bonds

You ignore the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

## Slumber

The number of Hit Dice of creatures affected doubles and you can choose the order in which creatures are affected by the effect. Any effect that would automatically awaken a sleeping creature instead allows it to attempt a new Will saving throw to awaken.

**Augmented (8th):** If you expend three uses of mythic power, you can target all living creatures other than you that have 8 Hit Dice or fewer in a 1-mile radius centered on you. Creatures that fail their saving throws fall asleep for a number of days equal to your tier. You can select a number of creatures up to your tier to not be affected by the effect.

## Solicit Psicrystal

Your psicrystal can maintain concentration of a number of powers equal to 1 + half your tier (minimum 1). When *mythic solicit psicrystal* ends, you can choose to regain concentration of any one power the psicrystal was maintaining, but must succeed on a concentration check to do so.



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## Steadfast Perception

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Add your tier to Perception checks.

**Augmented:** If you expend two uses of mythic power, you reduce the chance to miss from concealment by 20% (to a minimum of 0%).

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## Stomp

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The range of the effect increases to 40 feet and the nonlethal damage is doubled.

**Augmented:** If you expend two uses of mythic power, the affected area is treated as difficult terrain for one round per tier.

**Augmented (3rd):** If you expend three uses of mythic power, the damage dealt is lethal instead of nonlethal.

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## Strength of My Enemy

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The Strength siphoned from different enemies is no longer tracked separately to determine your enhancement bonus. You may affect one additional manufactured or natural weapon for every two mythic tiers. Affecting each weapon in this fashion is a full-round action.

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## Suppress Compulsion

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You automatically succeed on the manifester level check against any non-mythic charm or compulsion effects. You add your tier to the manifester level check against any mythic charm or compulsion effects.

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## Sustained Flight

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The fly speed increases to 60 feet (or 40 feet if wearing medium or heavy armor, or if carrying a medium or heavy load), with an additional bonus on Fly checks equal to your mythic tier. You can cover 96 miles in an 8-hour period of flight (or 64 miles at a speed of 40 feet). You are treated as one size larger than your actual size for the purpose of being checked or blown away by strong winds.

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## Sustenance

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While under the power's effects, you do not need to breathe or sleep. You must still spend time resting to regain power points, but the time required is reduced by half.

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## Swarm of Crystals

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The damage dice of the power changes to d6 instead of d4.

**Augmented (3rd):** If you expend two uses of mythic power, you can choose a number of creatures equal to your mythic tier that are in the spread to not be damaged by the spray of crystals.

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## Synesthete

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Your face need not be uncovered to use this power, so long as some portion of your skin is exposed. The exposed skin must be pointed in the direction of the light or sound to be felt.

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## Telekinetic Force

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The duration of this power changes to 1 round per level. You

may spend a move action to use the move effect of the power.

When using the move effect, you can move a number of objects up to your tier. These must be in the same square and together must weigh no more than the weight limit of the power.

Using the thrust effect ends the power, but the weight restriction increases to 50 pounds per manifester level (maximum 750 pounds).

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## Telekinetic Maneuver

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The duration of this power changes to 1 round per level. You may spend a move action to use a combat maneuver on a target.

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## Telepathic Projection

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The subject's attitude toward you is improved by two steps in a positive direction.

**Augmented (3rd):** If you expend two uses of mythic power, you can also alter the subject's attitude toward another creature by two steps in a negative direction. For instance, causing a target that's indifferent to another creature to become hostile.

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## Temporal Acceleration, Willian's

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Select a number of creatures equal to half your tier or fewer within close range (25 feet + 5 feet per 2 manifester levels).

*Mythic temporal acceleration* has the same effect on these creatures as it does on you, allowing them to act for the same number of rounds of apparent time that you can. You and these creatures can all interact with one another normally while time appears to be stopped.

**Augmented (10th):** If you expend three uses of mythic power, the duration increases to 1 hour per level of apparent time. You and other affected creatures gain no benefit from rest or sleep while the effect is active.

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## Thicken Skin

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You also gain DR/psionic equal to the double the enhancement bonus the power provides to your natural armor bonus.

**Augmented (6th):** If you expend two uses of mythic power, the power grants DR/epic rather than DR/psionic.

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## Thought Shield

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Add your mythic tier to the power resistance gained. Once during the power's duration, you can

**Augmented:** If you expend two uses of mythic power, any creature that targets you with a mind-affecting power for the duration of *mythic thought shield* must make a save against the save DC of the effect targeting you (DC 12 + your key ability modifier if the effect allows no save) or be stunned for one round.

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## Time Hop

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The Wisdom DC to end the effect prematurely is increased by your mythic tier. Upon returning, the target must make a Will save or be *confused* for 1 round.



## Time Hop, Mass

You can target unwilling creatures to be hopped forward in time, but a Will save negates the effect. Unwilling creatures get an additional save every hour to return. You may additionally affect a number of unattended objects equal to your tier, each weighing up to 300 pounds.

## Time Regression

You gain an insight bonus equal to your tier for all rolls during the relived round.

**Augmented:** If you expend two uses of mythic power, you do not suffer any ability damage for using *mythic time regression*.

## Timeless Body

Add your tier to the number of rounds the effect ends. You can dismiss it as a free action.

**Augmented:** You can choose which effects work on you and which don't.

## Tornado Blast, Willian's

The radius increases to 80 feet and any creature that fails its save is knocked prone by the blast.

**Augmented:** If you expend two uses of mythic power, the effect deals damage using d10 instead of d6.

**Augmented (5th):** If you expend three uses of mythic power, the duration becomes one round per level and you can choose a new target each round as a standard action. The area of effect moves to the new target each round.

## Touchsight

The range of the telekinetic field doubles and grants you a bonus equal to your tier on attack rolls made against any creature within range.

**Augmented:** If you expend two uses of mythic power, you can penetrate through walls and other solid objects except lead.

## Tower of Iron Will

Add your mythic tier to the power resistance against non-mythic mind-affecting effects.

**Augmented:** If you expend two uses of mythic power, you add your tier to power resistance against mythic mind-affecting effects.

## Trace Psychoport

You are able to detect the manifester level of the source of the teleportation and the number of creatures that were affected by the teleportation. You are able to *psychoport* to the location

without chance of mishap.

**Augmented (5th):** If you expend two uses of mythic power, you are able to tap into residual energy that created the teleportation effect. You teleport to the location traced without chance of mishap.

## Trigger Power

Add your mythic tier to the maximum power level you can use on the triggered power. You can choose to invoke a triggered power as a swift action at any point during the duration of the effect. As full-round action, you can alter the conditions required to cause the triggered power to go into effect.

**Augmented (3rd):** If you expend two uses of mythic power, you can manifest *mythic trigger power* even if you already have a triggered power waiting to trigger without ending the other manifestation of *mythic trigger power*.

## True Creation

You may choose to increase the duration of the vegetable matter, stone, crystal, or base metal items you create to 1 day/level, precious metals or gems to 1 hour/level, or rare metals to 1 minute/level; or you may increase the volume of material created to 10 cubic feet per level. Add your mythic tier to Craft checks to make complex items. You do not suffer ability burn for objects worth less 1,000 gp.

**Augmented:** If you expend two uses of mythic power, you can increase the duration and the volume of material as described above.

## True Metabolism

Add your tier to the number of hit points healed per round. Severed body parts automatically regrow without having to be reattached, even if severed years prior to manifesting the power. Regrowing severed limbs does not stop the healing per round as it does for the

non-mythic version of the power.

**Augmented (4th):** If you expend two uses of mythic power, you are immune to poisons and diseases, heal one point of ability damage each round, and add half your tier to Fortitude saves.

## Truevenom

The poison lasts for an additional number of attacks equal to half your mythic tier before being discharged.

**Augmented:** If you expend two uses of mythic power, non-mythic creatures struck by the poison must still make saves each round for the duration of the effect or suffer damage even if they succeeded on a previous save.





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## Truevenom Weapon

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The poison lasts for an additional number of attacks equal to half your mythic tier before being discharged.

**Augmented:** If you expend two uses of mythic power, non-mythic creatures struck by the poison must still make saves each round for the duration of the effect or suffer damage even if they succeeded on a previous save.

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## Ubiquitous Vision

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The bonus on Perception checks increases to +6, while the penalty against gaze attacks decreases to -2.

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## Ultrablast

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The radius increases to 30 feet. Creatures that fail the Will save are dazed for one round.

**Augmented (3rd):** If you expend two uses of mythic power, the power instead deals 1d10 points of damage for each 1d6 points of damage it would have dealt.

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## Unravel Psionics

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The duration increases to 10 minutes per manifester level. The chance to destroy a *null psionics field* increases to 2% per manifester level.

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## Upheaval

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The radius of the effect doubles and the damage increases by 1d6 points of bludgeoning damage for each mythic tier you possess.

**Augmented (5th):** If you expend two uses of mythic power, the duration becomes one round per level and you can target an area as a standard action.

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## Vampiric Blade

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Additional damage from a high Strength score does count toward the amount of healing you receive.

**Augmented:** If you expend two uses of mythic power, you receive an additional amount of healing from attacks with your affected weapon equal to your tier.

**Augmented (3rd):** If you expend three uses of mythic power, any healing you would receive from your claws that exceeds your maximum number of hit points is instead gained as temporary hit points.

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## Vigor

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Double the number of temporary hit points gained. Once during the power's duration, you can convert the temporary hit points into half that number of hit points of damage healed. Converting temporary hit points in this fashion ends the effect.

**Augmented (3rd):** If you expend two uses of mythic power, your temporary hit points regenerate at a rate equal to half your tier each round. This only restores the temporary hit points up to the total number of temporary hit points when the power was manifested and does not count as regeneration or fast healing.

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## Wall of Ectoplasm

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If the wall has one or more sections breached, it will repair one 5-foot section of your choice each round. As a move action, you can alter the location of the wall, moving it up to 5 feet per mythic tier, but the path the wall moves must be unimpeded or the attempt to move the wall fails at the point of impediment.

**Augmented (3rd):** If you expend two uses of mythic power, the wall becomes sticky to the touch. Anyone touching the wall must make Reflex save or become entangled. As a swift action, you can release anyone entangled by the wall.

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## Wall Walker

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You do not need to maintain contact with the wall or ceiling to not fall. You are able to run while under the effects of *mythic wall walker*.

**Augmented (3rd):** If you expend two uses of mythic power, you may jump from one surface to another, such as floor to wall, wall to ceiling, or even floor to ceiling. If jumping across a distance, such as a high ceiling or walls that are more than 5 feet apart, the distance traveled by the jump counts toward your movement and still provokes attacks of opportunity.

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## Weapon of Energy

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The additional energy damage is increased to 2d6 points of damage and you add your mythic tier to damage on critical hits made with the affected weapon.

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## Wither

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Add half your mythic tier to the DC to halve the damage. In addition, an affected creature that fails its save is knocked prone.

**Augmented:** If you expend two uses of mythic power, this power can be used as a ranged touch attack instead of a melee touch attack, with a range of 30 feet.

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## Wrench

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You may add your mythic tier to manifester level checks to overcome the power resistance of non-mythic creatures. In addition, if the target attempts to use any form of extradimensional travel, it becomes entangled for a number of rounds equal to your mythic tier (no save). If you target a non-mythic incorporeal creature with this power, it loses the ability to pass through solid objects or creatures and takes full damage from magical effects and magical weapons, rather than half damage.

**Augmented (2nd):** If you expend two uses of your mythic power, you can target one additional creature per two mythic tiers.





# 6

## Mythic Miscellany



# Chapter 6: Mythic Miscellany

## The Challenges of Mythic Play

The mythic rules offer a rich toolbox of options for enhancing your Pathfinder campaign. That said, they are not without their challenges and pitfalls, some of which have become progressively more apparent in play during the time since the mythic rules were released. This section examines those problems and suggests remedies for them, either by amending the existing official mythic rules or by proposing new alternative rules to compensate for them. **Path of Villains** and **Path of Dragons** from *Legendary Games* offer an array of options in terms of inventive mechanics as well as play advice for compensating for the challenges of mythic play. The following section continues this discussion in further detail, examining specific problematic areas of the rules (many of which also occur in non-mythic play but are exacerbated with the mythic rules) along with specific rules that contribute to those problems and suggested alternative rules for dealing with them. You may choose to implement some or all of these rule changes, and in some cases a number of alternatives are suggested for dealing with particular challenges. You may even experiment with different solutions to find which works best for your group.

## ACTION ECONOMY

This issue is always in play in a Pathfinder game, and it becomes more pronounced in higher-level games. In places where the narrative tropes might suggest a lone villain fighting off a determined band of heroes, the mechanics break down. Unless the villain so far outclasses the heroes that almost nothing they do can even touch her, the simple fact that the PCs get to act 4–5 times as often as the villain means that there is no way the lone villain can keep up, especially as the consequences for failure continue to ratchet up at higher levels, especially as swift and immediate actions become a larger part of the game.

Those issues are, if anything, exaggerated in mythic play. With any number of abilities allowing heroes to take multiple actions per round, and those actions being progressively more effective, the gap between the villain and the heroes only grows wider. Where in ordinary play, a party of four heroes (not considering cohorts and other companions) against a single villain outnumber the villain's actions by 4 to 1, even against a mythic villain with all the same advantages the PCs enjoy, the PCs' actions might outnumber the villains by 12 to 3. The proportion is the same, but the PCs now have up to *nine more actions every round* than the villain. When some of those actions are mythic abilities that bypass resistances, have debilitating effects even on a missed attack or successful saving throw, and so on, every bonus action is a chance to end the fight before it starts, or at least before it has a chance to get interesting.

Some of this issue can be resolved with play style; simply put, don't use solo villains. The problem is, published adventures use

them all the time, and part of us *wants* to use them to satisfy an iconic visual we have in our heads about how the confrontation should go down. Also, some enemies just feel right as solo opponents, and why shouldn't we be able to have that?

Another option is to simply build in more hit points to solo opponents, as was done in the 4th edition of the world's most famous role-playing game, where a "solo" monster might have 5 times as many hit points as a typical creature of its type. This ablates rather than solves the underlying problem by allowing the enemy to stand up for longer during the imbalanced cascade of actions, but it is at best a delaying tactic, especially if it is not accompanied by an equal ability to disregard status effects. In either case, you want the monster to feel durable, but not necessarily invincible. It is okay for players to feel frustrated that they are not taking down the enemy as quickly as they expected, but you never want to create the feeling that their actions are pointless. Turning a dramatic enemy into a tedious exercise in slowly whittling down a mountain of hit points.

**Problematic Rule: The amazing initiative basic mythic ability.** This ability adds insult to injury by allowing PCs to go more often than the bad guys, and also to usually go first. This ability actually makes more sense as a villain-only ability, allowing them a lever to balance the imbalance in actions. In the hands of PCs, it makes the imbalance worse. The **dual initiative universal monster rule** fills a similar niche, and is more powerful in some ways, but its extra action occurs 20 initiative counts after the creature's initial turn; if all of the PCs win initiative (likely for most creatures), it may not live long enough to see its first action, much less the second. The two abilities overlap and can be combined, but neither should remain an option for mythic PCs.

*Alternative Rule #1: At 2nd tier, you gain a bonus on initiative checks equal to one-half your mythic tier. In addition, as a free action when rolling initiative you can expend one use of mythic power to add your surge die to your initiative roll.*

*Alternative Rule #2:* Eliminate this ability entirely from mythic PCs. If you feel the need to replace it, grant an additional mythic feat slot. This ability can be reserved for villains and creatures expected to fight alone against a group of PCs, helping them to get a first shot at PCs and to be able to take extra actions when they will be most impactful. Some monsters might also have the dual initiative ability; these abilities stack.

*Alternative Rule #3:* Make this a universal path ability available at either 3rd tier or 6th tier (depending on your opinion of its power level; we recommend 6th). It thus remains available as an option for PCs who really want that ability, but it is not gained for free and must be selected in preference to other highly appealing options.

**Problematic Rule: Swift action path features:** Archmage arcana, champion's strike, guardian's call, divine surge, mar-



shal's order, and trickster attack abilities that are usable as swift actions are perhaps overkill in the face of the potent array of benefits they already offer. Their being swift actions also contributes to the glut of competing swift action options embedded within the mythic rules. This bottleneck is intentional, as it helps throttle the use of mythic abilities; however, it also pushes the use of mythic power toward a zero-sum game where the best options are the ones that get used and the rest gather dust.

*Alternative Rule:* Make all path features of this type standard actions when used at a cost of 1 use of mythic power, with the option to expend 2 uses of mythic power to use the ability as a move action or 3 uses of mythic power to use it as a swift action. If the ability involves making an attack, expending 1 use of mythic power allows it to be used in place of an attack, including as part of an attack action, charge, or as part of a full attack action.

**Problematic Rule: Haste and extra attacks:** When making a full attack, the *haste* or *blessing of fervor* spell, a *speed* weapon, or a monk's ability to expend ki are just some of the abilities that grant an extra attack at your highest bonus when making a full attack. Because the mythic rules make it far easier to take a full attack, including moving before, after, or during the full attack, these abilities become much more effective in a mythic game and they also stack with the ability to gain swift-action attacks or moves that put characters in position for full attacks, it is reasonable to restrict the number of additional full-bonus attacks that can be gained from special abilities. Some of this problem can be ameliorated by eliminating swift action attacks or making them more expensive and thus less attractive options, as described above, but a rule specific to this purpose could also be installed.

*Alternative Rule #1:* Characters using the full attack action can gain no more than one additional attack at their highest attack bonus, no matter how many such abilities are in effect. Any additional attacks are lost.

*Alternative Rule #2:* As above, but extra attacks are allowed; however, each bonus attack after the first takes a cumulative —5 penalty, similar to an iterative attack; however, this penalty cannot be reduced by abilities that reduce or eliminate iterative attack penalties, such as the precision champion path ability.

*Alternative Rule #3:* As above, but any additional bonus attacks after the first occur 20 initiative counts after a character's turn.

**Problematic Rule: Titan's bane champion path ability.** This ability is not so much about the actions involved in using it per se as about the actions that are not required in order to use it. In most cases, an enemy is flat-footed only when surprised or unaware of an attacker (or unable to see them), at the beginning of combat, or when fainted out of position. With this ability, there is no need for stealth, speed, or subtlety; enter a larger enemy's space and sneak attacks are automatic. This is not necessarily overpowered, since it requires the risky proposition of being in melee range of a single opponent two or more sizes larger, treating only that foe as flat-footed, versus a readily

available effect like *greater invisibility* that allows unlimited sneak attacks against any creatures within 30 feet. However, with certain builds its automatic nature could create problems.

*Alternative Rule:* If you enter the space of a mythic creature with this ability, it is considered flat-footed only against the first attack you make against it.

## THE NOVA PROBLEM

Mythic power is a limited resource, so clever players will often bank their uses of it in order to get close to a perceived objective before unleashing a storm of it all at once. This concentration of focused assault is enough to overwhelm most opponents. Even well-defended targets can be brought low by a rapid succession of attacks designed to pierce the target's defenses. Being able to "go nova" is sometimes a matter of extra actions, as described above, but it also represents the ability to stack mythic power onto single actions to make those individual actions ultra-effective. There is some room for this in a mythic game, as on a certain level you *want* a mythic character to be able to knock out a giant with a single punch, for example, but what you do not want is the ability to blitz any major villain into oblivion by going all-in with what should be a day's worth of mythic power in one shot.

**Problematic Rule: Unlimited expenditure of mythic power.** In the standard mythic rules, the only limits on spending mythic power are your daily uses and your actions. This does serve as something of a brake on these abilities when actions you could take use the same type of action (typically swift or immediate actions), but there are ways to circumvent this by stacking different types of abilities, legendary items, and more.

*Alternative Rule:* Player characters (and their allies) can use only one ability that requires the expenditure of mythic power per round. This may be a mythic feat, mythic spell, mythic path ability, a power used by a legendary item, or anything else; if it involves expending mythic power, a character can use only one per round. Characters can use abilities that require spending more than one use of mythic power.

For characters with a legendary item, you may choose whether to consider legendary power separate from or equivalent to mythic power for this use. Our recommendation is that legendary power be considered separately, but that it also follow the same rule. That is, that no more than one ability using legendary power can be used per round. Thus, a character with a legendary item could use one ability using her own mythic power, and could trigger one ability from the item using its legendary power.

*Alternative Rule #2:* As #1, but PCs and their allies can also use one mythic surge per round. Mythic surges, while useful, are a fairly straightforward effect that does significantly contribute to the nova problem.

**Problematic Rule: Retroactive and scaling mythic surges:** Mythic surges are not inherently a problem; action points, hero points, fate points, luck points, and the like have been around the game for years, though typically they must be



invoked before a die is rolled, resulting in some wasted uses on rolls too high or too low to reasonably be expected to have any chance of success. A mythic surge, on the other hand, can be used after the fact, when the chance of changing failure into success from adding a surge it is often fairly clear. Shifting surges into a realm of more uncertainty creates the opportunity to bleed more mythic power, but it also has the potential to simply discourage the use of surges in favor of other mythic abilities that are more reliable. This is not a major issue, but it is a small change that is easily made if you wish.

*Alternative Rule #1: Mythic surges may be spent after a d20 has been rolled but before the success or failure of the die roll has been revealed.*

*Alternative Rule #2: Rather than increasing the surge die, you can instead allow PCs to roll multiple d6's and choose the best result. Each time a character or monster's surge die would increase at 4th, 7th, and 10th rank or tier, they instead add an additional d6. This caps the maximum value of a surge at 6, but allows PCs to more reliably get a good result when a surge is used.*

## STACKING MULTIPLIERS

In most cases, the *Pathfinder Roleplaying Game* uses a mathematical limiter when it comes to multiplication, adding multiples rather than multiplying them. If one ability results in a x2 multiplier, and another effect adds an additional x2, those multiples are not multiplied ( $2 \times 2 = 4$ ); instead, the second x2 adds an additional multiple ( $x2 + x2 = x3$ ). This could be expressed more clearly by calling each "x2" multiplier "+1M" (+1 multiple); hence,  $x2 + x2$  is more accurately stated as +1M +1M = +2M, we add 2 multiples times the base of x1, giving us x3. The reason for this is to avoid geometric progressions of multiplication, where three x2 multipliers add up to x4 but multiply out to x8; four x2 multipliers add up to x5 but multiply out to x16. Those who have played extensively with the mythic rules have discovered that it is entirely possible to stack multipliers in a way to deal over 1000 points of damage in a single blow that virtually automatically hits and ignores virtually all resistances. Given that the CR 30 Great Old One Cthulhu in *Pathfinder Roleplaying Game Bestiary 4* has 774 hit points, this is obviously a problem., as it serves no dramatic purpose and isn't even much fun to one-shot Cthulhu. Well, maybe it's a little bit fun, but after you've one-shotted the entire Lovecraftian pantheon the fun kind of goes out of it.

### **Problematic Rule: Foe-biting legendary item ability:**

This ability doubles everything, the total amount after all modifiers and multipliers, including things that would not normally be doubled. This is the ur-example of stacking multipliers.

*Alternative Rule: Banned.* If you wish to retain the *foe-biting* name, replace the effect with the ability to expend one use of the item's legendary power after striking an opponent with the weapon to add the *bane* property against that specific creature (regardless of its type and subtype) for 1 minute. If the item is already a *bane* weapon against that creature's type (and subtype, if applicable), using the *foe-biting* property increases the effect of bane to a +3 enhancement bonus and +3d6 damage, or to

+4 and +4d6 if the wielder is a mythic character and expends one use of mythic power as a swift action when expending the item's legendary power to increase its *bane* effect. An ability like this retains the spirit of the *foe-biting* ability while flattening out the damage curve to something that is useful over time against a foe and eliminating the massive damage spikes that can occur with the standard *foe-biting* ability.

**Problematic Rule: Mythic Power Attack feat.** Power Attack is already a very strong feat, one of the best in the core rules, and the improvements offered by the basic effects of this mythic feat are an escalation of those effects. A good feat is made better in its mythic form, and that's not inherently a problem. The problematic part of the feat is the fact that its already good benefit is doubled (and then re-multiplied) on a critical hit. Because critical hits are both more common for mythic characters and more deadly than they occur, this sends damage totals soaring through the roof.

*Alternative Rule:* Delete the following text from the Mythic Power Attack feat: *In addition, the bonus damage from this feat is doubled on a critical hit, before it's multiplied by the weapon's critical multiplier.*

**Problematic Rule: Mythic Vital Strike feat.** This feat is problematic because of its ambiguity. The way it is written seems to imply its use with weapons that deal a single die of damage, like a longsword dealing 1d8 damage. When you use Vital Strike, you double that base weapon damage to 2d8, so by extension Mythic Vital Strike would double your bonuses from Strength, magic, feats, etc. However, as written the feat states that you multiply damage bonuses by "by the number of weapon damage dice you roll." Hence, if you wield a weapon that deals two dice of damage, like a falchion (2d4) or greatsword (2d6), the feat suddenly becomes twice as effective as if you were wielding a greataxe (1d12). This is to say nothing of Gargantuan or Colossal monstrous enemies that might deal 4 or 8 dice of damage with an attack. Using Greater Vital Strike as written, such a creature might deal 32 dice of damage but also multiply its already prodigious Strength bonus and other bonuses by 32 as well.

*Alternative Rule:* Replace the rules text for the Mythic Vital Strike feat with the following: *Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, multiply the Strength bonus, magic bonus, and other bonuses that would normally be multiplied on a critical hit by 2 if you are using Vital Strike, by 3 if you are using Improved Vital Strike, or by 4 if you are using Greater Vital Strike.*

*Alternative Rule:* Replace the rules text for the Mythic Improved Vital Strike feat found in this book with the following: *Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, multiply all damage (even damage from sources that wouldn't normally be multiplied on a critical hit) by 2 if you are using Vital Strike, by 3 if you are using Improved Vital Strike, or by 4 if you are using Greater Vital Strike.*

**Problematic Rules: Unlimited buffing.** This is an issue in the core *Pathfinder Roleplaying Game*, as there is no limit on the number of beneficial spells or "buffs" that can be applied to a





character. This creates accounting difficulties, as players must keep track of an array of bonuses of various types, and this issue escalates when mythic effects are added. This is not necessarily a problem, as some classes (bards and clerics in particular) are designed to aid their allies with magic, so to limit their ability to do so would be to undermine their utility and viability as classes and force all classes into a self- or enemy-focused mode which may not play to their strengths or let them be what they were designed to be. It also undermines the value of long-duration spells that may be cast at the beginning of an adventuring day and meant to last the whole time.

*Alternative Rule:* A character may have no more than three “buff” spells or effects affecting him at a time, plus one for every three Hit Dice or mythic ranks or tiers it possesses. If you are already at your maximum and another effect would affect you, you may elect to end a “buff” currently affecting you in order to accept the new effect. Any remaining duration of a buff ended in this way is lost.

A “buff” spell is any beneficial spell with a duration of less than 1 hour. It does not include instantaneous effects, nor effects that affect his equipment but do not directly affect him. Continuous magic item effects are not considered “buffs”; however, temporary effects created by magic items are. If you wish to limit item-swapping to move around continuous effects,

you could also add the caveat that any beneficial continuous effect of a magic item does not function until it has been worn or carried on a creature's person for 24 hours.

## SINGLE ABILITY FOCUS

Many classes in the *Pathfinder Roleplaying Game* are dependent on multiple ability scores, but others focus most of their abilities around a single ability score. There are advantages to being a well-rounded character, but the game also greatly rewards specialization, and this remains true in the mythic rules. Some of the corollary problems of exceptionally high attack rolls, save DCs, and the like are rooted in the ability to hyperspecialize ability scores.

**Problematic Rule: Mythic ability score bonuses.** Characters can presently stack up a +10 untyped ability increase to their primary attribute as a free bonus for advancing along their mythic tiers, which stacks with all other types of bonuses.

*Alternative Rule:* Instead of granting PCs a +2 mythic bonus to an ability score every 2 mythic tiers, grant a +1 inherent bonus to an ability score every tier. Unlike the inherent bonuses granted by a *wish* spell, these bonuses are cumulative if an inherent bonus is applied to the same score more than once, with the restriction that a mythic character cannot apply this bonus to the same ability score at consecutive tiers. Making this an inherent bonus rather than an untyped ability increase means that it no longer stacks with inherent bonuses granted by a *wish* spell or similar effect, though you may choose to allow inherent bonus from *wishes* to stack with those gained from mythic tiers, up to a maximum of +5. A *wish* essentially becomes a channel to acquiring the same touch of mythic power as advancing in mythic tier, at least in terms of ability scores.

**Problematic Rules: Display of Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma universal path abilities and the adroit legendary item ability .** Whether or not these abilities are truly overpowered is up for debate, but they certainly play into the issue of single issue hyper-focus, and they start with an enormous flat bonus that does not change as a character advances. A +20 advantage is huge at low tiers, but as skills and ability checks in general become less relevant at high levels these abilities gradually shift from too much to too little.

*Alternative Rule:* Instead of granting a flat +20 bonus on the relevant ability check or related skill check, these path abilities grant a bonus equal to three times your mythic tier.

## RAPID RECOVERY

In some ways, this is the heart of the problem with the mythic rules: player characters have mythic abilities and they want to use them, and they have a lot of mythic power to use, which then makes them spend it profligately. There's no sense of cost involved, since their mythic power is just replenished the next day. Even if it weren't, they have far more mythic power than any villain; typical mythic monsters get only one use of mythic power per rank; PCs get twice that, plus 3 as a bonus,



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and generally outnumber the mythic monster by 4 to 1 or more. The party as a whole may have 10 times the mythic power at its disposal than a lone mythic monster, or a mythic creature with non-mythic allies (or simple mythic creatures, such as creatures with simple mythic templates).

**Problematic Rules: Daily uses of mythic power.** Characters currently gain daily uses of mythic power equal to 3 plus twice their mythic tier. This allows them to use mythic power freely in many situations, which is not all bad, as you don't want players to only use their mythic power in big boss fights. However, you do want to make mythic power feel special and its use non-trivial, so that players feel that they are dipping into a well of finite power to bend the universe their way.

**Note: If you use one of these alternative rules to reduce the uses of mythic power available to characters, you should consider carefully before applying other alternative rules that increase the mythic power cost of various abilities, either not using those alternative rules or reducing the increase.**

*Alternative Rule #1:* Mythic power is regained only when a character passes a mythic trial, as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*. A character that exhausts his supply of mythic power can still use mythic abilities that do not require mythic power. When a mythic trial is passed (including one that elevates a character to a new mythic tier), the character's mythic power is restored to its maximum level, regardless of how many uses of mythic power the character had remaining at the time.

*Alternative Rule #2:* Mythic power is regained at a rate of 1 use per day (or a number of uses equal to one-half your tier, minimum 1), rather than regaining all uses each day.

*Alternative Rule #3:* Mythic PCs gain one use of mythic power per tier, and regain this power each day as normal. Mythic monsters with mythic ranks gain a number of uses of mythic power equal to 3 plus their mythic rank. Mythic opponents with mythic tiers gain a number of daily uses of mythic power equal to 3 plus twice their tier. This gives mythic opponents more of a chance to use their abilities during the few rounds of life they may have remaining to them when they encounter mythic PCs, allowing them to spend more freely while PCs are more cautious with their mythic power.

**Problematic Rules: Recuperation base mythic ability.** This ability is not actually a problem; in fact, its existence helps combat the dreaded "15-minute adventuring day" by allowing PCs to take a breather, refresh their non-mythic abilities, and continue playing instead of quitting for the day and coming back later. However, the benefits gained far outstrip the cost as characters continue advancing in level.

*Alternative Rule:* Using this ability costs one-half of each character's remaining daily uses of mythic power (minimum 1). If you prefer a flatter scaling curve, increase the cost to one use of mythic power, plus one additional use per 4 character levels.

**Problematic Rules: Unstoppable base mythic ability.** This ability is not about recovering mythic power but about

recovering from everything else that might slow down your heroes. The problem is not that the ability exists; it's quite reasonable that it should, especially at 8th tier; the issue is more that it flattens all conditions to be of equivalent value when they are not of equal severity.

*Alternative Rule:* Use the following rules text for the ability:

*At 8th tier, you can expend one use of mythic power as a free action to immediately end any one of the following conditions currently affecting you: bleed, dazed, deafened, entangled, fascinated, fatigued, frightened, shaken, sickened, or staggered.*

*You can expend two uses of mythic power to immediately end one of the following conditions: blind, confused, cowering, dazed, exhausted, nauseated, panicked, paralyzed, or stunned.*

*You must spend one additional use of mythic power to end the effect if the effect you wish to end was caused by a mythic effect. If the effect is permanent, you must spend twice as many uses of mythic power as normal to end the effect. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. You can use this ability at the start of your turn even if a condition would prevent you from acting.*

### BYPASSING IMMUNITY AND RESISTANCE

Energy resistance and immunity, damage reduction, spell resistance, and similar abilities are key defensive abilities for creatures, but many of them are bypassed partially or completely by mythic spells, effects, and abilities. This has the twofold effect of making creatures generally more vulnerable but also of rewarding hyperspecialization. If a pyromaniac fire mage can blast through fire resistance or immunity, there is no need for the character to diversify his magical portfolio. A single tool can now serve for all purposes.

**Problematic Rules: Any effect that bypasses immunity and resistance.** These abilities invalidate the basic game's assumptions about what monsters can and can't do. This isn't wholly bad, some of the point of the mythic rules are that players get to break the rules. However, these abilities are perhaps a step too far.

*Alternative Rule:* Any ability that allows you to ignore immunity or resistance allows you to ignore up to 5 points of resistance or immunity, plus 5 points per 2 mythic ranks or tiers you possess.

**Problematic Rules: Attacks that ignore damage reduction.** Damage reduction already has issues keeping up with the attacks available to PCs, as many forms of DR are easily bypassed, and the sheer volume of damage dealt with each attack makes the relatively low cap on damage reduction, which almost never exceeds 15, little more than a speed bump. Mythic rules offer a wide variety of abilities that further allow attackers to bypass even that meager protection. The following alternative rules specifically apply to mythic creatures with damage reduction, but you could also apply them for non-mythic creatures with damage reduction.

*Alternative Rule:* Against a mythic creature with damage reduction, any ability that allows you to ignore or bypass damage



reduction instead allows you to ignore 5 points of damage reduction, plus 1 point of damage reduction per mythic rank or tier you possess. This applies to mythic abilities like the [fleet charge](#) champion path feature as well as non-mythic effects like a paladin's smite evil.

*Alternative Rule:* Unlike normal damage reduction, the damage reduction of a mythic creature applies against objects or weapons created by spells, spell-like abilities, supernatural abilities, and similar effects. It does not apply against acid, cold, electricity, fire, sonic, positive or negative energy, or other forms of energy damage. It applies against force effects that create objects or constructs made of force, but not against instantaneous force effects.

*Alternative Rule:* To make damage reduction more effective against critical hits use the following rule. You may incorporate this as a mythic monster ability that you may select when building a mythic monster, or you may choose to apply this universally to all mythic creatures with damage reduction.

**Mythic Damage Reduction (Ex/Su):** *When a critical hit is confirmed against a mythic creature with damage reduction and the attack does not ignore damage reduction, the creature has a percentage chance equal to twice its damage reduction to negate the critical hit and treat the hit as a normal hit. If the creature also has the fortification universal monster ability or a similar ability to negate critical hits, add these two percentage chances together and make a single roll.*

**Problematic Rules: Effects that ignore spell resistance.** Spell resistance is a key defense for highly magical adversaries, and summarily ignoring it regardless of whether it is high or low tilts the field too far, especially since effects that allow you to ignore spell resistance, such as the [channel power](#) [archmage](#) path ability, often provide a number of other benefits as well.

*Alternative Rule:* An effect that allows you to ignore spell resistance (when it would normally apply) allows you add your mythic tier on caster level checks to ignore spell resistance. You apply an additional +2 circumstance bonus if the target is a non-mythic creature or if you are casting a mythic spell; these circumstance bonuses stack.

**Problematic Rules: Effects that inflict harmful conditions on a successful save.** There are a modest number of such effects in the standard Pathfinder rules, so there is precedent for such effects, though usually such conditions are relatively minor, like shaken or dazzled, and last for only 1 round or a few rounds at most. There are many more such effects for mythic spells, such as [mythic holy smite](#) blinding evil creatures for 1 round even on a successful save. In many cases, these harmful effects on a successful save are limited to non-mythic creatures, but not all. In the case of a particularly harmful condition, allowing even a 1-round automatic effect allows characters to repeatedly inflict that effect on any foe, barring spell resistance or the foe being able to escape. Tactics that always work erode the sense of fun and challenge at the table, especially if they always work against foes stronger than the heroes.

*Alternative Rule:* Harmful conditions that occur even on a successful save are halved in duration (minimum 0 rounds) if

the mythic rank or tier of an affected creature equals or exceeds that of the creature that created the effect. They are also halved (minimum 0 rounds) for a non-mythic creature whose CR equals or exceeds the caster level (or Hit Dice, for supernatural effects) of the creature that created the effect. This does not apply to effects with an instantaneous or permanent duration.

## UNLIMITED CASTER VERSATILITY

Spellcasters progress in power geometrically, as they get more spells and the spells they have also become more effective. This is one of the key factors that sets them apart from martial characters, whose skills and feats and class features in many cases have the same effect at high levels as they had at low; in order to improve them, they must be supplemented with additional feats. As important, however, is that spellcasters have the gift of versatility and can radically change their capabilities from day to day simply by preparing or casting different spells, whereas a martial character has far less ability to adapt to changing circumstances. Spellcasters do have limits on how many different kinds of things they can prepare and use each day, but abilities that allow them free choice of extra spells pushes their versatility through the roof, as they no longer have to worry about selecting a broad array of effects for the challenges they anticipate; they can spend a relative pittance of mythic power to retroactively prepare for anything that could possibly arise.

**Problematic Rules: The [wild arcana](#) [archmage](#) path feature and [inspired spell](#) [hierophant](#) path feature.** These abilities make limits on caster versatility almost moot, as they allow a caster to cast any spell that a caster of their class could cast, regardless of whether they know the spell and regardless of its level. These abilities become more powerful the more books are published for the game, because the scope of their utility is limited only by what books are allowed in the campaign. As if the core options were not sufficiently generous, every new regional or special-topic sourcebook is instantly fair game for use, no matter how obscure, unless the GM places hard limits on what can and cannot be accessed.

They also become more powerful as characters become more powerful, but the cost to use them does not increase. A low-level mythic character might spend one use of mythic power to call up any 1st-level spell she wishes. Incredibly versatile and potentially game-altering, but not necessarily game-breaking. That same character at high levels can spend one use of mythic power to call up an extra 9th-level spell, and can do it almost two dozen times a day. This is in addition to the spell taking effect 2 caster levels higher than normal, which is a sufficiently nice benefit to warrant expending a use of mythic power all by itself.

The online [Paizo FAQ](#) has already clarified that wild arcana is intended to be a standard action (not a swift action as written in *Pathfinder Roleplaying Game Mythic Adventures*) and that only spells with a casting time of "1 standard action" or less can be cast with this ability, but further correction is needed.

*Alternative Rule:* If you prepare spells, you may use this ability



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to cast any spell you know by expending one use of mythic power, plus one additional use for every 2 levels of the spell. If you are a spontaneous caster, you can use this ability to cast any spell on your class list that is of a level that you can cast by expending mythic power as a prepared caster; however, you must have personally observed the spell being cast (including spell-like abilities and spell effects created by magic items) and identified it with a Spellcraft check in order to cast it in this fashion.

**Problematic Rules: The arcane surge path feature and recalled blessing hierophant path feature.** This ability doesn't explicitly increase versatility, in that it allows you to cast spells you already know or prepare more than once. However, they do indirectly increase versatility by allowing you to repeat-cast those spells and thereby use each spell slot for a different spell, rather than loading up on several copies of the same spell. They also share the same problem as the path features above in that their cost does not change based on the level of the effect you achieve. A champion's fleet charge path feature allows him to expend one use of mythic power to move and make a single attack that bypasses damage reduction. It does this at tier 1 and it does the same at tier 10. Arcane surge and recalled blessing allow you to expend one use of mythic power to cast an extra low-level spell at tier 1, or an extra 9th-level spell at tier 10 (or even before then), with the added bonus getting to roll twice on an array of useful rolls related to the spell (or force a non-mythic target to save twice). That's a radical difference in power, tilted in favor of spellcasting characters that already enjoy a power advantage at high levels.

*Alternative Rule:* Using this ability requires expending one use of mythic power, plus one additional use for every 2 levels of the spell. The spell requires its normal casting time (rather than being a swift action, as written for the arcane surge ability); however, if the spell's casting time is normally "1 standard action" or less, you can use this ability and cast the spell as a swift action by expending two additional uses of mythic power.

### **ROCKET TAG, OR THERE IS NO KILL LIKE OVERKILL**

There are some elements in a mythic game where the sheer numbers just stop mattering, and offense so far outstrips defense that there is almost no point in even rolling the dice. Defense is often more difficult to improve than offense, and is often static while offense is dynamic, and the stacking modifiers to offense overwhelm whatever stands in front of them. Many of these issues can be solved by applying the alternative rules in this section, but there also a point at which ludicrous numbers can still happen. An encounter with a mythic foe should be special and awesome, and nothing says anticlimax like a one-punch knockout. You can consider the following rules to help fortify your mythic bad guys, or if you are generous to your mythic heroes as well.

**Defensive Surge (Su):** *A mythic creature can expend a mythic surge as a swift action to add a sacred (if good), profane (if evil), or luck (if neutral) bonus to its AC equal to the result of its surge die. If the*

*creature has damage reduction or hardness, it also adds the result of its surge die to its damage reduction or hardness (as well as the hardness of any items it carries). If the creature has energy resistance, it adds twice the result of its surge die to each type of energy resistance it possesses. This bonus lasts until the beginning of the character's next turn; if you expend two uses of mythic power, it lasts for a number of rounds equal to one-half your mythic rank or tier (minimum 1 round).*

**I Will Survive (Ex):** *When the actions taken by a creature during its turn would reduce you below 0 hit points, you can expend one or more uses of mythic power to survive with 10% of your current hit points (before that creature began its turn) for each use of mythic power you spend. All damage dealt as part of a full attack action is considered a single effect for this purpose.*







## Inherent Advancement

One of the challenges in a Pathfinder game, especially as characters advance in power level and wealth, is what is sometimes called the Christmas tree effect, wherein characters are defined as much or more by their gear as by the qualities and abilities that are inherent to them as characters. The game assumes certain commonplace equipment will be readily available, and that certain benchmark numbers will be aided and abetted by those items presumed to be commonplace. Some magic items merely provide incremental change, small bonuses or additions to existing abilities. Others provide quantum shifts that change game-play, like items allowing flight and invisibility. In all cases, the core items are well understood and expected to be found.

The problem with this assumption is that it creates its own reality; the assumption that those commonplace items will be there becomes instantiated in the expectation and belief that those items *must* be there. In quest of these presumably necessary core bonuses, PCs and NPCs alike demur when offered exotic or unusual items in favor of getting the maximum possible bonus on their so-called “Big Six” items: magical weapons, magical armor and shields, *cloaks of resistance*, *rings of protection*, *amulets of natural armor*, and ability-score boosting belts and headbands (or similar items that duplicate the effects of these items). Those items that most efficiently get them their bonuses are selected by players for their use and by GMs building their NPCs in order to get the most bang for their buck. It’s a rational program of benefit-maximization, but it also is deadly dull. The mythic rules offer several conceptual options for moving away from this style of treasure distribution.

### Mythic Tiers Instead of Treasure

What PCs do in a typical adventure is rather different from the classic heroes of fantasy. With rare exceptions, the dead in battle are rarely stripped, searched, and salvaged in a fantasy novel or movie. The PCs win the day and move on, stopping only to pick up a rare or unique item with some plot purpose. Strict monetary rewards are often gifted by a patron or benefactor or found in a chest or hoard, rather than peeled from the cold, dead fingers of the slain. You could adopt the same strategy in a Pathfinder game. In encounter-building terms, moving an NPC from standard NPC-level gear to PC-level wealth results in a +1 CR increase. If you accept the algorithm that mythic tiers are worth approximately 1/2 of an experience level, you could drastically dial down the level of treasure awarded to an NPC-like amount while replacing the advantages gained from such treasure with 1-2 mythic tiers., gradually increasing this amount as PCs continue to gain levels.

### Concentrate Your Treasure

You can focus magic item treasure placement on a smaller number of key items, rather than worrying about seeding the campaign with a surfeit of boring low-power items. If your campaign calls for a dozen adversaries who all have around

3000-4000 gp, you are going to have an awful lot of +1 *long-swords*, +1 *breastplates*, and *cloaks of resistance* +1. There are only so many henchmen and allies around to gift these assembly-line items, and sooner or later your PCs are just going to want to sell them and head off to the magic shop to buy something more fulfilling. Your PCs will find one or two 15,000-30,000 gp items far more interesting and, more importantly, *memorable* than a pile of low-grade nothing.

If you create a world where magic items are a fungible manufactured commodity, players will view them and treat them that way. If you create a world where magic items are rarer but more precious, that is how players will view them as well. This model works better if you disallow item creation feats (with the exception of feats that create non-permanent items, like potions, scrolls, and wands) or impose restrictions on their use.

### Bonuses Inherent to Characters, not Items

You can simply eliminate status numerical bonus items, and replace them with the ability for characters to advance their basic statistical modifiers based on a menu of options. These options are in addition to gaining a +1 increase to an ability score at 4th level and every 4 levels thereafter and gaining feats at 1st level and every 2 levels thereafter. Each time a character gains a level, he can choose one of the following benefits. The minimum level to take one of these benefits is listed in parentheses. You can take these abilities more than once each and the effects stack, though many have limits.

**Inherent Bonuses and Magic Arms and Armor:** This system presupposes that magical weapons, armor, and shields exist but possess no enhancement bonus except when wielded by a character with an inherent bonus. You can treat such items as +1 weapons for the purpose of calculating enhancement bonus, crafting time, hardness, and hit points, and as magical weapons for the purpose of overcoming damage reduction. However, unless a character chooses the enhanced armor and shield or enhanced weapon abilities, their enhancement bonus is +0.

**Inherent Bonuses and Other Items:** When using a system like this, items like an *amulet of natural armor*, *ring of protection*, or ability score-boosting item would not exist in their normal form. Instead of being use-activated items, they could exist as command-word items, usable 3/day, to provide the effects of *barkskin*, *shield of faith*, *bear’s endurance*, *bull’s strength*, *cat’s grace*, *eagle’s splendor*, *fox’s cunning*, or *owl’s wisdom* spell for a duration determined by the item’s caster level.

A *cloak of resistance* is more difficult to translate in this fashion, since the *resistance* spell does not scale its bonus. It could be replaced by use-activated spell effects that provide saving throw bonuses following the rules of specific spells, such as *bleed*, *prayer*, or *protection from evil*, or it could be priced as if it duplicated the effects of *shield of faith*, providing a resistance bonus on saving throws rather than a deflection bonus to AC.

**Character Options:** Each time a character gains a level, she may choose one of the following options. If the character is 10th level or above, she may choose two of the following op-



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tions (excluding perfected ability), though she cannot take the same option twice.

*Ability Enhancement, Multiple* (3rd): Choose two ability scores and add a +1 enhancement bonus to each score; this cannot be the same ability you have selected with single ability enhancement (maximum bonus +1 per 3 levels, up to +6).

*Ability Enhancement, Single* (4th): Choose one ability score as your primary ability score. Add a +2 enhancement bonus on that ability score (maximum bonus +2 per 4 levels, up to +6).

*Competent Casting* (3rd): Add a +1 competence bonus on all caster level checks and concentration checks (maximum bonus +1 per 3 levels, up to +5).

*Enhanced Armor and Shield* (3rd): Add +1 enhancement bonus to any suit of magical armor you wear or magical shield that you wield (maximum bonus +1 per 3 levels, up to +5).

*Enhanced Weapon* (3rd): Add +1 enhancement bonus to any magical weapon you wield (maximum bonus +1 per 3 levels, up to +5).

*Enhanced Resistance* (3rd): Add a +1 resistance bonus on all saving throws (maximum bonus +1 per 3 levels, up to +5).

*Enhanced Skill* (2nd): Add a +5 competence bonus on skill checks for any one skill (maximum bonus +5, plus your number of ranks in that skill).

*Enhanced Toughness* (3rd): Add a +1 natural armor bonus to AC (maximum bonus +1 per 3 levels, up to +5).

*Extra Feat* (2nd): At any even-numbered level, choose one feat for which you qualify.

*Insightful* (6th): Add a +1 insight bonus to AC (maximum bonus +1 per 3 levels, up to +3).

*Lucky* (6th): Add a +1 luck bonus on saving throws (maximum bonus +1 per 6 levels, up to +3).

*Perfected Ability* (10th): Add a +1 inherent bonus to any one ability score (maximum bonus +1 per 5 levels, up to +4). This inherent bonus stacks with other inherent bonuses to the same ability score, though your inherent bonus cannot exceed +5. If

you select this ability, you cannot select a second ability.

*Spell Knowledge* (2nd): Add one spell to your list of spells known of any level you can cast. You may instead add two spells known, if they are at least two levels lower than the highest-level spell you can cast.





## Mythic Curses

Mythic magic is generally seen as a boon to those that use it, but one of the great mythic tropes of magic is the dark and baneful curses that fall upon those who violate ancient tombs, transgress the will of the gods, or provoke the ire of mysterious witches and hermits and the nameless, forgotten powers they call master. Mythic curses can be inflicted by *mythic bestow curse* or *mythic major curse* (for major curse or spellblights) and cannot be removed by non-mythic effects except for *miracle* or *wish* (or *limited wish*, for non-major mythic curses or spellblights).

### Anoris Curse

**Type** curse, spellblight [major]; **Save** Fortitude DC 16 or as major spellblight

**Frequency** immediate and 1/day; see text

The anoris curse causes the flesh of the victim's mouth to knit together and seal itself shut. The victim can breathe through its nostrils or similar orifices but cannot speak or use a bite attack. The victim is unable to eat or drink unless a system of drip tubes is devised and used to deliver liquefied nutrition, requiring successful DC 20 Craft (metalworking) and Knowledge (engineering) checks to create the system and one hour of care and a successful DC 20 Heal check once per day to deliver the nutrition.

The anoris curse can be ameliorated by slicing open the flesh of the victim's face, dealing 1d6 points of damage, 1 point of bleed damage, and 2 points of Charisma damage, though unless a *regenerate* spell is applied the victim's oral tissues remain ragged and malformed, causing a 50% chance of spell failure on spells with a verbal component and reducing the save DC of language-dependent effects used by the victim by 4. If the Charisma damage and bleed damage dealt by this spell are cured, this spell failure chance is reduced to 20% and the reduction in save DC for language-dependent effects is reduced to 2. This remedy is only temporary, however, as if the curse is not removed the victim must succeed at a Fortitude save each day with the same DC as the effect that caused the curse or its mouth will seal itself shut again.

In non-mythic creatures, the anoris curse is more severe, causing not only the target's flesh but the bones (including chitin and similar exoskeletons) of its jaws and face to knit together. Cutting open the victim's mouth is of no help to a non-mythic creature.

The anoris curse has no effect against creatures without flesh (or bones, for non-mythic creatures).

### Cruciatic Sympathy

**Type** curse; **Save** Will DC 17

**Frequency** immediate

Cruciatic sympathy causes the target to feel the pain and suffering it inflicts on others. Whenever the accursed deals damage to a living creature, it takes 1d6 points of nonlethal damage, and as long as the victim has this nonlethal damage it is fatigued with

pain. If the victim confirms a critical hit on an adjacent creature, this damage is multiplied by the attack's critical multiplier and the target becomes sickened with pain for 1 minute as well. If the victim deals damage to multiple creatures with the same attack or effect, it takes 1d6 points of nonlethal damage + 1 point per creature after the first. If the victim deals bleed damage or other continuing damage to another creature, the victim takes 1d6 points of nonlethal damage for the initial attack, + 1 point per round after the first that the target continues taking damage.

In addition to the above, if the victim successfully affects another creature with a fear or pain effect, the victim must succeed at a Will save against the effect's DC or be affected by the same effect for as long as the creature it affected remains afraid or in pain. If the fear or pain effect successfully affected multiple creatures, the victim must succeed on a number of saves equal to the number of creatures affected. If any save fails, the victim is affected, and the duration is increased by 1 round for each additional failed save.

### Polypollex Curse

**Type** curse, spellblight [major]; **Save** DC 18 Fortitude or DC 18 Reflex (see text) or as major spellblight

**Frequency** immediate

The polypollex curse causes all of the victim's digits to become thumbs. This radically decreases the victim's manual dexterity when using its hands, resulting in a -10 penalty on Climb, Craft, Disable Device, Linguistics (when used to create forgeries), Perform (keyboard, string, wind), Profession (GM's discretion), and Sleight of Hand checks. The victim also takes a -10 penalty to its CMD against disarm checks and a -5 penalty on its CMB when making disarm, drag, grapple, or steal combat maneuvers. It is very difficult for the target to maintain its grip on objects, and if it does not spend a move action each round securing its grip it must succeed at a DC 18 Reflex save or drop an item it is holding. Any action it takes to draw or retrieve an item (including weapons, ammunition, and material or focus components for spells) takes longer, increasing its action type by one step as follows: free, swift (or immediate), move, standard, full-round. If the target is a spellcaster, it has a 50% chance of spell failure when casting any spell with a somatic component.

The polypollex curse is considered a polymorph effect and can be negated with *break enchantment*, *limited wish*, *miracle*, or *wish*. If the victim uses a polymorph effect to assume a different shape, the effects of the polypollex curse are suppressed for the duration of that effect.

### Regressive Rejuvenation

**Type** curse [major]; **Save** Fortitude DC 17

**Frequency** immediate and 1/day

The victim begins to age in reverse at an accelerated rate. The immediate effect functions as *lesser age resistance*<sup>UM</sup>, but the victim does not retain age-related bonuses to Intelligence, Wisdom, or Charisma. In addition to this initial effect, with each failed



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save the victim grows 1d6 years younger and takes 1 point of Intelligence, Wisdom, or Charisma drain (determine randomly). If the reduction in its age causes it to move to a lower age category, it loses both the physical ability score penalties and the mental ability score bonuses that applied to its former age. If the victim's age is reduced below the standard adult age for a creature of its type, it gains the *young simple template*.

If the curse is removed, the victim begins rapidly aging back to its former age, aging 2d6 years and taking 1 point of Strength, Dexterity, and Constitution damage per round. When it finally reaches its former age, the victim must succeed on a DC 17 Fortitude save or die from the traumatic shock of its sudden aging.

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### Sectum Sanguinum

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**Type** spellblight [major]; **Save** as major spellblight

**Frequency** immediate

This spellblight functions similarly to skinscription (see below), but when a spellcaster with this spellblight casts a spell its description does not begin glowing; instead, it starts bleeding. This deals bleed damage equal to 1 plus one-half the spell's level, for a maximum number of rounds equal to the spell's level. This bleed damage does not interfere with the casting of the spell that triggers the bleeding, but it is considered continuous damage for the purpose of requiring concentration checks when casting other spells. The bleeding letters revealed by this spell are visible on the surface of any armor or clothing worn and are visible in bright or normal light, and are not hidden by magical glamers. Thus, the bleeding runes clearly revealing the location of an invisible creature. The bloody letters are not visible in dim light or darkness, except to creatures with darkvision or blindsight. Creatures able to see the bleeding runes form can identify the spell being cast, as described for skinscription. The blood dries and flakes away 1 round after bleeding stops.

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### Skinscription

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**Type** spellblight; **Save** as minor spellblight

**Frequency** immediate

Each time a spellcaster with this spellblight prepares a spell, or meditates to recover spells if a spontaneous caster, a detailed description of each magical spell she is able to cast that day is inscribed on her skin like a tattoo. This does not apply to spells cast by other creatures or spell effects created by magic items.

When the spell is being cast, that spell's inscription begins to glow as brightly as a candle for 1 minute. Each time the caster casts another spell that affects herself, the skinscription runes for all spells she has cast that are still affecting her glow for 1 minute. This glow is visible even through clothing or armor, and in conditions of dim light or darkness (though not in areas of magical darkness) is sufficient to clearly reveal the caster's location. This glow results in a penalty to the caster's Stealth checks equal to 1 plus the highest spell level the caster has used within the past minute. When the spellcaster casts a spell, creatures within 30 feet with line of sight to the spellcaster can attempt

an immediate DC 20 Spellcraft check as a free action to identify one of the spells (determine randomly) that the spellcaster has cast upon herself. Creatures within 30 feet that can see the spellcaster can make an additional check each round as a swift action to continue identifying spells affecting the spellcaster.

If the spellcaster casts a mythic spell, the runes on her skin glow as bright as a *daylight* spell until the end of her next turn and as bright as a torch for a number of rounds equal to the spell's level and for 1 minute thereafter. This glow clearly reveals the caster's position as if she were shrouded in *faerie fire*.

An *erase* spell does not cure this spellblight but does remove a number of spell descriptions equal to your caster level (maximum 10), such that casting those spells does not trigger the glow. If you expend one use of mythic power while casting an *erase* spell for this purpose, you add your mythic tier to the number of spell descriptions you remove.







## Mythic Skills

The importance of skills tends to diminish at higher levels, as tasks performed with skills at lower levels are replaced by magical assistance, whether through spells or magic items, and this is equally true in mythic play. Even where skills remain useful, skill-based tasks do not typically scale well, as their DCs become trivial or automatic at high levels. There are exceptions, of course, such as opposed rolls against other creatures of similar power and skill like Perception and Stealth, or skills whose effects already scale in some way like Acrobatics and Diplomacy. The following rules describe a set of options to make skills more relevant throughout a mythic character's career, and to enable them to pull off the same kinds of enhanced tricks that they can with their magical and martial abilities.

### USING MYTHIC SKILLS

Mythic characters may use the following applications of their skills, including an array of new skill uses called **exploits**. Some of these enhanced uses of skills are automatic, while others require the expenditure of mythic power. A character can use these enhanced mythic skills if they meet one of the following qualifications:

***Skill Training:*** Mythic character with at least 5 ranks in the listed skill.

***Skill Focus:*** Mythic character with Skill Focus in the listed skill.

***Skill Feat (optional):*** Mythic character with a skill-enhancing feat that enhances the listed, such as Deceitful, Persuasive, or Stealthy.

**Greater Exploits:** In addition to the basic skill improvements listed for each skill and the new exploits for each, mythic skills allow characters who are exceptionally skilled in the listed skill to pull off truly amazing feats. When a character who qualifies for greater exploits (see below) performs an exploit that requires the expenditure of mythic power, he reduces the cost by one; if this reduces the cost to 0, he can perform that exploit without expending mythic power. In addition, every skill has at least one greater exploit, which only characters who qualify may use; the reduction in mythic power cost does not apply to these exploits. In order to use these greater exploits, a character must meet one of the following qualifications:

***Skill Training:*** Mythic character with at least 15 ranks in the listed skill.

***Skill Focus:*** Mythic character with Skill Focus (or a skill-enhancing feat, if that optional rule is being used) and at least 10 ranks in the listed skill.

***Mythic Skill Focus:*** Mythic character with a Mythic Skill Focus (or the mythic version of skill-enhancing feat, if that optional rule is being used) and at least 5 ranks in the listed skill.

**Spell Effects:** Some exploits allow a mythic character to duplicate a spell effect when using a skill. These effects are supernatural rather than spell-like, with an effective caster level equal to the character's mythic tier plus one-half the number of ranks the character has in the listed skill.

## Acrobatics

This mythic skill allows the following exploits:

***Balance:*** You are not denied your Dexterity bonus when using Acrobatics to maintain your balance unless the DC of the Acrobatics check exceeds 10 + your mythic tier.

***Falling:*** You can make an Acrobatics check to reduce damage whenever you fall; you need not deliberately jump; however, the DC is increased by 10. In addition ignoring falling damage from the first 10 feet fallen on a successful check, you can ignore 10 additional feet of falling damage for every 10 points by which you exceed the DC.

***Jumping:*** You add your mythic tier as a bonus to determine the distance you jump when making an Acrobatics check.

***Tumbling:*** The DC to avoid attacks of opportunity due to movement increases by only 1 for each opponent after the first you avoid in 1 round. If you fail your check, you can expend one use of mythic power to add a dodge bonus equal to your mythic tier on your AC against that attack of opportunity; you gain one-half this bonus (rounding down) against any other attacks of opportunity provoked by your movement until the end of your turn.

***New Exploit: Acrobatic Charge:*** You can expend one use of mythic power when using the charge action in order to use a charge or run action even through difficult terrain, when balancing on a narrow or slippery surface, or when you must pass through another creature's space.

***Greater Exploit: Feather Fall:*** You can expend one use of mythic power to *feather fall*; this affects only you.

***Greater Exploit: Kip Up:*** You can expend one use of mythic power to stand up from a prone position that does not provoke attacks of opportunity.

***Greater Exploit: Weightless Walk:*** With a successful DC 30 Acrobatics check, you can move across a solid surface that is not strong enough to bear your weight without falling through. With a DC 50 Acrobatics check, you can move across a liquid surface without falling in. With a DC 70 Acrobatics check, you can move across thin air without falling. This movement lasts only until the end of your turn; if you do not reach a solid surface able to bear your weight, you fall normally.

## Appraise

This mythic skill allows the following exploits:

***Detect Counterfeit:*** You can detect counterfeit items as if using the Linguistics skill to detect a written forgery. You gain a +2 circumstance bonus on saving throws against illusions that create an illusory or object or disguise the appearance of an object, and if you make a Will save to disbelieve you may choose to add your Intelligence modifier in place of your Wisdom modifier on the save.

***True Value:*** You never make wildly inaccurate appraisals of an item's true value.

***New Exploit: Identify:*** You can expend one use of mythic power as a standard action to *identify* a single item.

***New Exploit: Shrewd Trader:*** If you are using the bargaining



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rules from *Pathfinder Roleplaying Game Ultimate Campaign*, you add a bonus equal to one-half your mythic tier on Appraise, Bluff, Diplomacy, or Sense Motive checks made during the bargaining process.

**Greater Exploit:** *Nose for Treasure:* You can expend one use of mythic power to detect precious metal or gems for a number of rounds equal to your mythic tier, as though using a *rod of metal and mineral detection*.

### Bluff

This mythic skill allows the following exploits:

**Feint:** You reduce the penalty for feinting against nonhumanoid creatures or creatures with animal Intelligence by an amount equal to one-half your mythic tier (minimum 1); if both penalties apply, you reduce each of them. If you expend one use of mythic power, you can feint as a swift action.

**Send Message:** Sending a message requires the same amount of time that the message would usually take to relay (rather than twice normal). If you expend one use of mythic power, you can send messages with a number of words equal to 5 plus twice your mythic tier to a number of allies equal to your mythic tier within 30 feet, who must be able to see and hear you. When doing so, you never send the wrong message, and non-mythic creatures trying to intercept your secret message take a penalty equal to your mythic tier on their Sense Motive check to do so.

**Tell a Lie:** If you are lying to a non-mythic creature, add your mythic tier as an insight bonus on your Bluff check to convince them to believe your lie. If you are speaking to a creature you have charmed or affected with *suggestion*, you may also add this bonus to Charisma checks or Bluff checks required to convince that creature that a service you ask of them is reasonable.

**Greater Exploit:** *Suggestion:* You can expend two uses of mythic power as a full-round action to use *suggestion* as a supernatural ability. The save DC is Charisma-based.

### Climb

This mythic skill allows the following exploits:

**Accelerated Climbing:** You reduce the penalty for climbing more quickly than normal by an amount equal to your mythic tier (minimum 0).

**Climbing Defensively:** By accepting a -20 penalty on your Climb check, you do not lose your Dexterity bonus to AC while climbing and you add a bonus equal to your mythic tier on Climb checks to catch yourself if you take damage while climbing. You reduce this penalty by an amount equal to twice your mythic tier.

**New Exploit:** *Fast Climb:* If you expend one use of mythic power, you can move at half your speed (instead of one-quarter your speed) when climbing for a number of rounds equal to your mythic tier. By accepting a -5 penalty, you can move at 3/4 your speed, and by accepting a -10 penalty you can move at your full speed.

**New Exploit:** *Leaping Climb:* If you move at least 10 feet while climbing, you can make an Acrobatics check to jump at

any point during your movement and are considered to have a running start for that check. In addition, if you jump onto a wall or similar surface, you can cling to that surface at the height you reach at the highest point of your jump with a successful Climb check against the wall's DC, adding a bonus equal to your mythic tier to the check. If you have movement remaining your jump, you can continue moving by climbing (with a successful Climb check) after your completing your jump.

**New Exploit:** *One-handed Climb:* By accepting a -10 penalty on your Climb check, you can keep one hand free while climbing, which you can use to wield a weapon or shield or for any other purpose.

**Greater Exploit:** *Let Go:* As a standard action, you can momentarily let go of a surface on which you are climbing, taking any standard action you wish, even if it requires one or both hands, and then attempt to re-establish your hold on the climbing surface. This functions like catching yourself when falling, but the DC is only equal to the wall's DC +10 (or +5 if you are on a slope). If you expend one use of mythic power, you may add twice your mythic tier as a bonus on your Climb check to catch yourself.

**Greater Exploit:** *Wall Runner:* During any movement, you can make a Climb check against the wall's DC to move across a wall, slope, or vertical surface at up to one-half your speed, or at your full speed if you have both hands free. If you do not reach a horizontal surface by the end of your turn, you must make a Climb check as if to catch yourself when falling. If you expend one use of mythic power, you can *spider climb* for a number of rounds equal to your mythic power.

### Craft

This mythic skill allows the following exploits. You must be trained or have Skill Focus in the specific Craft skill appropriate to the type of item you wish to create or repair with these exploits.

**Craft Items:** When determining your progress for one week of work, you may expend any number of mythic surges each day to contribute towards your progress. Add the sum of all mythic surges you spend on Craft skills during the week to the result of your skill check to determine your progress for the week.

**New Exploit:** *Magical Manufacture:* When crafting a magic item for which you have the appropriate Craft skill, you can expend mythic power to increase the maximum amount of an item's gp value that you can create each day. For each mythic surge you expend, you increase this maximum by 100 gp. This does not substitute for the cost of materials; it merely allows you to get more crafting done each day.

**New Exploit:** *Rapid Repair:* If you expend one minute of work and one use of mythic power and make a successful Craft check against an object's Craft DC, you can repair a number of hit points of damage to the object equal to your mythic surge die.

**Greater Exploit:** *Masterwork Manufacture:* When crafting the masterwork component of an item, you multiply your mythic



tier times the result of your d20 roll for your Craft check and then add all other bonuses to determine your progress on the masterwork component of the item. If you are expending mythic surges to help craft an item, as described above, you may treat a number of surges each day equal to your mythic tier as though you roll the maximum amount on your surge die.

## Diplomacy

This mythic skill allows the following exploits:

**Change Attitude:** You subtract your mythic tier from the number of rounds required to change a creature's attitude; you can expend one use of mythic power to instead subtract twice your mythic tier. If this reduces the number of rounds to 0, you can change a creature's attitude as a full-round action.

**Gather Information:** You reduce the number of hours required to gather information by 1 for every 2 mythic tiers you possess. If this reduces the time to 0, then you must spend 1d4 x 10 minutes gathering information. If you expend one use of mythic power, you reduce this time to 1d4 minutes.

**New Exploit: Charm Person:** You can expend two uses of mythic power as a full-round action to use *charm person* as a supernatural ability. This ability is language-dependent. The save DC is Charisma-based.

**New Exploit: Mediation:** You can attempt to mediate a dispute between two other creatures, each of whom who may represent and speak for a larger group. To successfully mediate their dispute requires adjusting the attitude of both sides to become friendly, and the DC to adjust each side's attitude is increased by an amount equal to the base Diplomacy modifier of that group's leader (including ability modifiers and permanent or constant bonuses but not temporary modifiers). Each mediation attempt, with a Diplomacy check made against each spokesperson, requires 8 hours, though you can reduce this time to 1 hour by accepting a -10 penalty or by expending one use of mythic power, negating this penalty. You can continue negotiations even if one side becomes hostile, but if both sides become hostile the mediation ends.

**Greater Exploit: Charm Monster:** You can expend three uses of mythic power as a full-round action to use *charm monster* as a supernatural ability. This ability is language-dependent. The save DC is Charisma-based.

## Disable Device

This mythic skill allows the following exploits:

**Disarm Trap:** You reduce the time required to disarm a trap by 1 round times your mythic tier. If this reduces the time required to 0, you disarm the trap as a standard action.

**Open Lock:** You reduce the time required to open a lock by 1 round times your mythic tier. If this reduces the time required to 0, you open the lock as a standard action.

**New Exploit: Disarm Magical Trap:** If you expend one use of mythic power when making a Disable Device check, you can disarm a magical trap even if you do not have the trapfinding ability.

**New Exploit: Divert Trap:** When you succeed on a saving throw against a trap, or when a trap requiring an attack roll attacks and misses you, you can expend one use of mythic power as an immediate action to divert the trap's effect to a creature adjacent to you, making a new attack roll for the trap against that creature or requiring a saving throw from that creature, as applicable.

**Greater Exploit: Knock:** You can expend one use of mythic power as a standard action to use *knock* as a supernatural ability.

**Greater Exploit: Sabotage Construct:** If you expend one use of mythic power as a standard action, you can attempt a Disable Device against a DC equal to a construct's CMD. If your check succeeds, you deal damage to the construct as if you had hit it with a melee attack with a weapon in your hand (which could be an improvised weapon, if you have ordinary tools rather than a weapon); this attack bypasses the constructs hardness or hit points. Rather than dealing damage, you can affect the construct as if you had made a successful dirty trick, disarm, reposition, sunder, or trip combat maneuver against it, using your Disable Device skill check in place of your combat maneuver check.

## Disguise

This mythic skill allows the following exploits:

**Disguise:** You reduce the penalties for disguising yourself as a different gender, race, age category, or size category by an amount equal to one-half your mythic tier. If more than one such penalty would apply, you reduce each penalty by this amount.

**New Exploit: Quick Change:** If you expend one use of mythic power, you can apply a disguise in 1d3 rounds as long as you are not changing your apparent gender, race, age category, or size category. If you change any of these characteristics, changing takes 1d3 minutes, or 1d3 rounds if you expend two uses of mythic power.

**Greater Exploit: Disguise Self:** You can expend one use of mythic power as a full-round action to use *disguise self* as a supernatural ability or to disguise the appearance of your armor as if it had the *glamered* property for 1 hour.

## Escape Artist

This mythic skill allows the following exploits:

**Escape Bindings:** You subtract your mythic tier from the number of rounds required to escape manacles or bindings; you can expend one use of mythic power to instead subtract twice your mythic tier. If this reduces the number of rounds to 0, you can escape as a full-round action.

**Escape Grapple or Pin:** Escaping a grapple or pin is a move action, or a swift action if you expend one use of mythic power.

**Tight Squeeze:** Whenever you are squeezing, you can attempt a DC 30 Escape Artist check each round at the beginning of your turn. If the check succeeds, the penalties for squeezing are halved until the beginning of your next turn, or eliminated entirely if you exceed the DC by 5 or more.

**New Exploit: Evade Grapple:** When a creature succeeds



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on a grapple combat maneuver against you, you can expend one use of mythic power as an immediate action to make an Escape Artist check with a -10 penalty and use that in place of your CMD to resist the grapple. You reduce the penalty by an amount equal to your mythic tier.

**New Exploit:** *Quick Escape:* You reduce the time required to escape from manacles and bindings or to squeeze through a tight space by 1 round times your mythic tier. If this reduces the time required to 0, you can escape as a standard action. Escaping from a net or entangling spell like *animate plants* is a standard action and escaping from a grapple is a move action.

**Greater Exploit:** *Freedom of Movement:* You can expend two uses of mythic power as a standard action to gain *freedom of movement* for a number of rounds equal to your mythic tier.

### Fly

This mythic skill allows the following exploits:

*Fly in High Winds:* You are treated as one size category larger for the purpose of being checked or blown away by high winds, and you reduce the penalty you take on Fly checks due to high winds by an amount equal to one-half your mythic tier.

**New Exploit:** *Stay Aloft:* You add your mythic tier as a bonus on Fly checks to avoid losing 10 feet of altitude when you take damage while flying, plummeting to the ground after an aerial collision, or take damage from falling.

**New Exploit:** *Swift Swoop:* When moving by flight, you can increase your speed by 10 feet for 1 round as a DC 20 Fly check, but you take 1d3 points of nonlethal damage at the end of your turn. You can use this ability every round, but you become fatigued after a number of rounds equal to your Constitution score. You cannot use this ability if you are fatigued.

**Greater Exploit:** *Bank Away:* If you are attacked while flying, you can expend one use of mythic power as an immediate action to attempt a Fly check to negate the hit. The hit is negated if and you may take a 5-foot-step in any direction if your Fly check result is greater than the opponent's attack roll.

### Handle Animal

This mythic skill allows the following exploits:

*Handle Animal:* Handling an animal for most tasks is a swift or move action, while pushing an animal is a standard action.

*Teach Animal:* You reduce the number of weeks required to train an animal for a new trick or task by one week for every 2 mythic tiers you possess.

**New Exploit:** *Animal Messenger:* You can expend one use of mythic power as a full-round action to use *animal messenger* as a supernatural ability.

**New Exploit:** *Animal Trance:* You can expend two uses of mythic power as a full-round action to use *animal trance* as a supernatural ability. The save DC is Charisma-based.

**Greater Exploit:** *Animal Whisperer:* You can select one specific kind of animals within 30 feet. You can expend one use of mythic power as a full-round action to *speak with animal* with animals of that kind for a number of rounds equal to your

mythic tier, or to *calm animals* as a supernatural ability, affecting only animal of that type. The save DC is Charisma-based.

### Heal

This mythic skill allows the following exploits:

*First Aid:* When you succeed on a Heal check to provide first aid, you can expend one use of mythic power as a swift action to heal a number of hit points equal to one-half the result of your surge die (or the full result of your surge die if your patient is currently at negative hit points).

*Long-Term Care:* You add your mythic tier to the number of patients you can treat at a time.

*Treat Deadly Wounds:* It takes you only 10 minutes to treat deadly wounds. If you expend one use of mythic power, you can treat deadly wounds in 1 minute or can add the result of your surge die to the number of hit points you cure when you succeed on a Heal check to treat deadly wounds.

*Treat Disease:* You can use Heal to treat a supernatural disease if you expend one use of mythic power. If your patient's save result exceeds the DC by 5 or more, the supernatural disease is cured. If you expend one use of mythic power after making a successful Heal check to treat a non-supernatural disease, your patient adds the result of your mythic surge die as a bonus on his saving throw.

*Treat Poison:* If you expend one use of mythic power after making a successful Heal check to treat poison, your patient adds the result of your mythic surge die as a bonus on his





saving throw.

**New Exploit:** *Treat Fatigue:* With a successful DC 20 Heal check and one use of a healing kit, you can remove the fatigued condition after 10 minutes of treatment. If you expend one use of mythic power, you can remove fatigue after 1d4 rounds of treatment.

**Greater Exploit:** *Treat Ability Damage:* When you successfully treat deadly wounds, if you expend one use of mythic power you also cure 1 point of ability damage taken by the patient to an ability score of your choice. You treat one additional point of ability damage for every 10 points by which your check exceeds the DC.

## Intimidate

This mythic skill allows the following exploits:

*Change Attitude:* You subtract your mythic tier from the number of rounds required to change a creature's attitude; you can expend one use of mythic power to instead subtract twice your mythic tier. If this reduces the number of rounds to 0, you can change a creature's attitude as a full-round action.

*Demoralize:* If you successfully demoralize a non-mythic creature with fewer Hit Dice than you, it is frightened for 1 round and then shaken for the remaining duration that it would have been shaken. If the creature's Hit Dice are less than one-half yours, it is panicked for 1 round and frightened for the remaining duration it would have been shaken.

**Greater Exploit:** *Scare Enemies:* You can expend one use of mythic power as a full-round action to use *doom* as a supernatural ability, or two uses of mythic power to use *scare* as a supernatural ability. The save DC is Charisma-based.

## Knowledge

This mythic skill allows the following exploits. You must be trained or have Skill Focus in the specific Knowledge skill appropriate to the type of information you wish to access to use these exploits.

*Identify Monster:* If you successfully identify a monster with a Knowledge check, add your mythic tier to the result to determine how many of the monster's abilities you discover.

**New Exploit:** *Research:* When you have access to a library (or a laboratory, if dealing with alchemy, constructs, medicine, item creation, or similar practical endeavors), you gain a +2 circumstance bonus on all Knowledge checks, with an additional +2 circumstance bonus if the library or laboratory has a specific focus on the subject of a question you are investigating. An exceptionally large or well-stocked library or laboratory offers you double these bonuses.

In addition, you can spend 1d4 hours in a library or laboratory poring over texts, tomes, and experiments, expending one use of mythic power to commit data related to one Knowledge skill within to memory. This creates a latent mythic surge stored within your mind, which you can trigger without expending mythic power at any time within one month when you are making a skill check against that Knowledge skill.

**New Exploit:** *Think Again:* When you fail a Knowledge check, you can expend one use of mythic power to reroll the check with a -10 penalty. This penalty is reduced by 1 for every mythic tier beyond 1st.

**Greater Exploit:** *Legend Lore:* You can expend five uses of mythic power to use *legend lore* as a supernatural ability relating to your chosen Knowledge skill.

## Linguistics

This mythic skill allows the following exploits:

*Create or Detect Forgeries:* If a forgery was created by a non-mythic creature, you add your mythic tier as a bonus on Linguistics checks to detect it. If you are creating a forgery, the DC for a non-mythic creature to detect it is increased by an amount equal to one-half your mythic tier (minimum 1).

*Learn a Language:* When you put a rank into Linguistics, you learn to speak and read two new languages rather than one. This benefit is not retroactive.

**New Exploit:** *Create Cipher:* You can spend one week creating a code that cannot be read by anyone who does not have the code. Creatures trained in Linguistics can attempt to decipher the code by spending one day making a Linguistics check against a DC equal to the result of your Linguistics check when inventing the code, plus your mythic tier. If the initial check to decipher your code fails, subsequent retries take one week rather than one day.

**Greater Exploit:** *Translator:* When you encounter a language you do not understand, you can expend one use of mythic power to understand that language for a number of minutes equal to your mythic tier, as if using *comprehend languages*. If you expend two uses of mythic power, you can use *share language*<sup>APG</sup> as a supernatural ability for a number of minutes equal to your mythic tier.

## Perception

This mythic skill allows the following exploits:

*Listen:* If you spend a move action to listen carefully to hear a sound, you add your mythic tier as a bonus on the check, and if you expend a mythic surge to increase the result of this check you may roll the surge die twice and take the better result.

*Search:* You can search an adjacent 5-foot-square area as a swift action,

*Spot:* If you spend a move action to look carefully to spot something, you add your mythic tier as a bonus on the check, and if you expend a mythic surge to increase the result of this check you may roll the surge die twice and take the better result.

**New Exploit:** *Sleep with your Eyes Open:* You add your mythic tier as a bonus on Perception checks when you are asleep.

**Greater Exploit:** *Spot the Hidden:* You gain a circumstance bonus on Perception checks to spot an invisible creature or object equal to twice your mythic tier. If you attack a creature with a miss chance due to concealment, you reduce that miss chance by 5%, plus 5% per 2 mythic tiers you possess.



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## Perform

This mythic skill allows the following exploits. You must be trained or have Skill Focus in the specific Perform skill appropriate to the type of performance you are using to use these exploits.

**Performance:** If you expend one use of mythic power when using performance to earn money, you earn twice the normal amount based on the result of your check.

**New Exploit: Famous Performer:** If you are using the *reputation and fame* rules from *Pathfinder Roleplaying Game Ultimate Campaign*, you add your mythic tier as a bonus on sphere of influence checks. In addition, if you succeed on a DC 30 Perform check you reduce the prestige point cost of any award you claim by 1 (minimum 1 PP). You can also spend 8 hours spreading tales or songs of the deeds of another character in order to grant that character a bonus on sphere of influence checks equal to one-half your mythic tier.

**New Exploit: Moving Performance:** You can use a Perform check with a -10 penalty in place of a Diplomacy check to change the attitude of a listener. This effect is not language-dependent and can affect creatures with an Intelligence of 1 or higher.

**Greater Exploit: Enthral:** You can expend one use of mythic power to use *enthrall* as a supernatural ability. The save DC is Charisma-based.

## Profession

This mythic skill allows the following exploits. You must be trained or have Skill Focus in the specific Profession skill appropriate to the vocational activity you wish to pursue.

**Job Skills:** Whenever you expend a mythic surge as part of a Profession check to access knowledge about your work or to perform some specific task, such as using Profession (sailor) to control a ship, you may roll your surge die twice and select the better result.

**Professional Work:** If you expend one use of mythic power when using this skill to make money, you earn twice the normal amount based.

**New Exploit: Guild Contact:** If you are using the *contact* rules from *Pathfinder Roleplaying Game Ultimate Campaign*, the trust level of a contact who is also trained in your Profession is increased by 1, and you can expend one use of mythic power to increase their trust level by one additional step; this increased trust lasts for a number of hours equal to your mythic power. If you expend a mythic surge as part of a negotiation check the result of your surge die is maximized.

**Greater Exploit: Legend Lore:** You can expend five uses of mythic power to use *legend lore* as a supernatural ability relating to your chosen Profession skill.

## Ride

This mythic skill allows the following exploits:

**Cover:** Recovering from taking cover behind your mount is a free action.

**Leap:** Your mount adds your mythic tier as a bonus on Acrobatics checks made to jump, and you can expend one or more mythic surges to assist your mount's leap. Each surge die is always maximized, and you add the results of all surge dice together to determine the distance jumped.

**Spur Mount:** You add your mythic tier to the number of rounds you may spur your mount, and you reduce the nonlethal damage it takes from your spurring by an amount equal to one-half your mythic tier. You may increase your mount's speed by 20 feet rather than 10 feet; doing so counts as two rounds of spurring and increases nonlethal damage to 1d6. If you expend one use of mythic power, you double the speed increase for spurring your mount for a number of rounds equal to your mythic tier; this duration continues to elapse even if you do not spur your mount each round.

**Stay in Saddle:** You gain a bonus equal to one-half your mythic tier to your CMD against combat maneuvers that would force you off of your mount, including bull rush, drag, grapple, reposition, and trip maneuvers. You can expend one use of mythic power as an immediate action to increase this bonus to be equal to your mythic tier for a number of rounds equal to your mythic tier.

**New Exploit: Run to Death:** If your mount is fatigued, you can suppress the fatigued condition for a number of minutes equal to your mythic tier (or 10 minutes per mythic tier if you expend one use of mythic power). You can use this ability repeatedly to continue suppressing the fatigued condition, with the DC increasing by 1 for each use after the first. When you stop using this ability, your mount takes a number of points of Constitution damage equal to the number of times you suppressed its fatigue, and then must succeed on a DC 15 Fortitude save or die. On a successful save, it becomes exhausted.

**Greater Exploit: Leaping Charge:** You can expend one use of mythic power to leap onto your mount as a move action and then use the charge action after mounting. Alternatively, you may make an Acrobatics check to leap off of your mount as a free action at any point during a charge action. You are considered to have a running start for leaping in this way, as long as your leap is in the same direction (or within 45 degrees to the left or right) as your mount's movement during your charge. You can make your charge attack at any point during the movement provided by your leap. If you leap off of your mount before it completes its movement as part of the charge action, you may direct your mount to stop moving when you leap or to continue its movement to complete the charge (including attacking the target of the charge on its own, if trained for combat).

## Sense Motive

This mythic skill allows the following exploits:

**Hunch:** If you beat the DC to gain a hunch about a situation by 10 or more, you can expend one use of mythic power as a full-round action to determine whether following a particular course in that situation will lead to a harmful or beneficial out-



come, as if you had cast *augury*.

**Intercept Secret Message:** When non-mythic creatures attempt to convey secret message with the Bluff skill, you add your mythic tier as a bonus on Sense Motive checks to intercept them. In addition, when a creature within 30 feet receives a message by telepathy or by *message*, *sending*, or a similar effect, you are entitled to a DC 35 Sense Motive check to notice. If you notice the message, you can expend one use of your mythic power to eavesdrop on the message.

**Observant:** You subtract your mythic tier from the number of rounds required to make a Sense Motive check; you can expend one use of mythic power to instead subtract twice your mythic tier. If this reduces the number of rounds to 0, you can use this skill (including any exploits) as a full-round action.

**Sense Enchantment:** You can expend one use of mythic power to use *detect magic* as a supernatural ability for a number of rounds equal to your mythic tier, as long as you continue concentrating. This ability affects a single creature within 30 feet, rather than affecting an area, and detects only enchantment effects and possession with this ability.

**Greater Exploit: Detect Thoughts:** You can expend two uses of mythic power to use *detect thoughts* as a supernatural ability for a number of rounds equal to your mythic tier. The save DC is Wisdom-based.

## Sleight of Hand

This mythic skill allows the following exploits:

**Hide Small Object:** Hiding a small object or drawing a hidden object is a move action. If a non-mythic creature attempts to find the hidden object, you add your mythic tier to the result of your Sleight of Hand check to set the Perception DC.

**Pickpocket:** When you take an object from a non-mythic creature, you add your mythic tier to the result of your Sleight of Hand check to set the Perception DC for that creature to notice.

**Quick Hands:** You reduce the penalty for performing a Sleight of Hand check as a move action by an amount equal to twice your mythic tier.

**New Exploit: Sneak Thief:** You gain a +2 circumstance bonus on combat maneuver checks made to steal.

**Greater Exploit: Prestidigitation.** You can expend one use of mythic power to use *prestidigitation* as a supernatural ability.

## Spellcraft

This mythic skill allows the following exploits:

**Craft Magic Item:** You gain a +2 circumstance bonus on all Spellcraft checks made in conjunction with crafting a non-mythic magic item.

**Decipher Scroll or Learn Spell from a Spellbook:** You can expend one use of mythic power to use *read magic* as a supernatural ability.

**Identify Spellcasting:** You add one-half your mythic tier (minimum 1) as a bonus on Spellcraft checks made to identify a spell being cast by a non-mythic creature.

**Identify Magic Item:** Identifying a non-mythic magic item takes only 1 round per item if you thoroughly examine the item. You may identify a non-mythic magic item within 5 feet without handling it, but you take a -10 penalty on your Spellcraft check and it takes 1 minute per item. If you expend a mythic surge as part of a Spellcraft check to identify a magic item, you may roll the surge die twice and take the better result.

**New Exploit: Detect Magic:** You can expend one use of mythic power to use *detect magic* as a supernatural ability for a number of rounds equal to your mythic tier, as long as you continue to concentrate. Each round you can *detect magic* on a single 5-foot-square area.

**Greater Exploit: Unravel Magic:** You can expend three uses of mythic power to use *dispel magic* as a supernatural ability with a range of touch. This ability affects only a single creature or object. Your caster level is equal to your mythic tier plus one-half your number of ranks in Spellcraft. If you expend a mythic surge as part of the caster level check to *dispel magic*, you may roll the surge die twice and take the better result.

## Stealth

This mythic skill allows the following exploits:

**Hide:** You reduce the penalty for moving more than half your speed by an amount equal to one-half your mythic tier.

**Sniping:** You reduce the penalty to hide again after sniping by an amount equal to your mythic tier. If you expend one use of mythic power, you can attempt a Stealth check as a swift action after sniping, rather than as a move action.

**New Exploit: Quick Hiding:** Making a Bluff check to create a diversion to hide is a move action for you, or a swift action if you expend one use of mythic power.

**Greater Exploit: Sneaking:** If you begin your turn with cover or concealment that allows you to make a Stealth check, you can leave cover or concealment and remain unobserved for a number of rounds equal to one-half your mythic tier (minimum 1), as long as you do not attack, cast a spell, or perform another similar action that draws attention to you prior to reaching cover or concealment.

## Survival

This mythic skill allows the following exploits:

**Endure Extremes:** If you are moving half your speed or less, you can expend one use of mythic power to gain the benefit of *endure elements* as a supernatural ability. If you remain stationary, you can use this ability without expending mythic power. You can move at full speed while using this ability if you expend two uses of mythic power.

**Get Along in the Wild:** You can use this ability while moving at your full speed by taking a -10 penalty on your Survival check. This penalty is reduced by an amount equal to your mythic tier.

**Predict Weather:** On a successful check, you can predict the weather one additional day in advance for every 2 mythic tiers you possess (minimum 1).

**Tracking:** When tracking a non-mythic creature, you add a bonus equal to one-half your mythic tier (minimum +1) on your



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Survival check, and you reduce the penalty for tracking while moving at your normal speed or twice your normal speed by an amount equal to one-half your mythic tier. If you lose a trail, you can expend one use of mythic power as a full-round action to search again for the trail without waiting 1 hour (outdoors) or 10 minutes (indoors).

**New Exploit:** *Camouflage:* With a successful DC 15 Survival check, you can grant a +2 circumstance bonus on Stealth checks made by an ally when moving up to half your overland speed, or a +4 bonus when stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.

**New Exploit:** *Residual Tracking:* You can expend one use of mythic power to use *residual tracking*<sup>APG</sup> as a supernatural ability.

**Greater Exploit:** *Track the Trackless:* If you expend one use of mythic power, you can track creatures using spells or abilities that allow them to conceal or eliminate their tracks, such as *pass without trace*, *trackless step*, and a ranger's favored terrain. You also ignore the +5 Survival DC increase for creatures that cover their tracks.

### Swim

This mythic skill allows the following exploits:

**Swimming:** You do not lose your Dexterity bonus when you fail a Swim check, nor do opponents gain a +2 bonus on attack

rolls against you when you do so.

**Swim in Stormy Waters:** You can take 10 on Swim checks in stormy waters.

**New Exploit:** *Breaching Leap:* If you expend one use of mythic power, you can leap out of the water, substituting a Swim check in place of an Acrobatics check to determine how high and how far you jump. If you move at least 10 feet in the water before jumping, you are considered to have a running start.

**New Exploit:** *Cliff Diver:* When you fall into water, if the water is at least 10 feet deep the first 30 feet of falling deal no damage, the next 30 feet 1d3 points of nonlethal damage, and every 30 feet thereafter 1d3 points of lethal and nonlethal damage.

If you deliberately dive into water, you take no damage if the water is at least 5 feet deep for every 30 feet fallen if you succeed on a DC 15 Swim check, increasing by 5 for every 50 feet of the dive. If you expend one use of mythic power when diving, you take no damage if the water is at least 5 feet deep per 50 feet fallen, and the Swim DC increases by 5 for every 100 feet of the dive.

**New Exploit:** *Hold Breath:* You can hold your breath twice as long as normal. If you have not reached air by that time, you can expend one use of mythic power to continue holding your breath for the same amount of time. You can do this repeatedly



to continue holding your breath. You add your mythic tier as a bonus on Constitution checks to avoid drowning, and if you fail a check and would begin drowning (or suffocating, as from a *suffocate* spell or being trapped in an airless void), you can expend one use of mythic power as an immediate action to delay the onset of that suffocation or drowning (including dropping to -1 hit points and falling unconscious) until the beginning of your next turn. You can do this repeatedly to continue delaying drowning or suffocation as long as you have mythic power remaining.

**New Exploit:** *Sub-Mariner:* You are inured to rough seas and the cold and pressure of very deep water. Whenever you would take damage from a failed Swim check in rough water or from cold and pressure damage in deep water, you reduce that damage by an amount equal to one-half your mythic tier.

**Greater Exploit:** *Swim Upstream:* You can swim up water flowing downhill, including rapids, cascades, or even waterfalls. To determine the Swim DC, take the Climb DC for the surface below or behind the down-flowing water and increase it by 10. If you do not reach the top of the cascade or waterfall, you can make a second Swim check against the same DC as an immediate action to maintain your position; otherwise, you are swept back to the bottom of the waterfall or cascade by the current as if you had failed a Swim check in rough water and also take falling damage based on your height at the end of your movement.

**Greater Exploit:** *Flip Away:* If you are attacked while swimming, you can expend one use of mythic power as an immediate action to attempt a Swim check to negate the hit. The hit is negated and you may take a 5-foot step if your Swim check result is greater than the opponent's attack roll.

## Use Magic Device

This mythic skill allows the following exploits:

**Deceive Item:** When you use this skill to emulate a class feature, ability score, race, or alignment, you may expend one use of mythic power to extend the duration of that emulation to 24 hours before you must begin checking every hour.

**Use Item:** When you use this skill to activate a scroll, staff, wand, or other spell-trigger item, if the spell you activate is a spell for which you know the mythic version, such as with the Mythic Spell Lore feat, you can expend your mythic power to enhance the spell created by the item so that it takes effect as the mythic version of that spell. You can spend additional mythic power to augment the effect if the mythic spell has augmented effects for which you qualify. The item uses its own caster level (a magical staff follows the standard rules for its caster level).

**New Exploit:** *Limited Failure:* When you roll a natural 1 on a Use Magic Device check, you can expend one use of mythic power to reroll the check. As long as the reroll is not also a natural 1, you can continue using the item (rather than being unable to use it for 24 hours).

**Greater Exploit:** *Mythic Item Activation:* When you activate a scroll, staff, wand, or other spell-trigger item that creates a spell

that is on your class list and of a level that you can cast, you can expend mythic power to enhance that spell, causing it to take effect as the mythic version of the spell (or the augmented mythic version, if you would qualify to cast that), even if you do not know that mythic spell. Using the item in this way requires you to expend double the normal amount of mythic power normally required to cast or augment that mythic spell.



## Mythic Traps

Traps are dangerous hazards left behind by those wishing to safeguard their lair or a valuable treasure, or who simply wish to set a deadly ambush for intruders. Traps may be simple yet effective, though more memorable traps tend to be complex and interactive. The best way to utilize traps in a mythic campaign is not as an impassable barrier or static deathtrap (though those do have their place), but as part of a larger encounter, with either creatures or other traps forming a dynamic whole.

The rules described here for traps can also be used with very little modification to allow you to create mythic *haunts* as described in the *Pathfinder Roleplaying Game Gamemastery Guide* or similar effects, such as the fey impulses described in *Faerie Mysteries* from Legendary Games.





# Chapter 6: Mythic Miscellany

## CRAFTING MYTHIC TRAPS

To create a mythic trap, you must meet one of the following qualifications:

**Skill Training:** Mythic character with at least 5 ranks in Craft (traps).

**Skill Focus:** Mythic character with Skill Focus (Craft [traps]), Learn Ranger Trap<sup>UM</sup>, Improved Learn Ranger Trap<sup>UM</sup>, or Advanced Ranger Trap<sup>UM</sup>.

If you have Mythic Skill Focus (Craft [traps]), Mythic Learn Ranger Trap<sup>UM</sup>, Mythic Improved Learn Ranger Trap<sup>UM</sup>, or Mythic Advanced Ranger Trap<sup>UM</sup>, you reduce the total amount of mythic power required to craft a mythic trap by 1.

**Crafting Time:** A creature that qualifies to construct mythic traps can craft traps much more quickly than normal. Whenever using the Craft skill to build a trap, use the trap's gp value as its sp value when determining progress (do not multiply the item's gp cost by 10 to determine its sp cost). In addition, a mythic trapmaker can expend as many mythic surges as he wishes during each week of work to expedite his progress. This does not include mythic power spent for other purposes, such as to add a mythic trigger or mythic spell effect. Each mythic surge spent to hasten the crafting process adds the result of the crafter's surge die to the result of the Craft skill check for the purpose of determining weekly progress. These surge dice stack for this purpose. If the crafter has Mythic Skill Focus (Craft [traps]), these surge dice are always maximized when constructing a non-mythic trap.

## MYTHIC TRAP CHARACTERISTICS

The following characteristics are part of a standard trap stat block and are modified as described below for a mythic trap. The adjustment to the trap's CR based on its increased power is listed in parentheses.

**Perception and Disable Device DCs (variable):** When you create a mythic trap using the trap creation rules, you add one-half your mythic tier to its Perception and Disable Device DC; you add your full mythic tier to the DC of Perception and Disable Device checks made by non-mythic creatures. This does not stack with an increase to Perception and Disable Device DCs from casting a mythic trap-like spell, such as *glyph of warding* or *symbol of death*. This modifies the trap's CR based on its Perception and Disable Device DC against mythic creatures.

**Trigger (+1 CR):** When crafting a mythic trap to create a *proximity*, *sound*, or *visual* trigger, you can expend two uses of mythic power to allow the trap's trigger to ignore non-mythic effects that would ordinarily defeat the trap's trigger, such as *silence* for a sound trigger, *invisibility* for a visual trigger, or *mind blank* or *nonetection* for a proximity trigger. You do not need to know the mythic version of the spell associated with the trap trigger you create, such as *alarm* for a

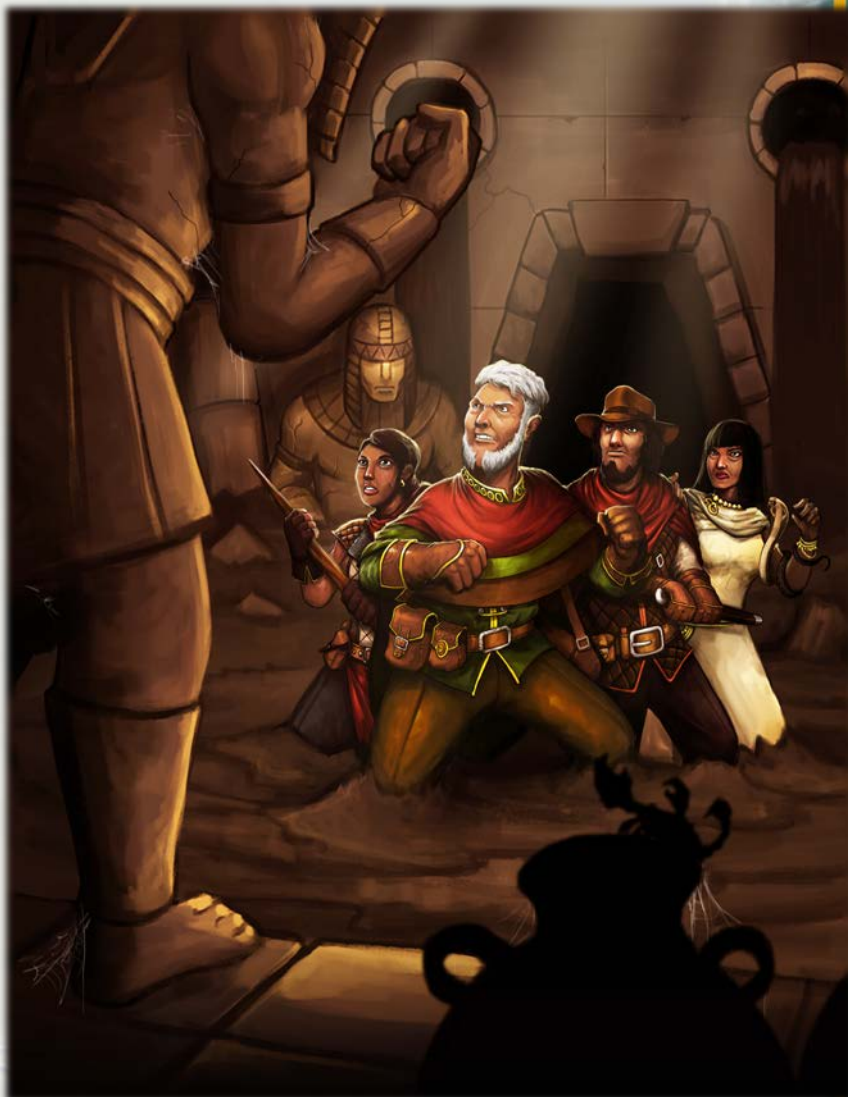
proximity trigger.

**Duration (see text):** If a mythic trap has a duration that is measured in rounds, you expend mythic power when creating it to increase its duration by a number of rounds equal to the number of uses of mythic power you expend each day during its creation, up to a maximum equal to your mythic tier. This increases the trap's CR as an encounter by increasing its average damage, as described in Table 13-3 in the *Pathfinder Roleplaying Game Core Rulebook*, but does not increase its CR for the purpose of the trap's cost.

**Reset (+0 CR):** Mythic traps created with no reset or automatic reset function as do non-mythic traps. For a manual and repair reset traps, use the following rules.

**Cost:** If any spells are involved in the creation of a manual or repair reset trap, you must pay the material component cost plus 25 gp x the spell's caster level x spell level for each reset.

**Manual:** You may expend mythic power when creating it to allow the trap to reset itself a number of times equal to the







number of uses of mythic power you expend each day of its creation, up to a maximum number of times equal to your mythic tier. You can specify the interval after which your manual trap resets itself, which may be one round, one minute, one hour, or one day. A creature within 10 feet of the trap when it resets can make a Perception check with a penalty equal to your mythic tier as an immediate action against the trap's Perception DC to notice that the trap has reset; if not noticed, the trap can be triggered again as if it had never been found in the first place. If the reset of the trap would be obvious (GM's discretion), such as the cover of a pit trap closing, no Perception check is required to notice that it has reset.

**Repair:** If you expend the raw materials required to repair the trap, along with one use of mythic power for every 100 gp of their value (in total, not each day during the construction of the trap), you can design the trap to repair and reset itself. You can specify the interval at which it does so as a manual trap, and noticing the reset of the trap also follows the rules described for manual traps.

**Bypass (variable):** You add your mythic tier to the Perception or Disable Device check required to locate or activate a lock, hidden switch, or hidden lock as a bypass. Adding one of the following special bypass conditions increases a trap's CR for the purpose of cost but does not increase its CR as an encounter. You can add multiple such triggers to the trap. You must expend one use of mythic power when

**Tactile Scan (+1 CR):** If your trap has a touch trigger, you can set it to deactivate when contacted by a specific creature or object, or in a specific pattern, such as a handprint, numerical code, or symbol drawn upon the trap trigger. A tactile scan cannot be fooled by an illusion but can be fooled by a polymorph effect if its Perception check equals or exceeds the Disguise check of the creature attempting to fool it.

**Password (+1 CR):** If your trap has a sound trigger, you can set it to deactivate for a specified duration or number of touches of the trap when a specific password is spoken. This increases the trap's CR for the purpose of cost but does not increase its CR as an encounter.

**Visual Scan (+1 CR):** If your trap has a visual trigger, you can set it to deactivate for a specified duration or number of touches of the trap when it sees you or a particular symbol, token, or identifying mark that you designate. A visual scan can be fooled by illusions if its Perception check equals or exceeds the Disguise check of the creature attempting to fool it.



## MYTHIC TRAP EFFECTS

Adding a mythic effect to a trap does not necessarily alter its CR, or if it does it operates by the standard rules, since the builder of most traps sets the attack bonus (if the trap requires an attack roll) and damage dealt by the trap. A mythic trap crafter, however, can use the following methods to enhance the traps they create.

**Crippling Damage (+2 CR):** In addition to its other effects, your trap causes lingering harm as the *fleshcurdle*<sup>GCC</sup> spell (choose an effect randomly, or assign a specific effect at the GM's discretion based on the nature and function of the trap), though this is an extraordinary effect that lasts until all crippling damage from the trap is cured. Hit point damage or ability damage dealt by the trap is much harder to cure than normal. It is not restored by natural healing unless the damaged creature is on complete rest and a successful Heal check is made against a DC equal to your mythic tier plus the trap's save DC or attack bonus. Magical effects that normally cure hit point or ability damage have no effect unless the caster succeeds at a caster level check against the same DC. A creature with regeneration can heal crippling damage normally, but a creature with fast healing cannot. A *regenerate* spell cures crippling damage and immediately removes the *fleshcurdle* effect (or all such effects, if more than one is present).

**Enhanced Critical (+1 CR):** You can expend one use of mythic power each day of a trap's creation to increase the critical threat range or critical multiplier of a mechanical trap by 1 by increasing the Craft (traps) DC by 5. When you apply either bonus, your trap gains a bonus on attack rolls to confirm critical hits equal to one-half your number of ranks in Craft (traps), and if the target of your trap is using an effect that grants a percentage chance to ignore critical hits it must roll twice and use the worse result when attempting to negate a critical hit by your mythic trap. You can apply the enhanced critical effect multiple times, expending one use of mythic power and adding 5 to the DC each time.

Rather than increasing a trap's critical threat range or critical multiplier, you may choose to add the effects of a critical feat such as Bleeding Critical or Stunning Critical to your trap. In order to add a critical feat, the sum of your mythic tier plus your number of ranks in Craft (traps) must equal or exceed the base attack bonus prerequisite for that critical feat. If a critical feat has another critical feat as a prerequisite, you must add the prerequisite critical feat first; you cannot otherwise apply more than one critical feat to a trap. If you expend two additional uses of mythic power, you imbue the mythic version of a critical feat into the trap. For the purpose of saving throws related to critical feats, use your number of ranks in Craft (traps) in place of your base attack bonus and your Intelligence modifier in place of your Strength modifier where applicable. Adding the mythic version of a critical feat is treated as adding an additional critical feat. This otherwise functions as increasing the trap's critical threat range or multiplier.

**Imbue Mythic Surge (+0 CR):** You can imbue one or more

mythic surges into a trap you create. These mythic surges must be expended during the trap crafting process, and the trap expends one mythic surge each time it is triggered. This mythic surge causes the trap's effect to be considered a mythic effect, and the result of the surge die (the trap uses its creator's surge die) is added to the trap's attack roll or to caster level checks made by the trap if it creates a spell effect. If the trap does not use either type of roll, the surge is still expended when it triggers.

**Increased Save DC (+1 CR):** You can imbue one or more uses of mythic power into a trap to increase its save DC by 1 for every 2 uses of mythic power you imbue, up to a maximum of one-half your mythic tier (minimum 1). This save DC increase is equal to your mythic tier rather than one-half your mythic tier for non-mythic creatures. This can increase the save DC of magical or mechanical traps and modifies any save associated with the trap, including saves against poisons or critical feats.

**Linked Traps (+1 CR):** If you create multiple dependent traps, wherein the effect of one trap depends on the success of the other, any traps linked to the first trap gain a +2 circumstance bonus on all die rolls against creatures that are affected by the initial trap. This bonus also increases the save DCs of effects related to secondary traps.

If you create the linked that require melee attack rolls, you can construct them in a way that the traps provide flanking for each other. If the traps are triggered sequentially, then the first trap does not gain this bonus. If two traps are triggered simultaneously, then each gains a flanking bonus on its attack roll, unless the target possesses Improved Uncanny Dodge or a similar ability that allows them to negate the effects of flanking.

**Mythic Spell Trap (+1 CR or more):** If you are creating a magical trap that creates a spell effect for which you know the mythic version of that spell, such as with the Mythic Spell Lore feat, you can create a trap that creates the mythic version of that spell when it is triggered. You must expend one use of mythic power to prepare the trap to receive the mythic spell, in addition to any mythic power you spend to cast the mythic spell (including its augmented version). If you imbue an augmented version of the spell, you increase the trap's CR by 1 for each additional use of mythic power required by the augmented version over and above the normal mythic spell.

**One-Shot vs. Resetting Traps:** The CR modifiers listed below are for one-shot traps; if the trap is able to reset itself, add an additional +1 CR modifier to the trap. Creating the following mythic trap effects typically requires the expenditure of mythic power during the trap's creation. If the trap can trigger more than once, the creator must multiply the required number of mythic surges by the number of times the trap can be triggered. If it has unlimited automatic resets, the creator multiplies the required number of mythic surges by 50. These surges can be imbued into the trap at any time during the process of its creation.



## NARRATIVE TRAPS

In older roleplaying games, the process of finding and removing traps was less a purely mechanical exercise in checking against a fixed skill on the character sheet. Instead, it was an immersive narrative process of the GM describing the nature of the location where a trap was believed to exist and the players themselves describing the specific actions they wished to take to try circumventing a trap. They would work with the information provided to them by the GM and would have to experiment within the environment to see what they could find. Players would describe specific areas that they characters were checking to find possible triggers, from books on a shelf to discolored bricks or tell-tale scratches, scorch marks, or holes that gave clues to a trap's presence and its function. If they do not look carefully, they will not find the trap. If they try to disarm it in an improper fashion, they will set it off. A narrative trap system relies far more on what the players say they do than on what the dice say happens.

The *Pathfinder Roleplaying Game* is built differently, with a more gamist and less narrativist or naturalist design philosophy in which the capabilities of the character may be entirely divorced from the capabilities of the player sitting at the table. Players might cry foul if their attempts to use skills in a game-mechanical sense were invalidated in favor of forcing them to describe their actions in detail, but it is also a worthwhile experiment for players and GMs alike to work with infusing their descriptions of a situation in the campaign in enough detail to make players feel like they are really there. If a GM gives facile, simplistic descriptions, the players have little to go on. If the GM describes an environment that is rich in detail, it enables players to take those descriptions and run with them, to pick up on small details. If a player describes his character's actions in detail, it provides the GM the opportunity to play off of that and reveal more and more of what the game world and situation does around him. It is a matter of play style in how textured the background of the adventure is going to be. An overly gamist approach can lead to the sense that the game devolves into a simple die-rolling exercise. The proper balance of this approach depends entirely on your players.

Even if you maintain the standard Pathfinder skill system as the basis for the resolution of trap detection and disarming, you can certainly apply circumstance bonuses based on players being willing to descriptively role-play their actions in carefully examining a room, in much the same way as you might apply a circumstance bonus when a player effectively role-plays a Bluff, Diplomacy, or Intimidate skill check.

## SAVE OR DIE

The idea of traps that could actually kill, and kill instantly, has a long history in the game prior to its 3rd edition, though the *Pathfinder Roleplaying Game* has moved away from this model towards a model based around depletable attributes, generally hit points or points in ability scores. Even "death effects" usually cause massive damage rather than actual death, with *circle*

*of death* and *power word kill* being notable exceptions. Very few poisons have specific status-changing effects that take effect immediately. Drow poison and nisharit are notable exceptions, and blue whinnis can cause unconsciousness as a secondary effect, but other core poisons that cause paralysis or unconsciousness are ingested poisons with substantial onset times.

One way to make mythic traps memorable is to increase their lethality. Classic adventures like the *Tomb of Horrors* were infamous for their devastating traps, but even less notorious dungeons (all the way down to introductory adventures) had low-level threats that could kill a character at any time. While throwing unavoidable death traps at the PCs is an exercise in poor GMing, creating avoidable death traps is perfectly reasonable, as long as players and GM agree that the lethality level is going to be higher in the game.

**Instant Death:** Even if you choose to use save-or-die traps, be they poisons or other forms of traps, think carefully before using instantaneous save-or-die effects. It is one thing to have life or death hang in the balance of a single die roll, and yet another to have essentially no time to react or respond. Instant death is also not entirely realistic, despite the impression one might get from Hollywood movies. The most deadly poisons must circulate through the body and may take up a minute to kill, and even a beheaded creature requires a matter of seconds before death (however inevitable) is final.

**Deadly Trap Effects:** A mythic trap can add one or more of the following effects. A trap must deal hit point damage or Constitution damage to have these effects, and creatures immune to critical hits or immune to death from massive damage are immune to these trap effects.

**Deadly (+4 CR):** In addition to the trap's normal effects, a creature failing its saving throw by 5 or more is reduced to -1 hit points and becomes unconscious and dying. A creature failing its saving throw against a trap by 10 or more is instantly killed.

**Fatal (+3 CR):** If your trap rolls a natural 20 on its attack roll and then confirms a critical hit, the target of the trap is instantly killed, regardless of its hit points. If the trap requires a saving throw and the target rolls a natural 1 on its saving throw, the target must attempt a Fortitude save against the same DC; if this save fails the target is instantly killed, regardless of its hit points.

**Lethal (+6 CR):** A creature that fails its saving throw against a mythic trap must make an additional Fortitude save against the same save DC. If your trap confirms a critical hit against a creature, the target must succeed on a Fortitude save against a DC equal to your mythic tier plus the trap's attack bonus. If the save fails, the creature falls unconscious and is dying, with a negative hit point total equal to the difference between its save result and the save DC (or twice the difference, for a non-mythic creature).



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