

FOUR HORSEMEN PRESENT

MYTHIC ARCHETYPES



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The base abilities gained by every mythic hero (hard to kill, amazing initiative, recuperation, etc.) represent common traits for all mythic characters. However, mythic heroes are a diverse lot, from the children of death gods to the last scion of an all but extinct civilization. Why should two vastly different backgrounds produce the same mythic potential?

Mythic Archetypes seeks to revisit the assumed conventions, granting additional alternatives to every mythic hero. A mythic archetype represents a hero whose power is drawn from a defined source—artifacts, gods, or other suitable origins, with the thematic elements of each affect the hero's power. Taking a mythic archetype is a decision that should be made when a character first achieves mythic power, but extraordinary circumstances might alter the hero after this point (at the GM's discretion).

Each mythic archetype sacrifices basic mythic abilities in exchange for alternate unique abilities as detailed below. Mythic archetypes should not in general sacrifice heroic path abilities, ability score bonuses, mythic power, or mythic feats, as these define individual mythic heroes beyond the source of their power.

ADAPTABLE HERO

The adaptable hero draws mythic power from chaos, alien artifacts, the plane of Limbo, or strange mercurial gods. Granted incredible versatility, the adaptable hero is prepared for any situation, and most at ease when making up plans as she goes.

Mutable Appearance (Su): At 1st tier, the adaptable hero can alter the appearance of her form and gear. This acts as an at will *disguise self* spell-like ability, except this is a transmutation effect and not an illusion. This still does not alter the abilities or mechanics of her form or equipment. Any attempt to dispel this spell-like ability takes a penalty equal to the hero's mythic tier.

This replaces hard to kill.

Mutable Mastery (Ex): At 2nd tier, the adaptable hero selects one skill. She gains a bonus to skill checks made with this skill equal to her mythic tier and treats it as a class skill. She may spend 1 minute of time and expend one use of mythic power to apply these bonuses to a different skill. This is permanent until this ability is used again.

This replaces amazing initiative.

Mutable Feat (Ex): At 3rd tier, the adaptable hero may spend 1 hour of time and expend one use of mythic power to retrain one feat she possesses to any other feat she met the prerequisites for when the original feat was gained. Bonus racial or class feats retrained in this manner must meet all requirements for the original feat (so a mythic fighter cannot retrain a fighter bonus feat into a non-fighter bonus feat). This retraining is permanent unless the hero uses this ability to retrain the feat again. She may not retrain a feat that is a prerequisite for another feat, ability, prestige class, etc. in this manner.

This replaces recuperation.

Mythic Shapeshifter (Su): At 8th tier, the adaptable hero can expend one use of mythic power to adopt any form as the *greater polymorph* spell as an at will spell-like ability. Any attempt to dispel this spell-like ability takes a penalty equal to the hero's mythic tier.

This replaces unstoppable.

CELESTIAL HERO

The celestial hero gains mythic power from moral forces, holy artifacts, Celestial planes, or angelic gods. Granted a close tie to the heavens and positive energy, the celestial hero becomes a conduit for goodness and life.

Protective Aura (Su): At 1st tier, the celestial hero may expend one use of mythic power as an immediate action to grant all allies within 10 feet per mythic tier a deflection bonus to AC and a resistance bonus to saving throws equal to ½ her mythic tier (minimum 1) against attacks or effects created by evil creatures. This effect persists for 1 round per mythic tier. This otherwise acts as a *magic circle against evil*.

This replaces hard to kill.

Positive Energy Conduit (Su): At 3rd tier, the celestial hero learns a number of mythic spells with the conjuration (healing) descriptor equal to her tier and can expend mythic power when casting them to enhance the results. To select a mythic spell, she must be able to cast the non-mythic version or have it on her list of spells known. Every time she gain a new tier, she can select an additional mythic spell with the conjuration (healing) descriptor.

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Additionally, the celestial hero can grant temporary hit points with a touch by expending one use of mythic power. She grants 1d8 temporary hit points per mythic tier. Using this ability is a standard action, or a swift action if the celestial hero is also healing the touched target with a conjuration (healing) spell, the paladin lay on hands ability, or any similar ability that heals hit point damage at touch. Temporary hit points gained in this manner last for 1 hour per mythic tier.

This replaces recuperation.

Mythic Grace (Su): At 5th tier, the celestial hero gains a bonus to saving throws equal to her mythic tier or Charisma, whichever she prefers. This bonus stacks with the paladin's divine grace class ability.

This replaces mythic saving throws.

Aura of Menace (Su): At 7th tier, the celestial hero's connection to universal forces of good causes evil creatures fear and uncertainty. When she activates her protective aura ability, any hostile evil creature within the radius must succeed on a Will save (DC 10 + ½ celestial hero's Hit Dice + hero's Charisma modifier) or take a penalty on attacks, AC, and saves equal to ½ her mythic tier as long as they remain within the radius or until they successfully hit her. A creature that has resisted or broken the effect cannot be affected again for 24 hours. Mythic creatures are immune to this ability.

This replaces force of will.

COMMANDING HERO

It is not the nature of lawful gods, mechanical intelligent artifacts, or the beings of Utopia to make mistakes. Creatures bestowed with mythic power arising from true order are always chosen carefully, and often a part of some grand design. At most frivolous, a commanding hero might gain strength when a counterpart born from chaos is created, if only to balance the scales. Empowered by ancient forces of reason, commanding heroes might reject the plans set for them, only to find rebellion the predicted goal.

Casual Command (Su): At 1st tier, as long as the commanding hero has her full maximum uses of mythic power available, her connection to law and order augments Diplomacy and Intimidate skills in

the following manner. She may also expend a use of mythic power to gain these benefits for 1 minute per mythic tier.

- **Diplomacy:** The attitude of any creature is not decreased unless she fails a Diplomacy check by 10 or more. She can make requests of creatures that are unfriendly or hostile, although not in combat or against creatures that intend to harm her or her allies in the immediate future.
- **Intimidate:** She always counts as being larger in size than any other creature for the purposes of the Intimidate skill. The base duration in rounds of any use of the Intimidate skill to demoralize is increased by ½ her mythic tier (minimum +1).

This replaces hard to kill.

Born Leader (Ex): At 5th tier, when the commanding hero uses the aid another action in melee combat she gains any one of the following benefits as a free action. She may expend uses of mythic power as a free action to grant additional benefits on a one for one basis with a single aid another action.

- Perform the aid another action as a move action instead of a standard action.
- The range of the aid another action is equal to 5 feet x the commanding hero's mythic tier. She still makes a melee attack roll against AC 10.
- Increase the +2 bonus from aid another by ½ her mythic tier (minimum +2, for a +4 total bonus).
- In addition to the normal aid another benefits, grant the ally any combat or teamwork feat she possesses for 1 round.

This replaces mythic saving throws.

Mortality (Su): At tier 9, the commanding hero loses her immortality, but gains the ability to inflict mortality upon others. Creatures killed by the hero cannot be returned to life or unlife by any means short of a *mythic wish* or *mythic miracle*. This includes, but is not limited to mythic characters with the immortal ability, liches and other undead with rejuvenation, or dead creatures targeted by a *true resurrection* spell. At tier 10, the commanding hero can even threaten near-divine beings such as demon lords or great old ones with permanent destruction.

This replaces immortal.

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ELEMENTAL HERO

The elemental hero gains mythic power from the Elemental Planes or forces associated with those realms of air, earth, fire, and water. Forging a connection with each as her power grows; the elemental hero keeps the ideals of each element in balance while drawing upon all as need arises.

Elemental Understanding (Ex): At 1st tier, select one element (air, earth, fire, or water). The elemental hero learns a number of mythic spells with that elemental descriptor equal to her tier and can expend mythic power when casting them to enhance the results. To select a mythic spell, she must be able to cast the non-mythic version or have it on her list of spells known. Every time she gain a new tier, she can select an additional mythic spell with that elemental descriptor.

The hero gains resistance to electricity (air), acid (earth), fire (fire), or cold (water) corresponding to the element selected equal to 5 x her mythic tier. This resistance stacks with any other source or ability. Once the elemental hero's total resistance is higher than 30 by any means, it becomes immunity. At 3rd, 6th, and 8th tier the elemental hero can select an additional element to apply these benefits to.

This replaces hard to kill.

Elemental Form (Su): Starting at 2nd tier, the elemental hero can take on an elemental form corresponding to one of the elements she has selected with the elemental understanding ability. The hero may expend one use of mythic power as a swift action to embody the element for 1 round per mythic tier. The hero gains benefits as detailed below, but can only embody the form of one element at a time.

AIR

- Gain concealment equal to 5% x your mythic tier against ranged attacks.
- Gain a deflection bonus to AC equal to ½ your mythic tier (minimum +1).
- Gain a resistance bonus to Reflex saves equal to ½ your mythic tier (minimum +1).
- Gain a flight speed of 10 feet x your mythic tier with perfect maneuverability. If you already possess a fly speed, it is increased by this value and improved to perfect maneuverability.

EARTH

- Gain hardness equal to your mythic tier.
- Gain a bonus to CMB and CMD equal to your mythic tier on bull rush and trip attacks.
- Gain an enhancement bonus to natural armor equal to ½ your mythic tier (minimum +1).
- Gain a resistance bonus to Fortitude saves equal to ½ your mythic tier (minimum +1).

FIRE

- You deal 1d6 fire damage in addition to damage dealt on a successful hit in melee (with natural or manufactured weapons). Any creature taking fire damage from this ability must succeed on a Reflex save (DC 10 + 1/2 the elemental hero's HD + hero's Con modifier) or catch fire, taking the fire damage for a number of rounds equal to her mythic tier at the start of its turn (as the burn universal monster ability). This additional fire damage increases to 2d6 at mythic tier 5 and 3d6 at mythic tier 7.
- Creatures hitting you with non-reach weapons take fire damage equal to the damage you deal in melee. Creatures grappling you take the fire damage each round at the beginning of their turn.
- You gain a bonus on initiative checks equal to your mythic tier.
- Your base speed increases by 5 feet per mythic tier.

WATER

- You gain immunity to bleed, paralysis, poison, sleep effects, and stunning. You are not subject to critical hits or flanking, and do not take additional damage from precision-based attacks, such as sneak attack.
- Your reach is increased by 5 feet.
- Gain a bonus to CMB and CMD equal to your mythic tier on grapple and disarm attacks.
- Gain a swim speed equal to 10 feet x your mythic tier. If you already possess a swim speed, it is increased by this value.

This replaces amazing initiative, recuperation, force of will, and unstoppable.

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ETHEREAL HERO

The ethereal hero is touched by otherworldly forces that barely exist within our reality, or who stride the lines between physical and spiritual. Her sources of power might include ancient ghostly spirits, mysterious alien gods, or terrible magical disasters that remove entire civilizations from time itself.

Ethereal Reflexes (Su): At 1st tier, the ethereal hero can see, attack, and cast spells targeting ethereal creatures at no penalty or miss chance. She may expend one use of mythic power as an immediate action to gain the benefits of a *blink* spell for 1 round. Using this ability does not negatively impact the ethereal hero's attacks or spellcasting.

This replaces hard to kill.

Ethereal Encroachment (Su): At 6th tier, the ethereal hero may expend one use of mythic power as a standard action to make a radius equal to 5 feet x her mythic tier around her possess the no gravity planar trait. Creatures and objects within the area of effect merely float in space (see *Pathfinder Roleplaying Game: Planar Adventures*) without some form of locomotion. This effect persists for 1 round per mythic tier. Within this effect's radius, while under the effects of a *blink* spell or effect, or when on the Ethereal Plane, the ethereal hero gains a flight speed equal to her base speed with perfect maneuverability.

This replaces force of will.

Ethereal Steps (Su): At 8th tier, the ethereal hero can shift from the Ethereal Plane to the Material Plane, or vice versa as a full-round action. She can expend one use of mythic power to shift as a move action, or two uses of mythic power to shift as an immediate action. The ability is otherwise identical to *ethereal jaunt*, with a caster level equal to the ethereal hero's Hit Dice.

This replaces unstoppable.

FIENDISH HERO

The fiendish hero gains mythic power from abyssal or infernal forces, unholy artifacts, evil planes, or terrible arch-fiends. This connection might be voluntary, forced, or accidental, but remains permanent even if the fiendish hero loathes it. While

not necessarily evil herself, the fiendish hero is nevertheless touched by the source of her strength, and might be viewed as wicked by association.

Dark Blessings (Ex): Starting at 1st tier, the fiendish hero becomes empowered by (potentially involuntary) blessings from below. An ability score of her choice permanently increases by 2. At 3rd, 5th, 7th, and 9th tiers, another ability score of her choice permanently increases by 2; this can be an ability score she has already increased or a different ability score.

This replaces hard to kill.

Unholy Bargain (Su): At 3rd tier, the fiendish hero can take negative levels in place of expending uses of mythic power when using any mythic ability, feat, magic item, or casting mythic magic. The penalties from the negative level(s) come into effect at the end of her turn. The DC of the Fortitude save to remove a negative level gained in this manner is equal to 10 + the 1/2 fiendish hero's HD + the fiendish hero's Constitution modifier. The negative levels otherwise cannot be restored by any means short of a *wish* or *miracle* spell. Even if the fiendish hero is normally immune to negative levels or energy drain, she still takes the penalties from negative levels gained in this manner, and dies if her negative levels equal her exceed her Hit Dice. If she dies from negative levels gained from this ability she cannot be raised or resurrected by any means (including the immortal mythic power) short of a *mythic wish* or *mythic miracle* spell.

This replaces recuperation.

Bind Fiend (Su): At 5th tier, the fiendish hero may expend a use of mythic power as a standard action to command the loyalty of evil outsiders. For a number of minutes equal to her mythic tier, evil outsiders within 10 feet per mythic tier regard her as a trusted friend and ally (as the *charm monster* spell). If the evil outsider has 5 or fewer Hit Dice than the fiendish hero, it receives no save to resist this effect. All other evil outsiders receive a Will save (DC 10 + 1/2 the fiendish hero's Hit Dice + hero's Charisma modifier) to negate. Mythic evil outsiders are immune to this effect. This is a mind-affecting charm effect.

This replaces mythic saving throws.

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Dark Pact (Su): At 7th tier, the fiendish hero may expend a use of mythic power to seal a binding pact with a willing non-mythic humanoid creature. The target gains a +6 profane bonus to an ability score of his choice and the Mythic Companion feat as a bonus feat. A single creature may have no more than one dark pact from a fiendish hero at a time. As long as the dark pact persists, the fiendish hero can communicate telepathically with the target across any distance. A dark pact is removed by *dispel evil*. The fiendish hero can remove it as well as a free action (causing 2d6 Charisma drain to victim, no save). The fiendish hero can have a number of active dark pacts equal to her mythic tier.

This replaces force of will.

MORTAL HERO

The mortal hero is a paragon of the potential within every worldly creature. She does not call upon gods or planar realms for power, and is instead the product of epic self-determination, the scion of some long-lost advanced race, or touched by some great technological artifact.

Mortal Tools (Ex): At 1st tier, the mortal hero possesses an instinctive understanding of mortal tools and equipment. She may train with any armor, tool, skill kit, or weapon for one hour. If the equipment is an armor or weapon, the hero gains proficiency in the armor or weapon. If it is a tool or skill kit, the bonus to skill checks granted by the equipment when used by the hero is increased by her mythic tier. The mortal hero can only possess one benefit from this ability at a time, and the effect is permanent until this ability is used again. The hero may expend one use of mythic power to train with any armor, tool, skill kit, or weapon as a full-round action instead of over one hour.

This replaces hard to kill.

Stubborn Success (Su): At 2nd tier, when using mythic surge, the mortal hero may continue to expend uses of mythic power to add an additional bonus die to any d20 roll as part of the single immediate action. Each time a bonus die is added for one use of mythic power, the result is revealed, and the mortal hero can choose to expend an additional use of mythic power or be satisfied with the final result.

This replaces amazing initiative.

True Freedom (Su): At 5th tier, the mortal hero cannot be controlled or stopped by any means. She is immune to mind-affecting effects and any effect that impedes movement (as a *freedom of movement* spell). Even mythic spells and effects cannot bypass this immunity.

This replaces mythic saving throws.

SHADOW HERO

The shadow hero gains mythic powers of illusion from a close connection with ancient underground empires, void-born artifacts, the Shadow Plane, or beings of all-consuming darkness. Possessing a destiny tied to blackness and lies, the shadow hero must work to maintain truth out in the light.

Casual Illusions (Su): At 1st tier, as long as the shadow hero has her full maximum uses of mythic power available, her command of shadow and illusion augments Bluff, Disguise, and Sleight of Hand checks in the following manners. She may also expend a use of mythic power to gain these benefits for 1 minute per mythic tier.

Bluff: When she fails an attempted Bluff check, she instinctively produces a small illusion of whatever the most convincing proof supporting her lie might be. This allows her to try again, with a bonus to the check equal to her mythic tier (offsetting the -10 penalty). Note some retries may be impossible (GM discretion) and this doesn't stack with other bonuses to Bluff checks from convincing proof.

Disguise: She can quickly create disguises half-real and half-illusory. She can use the Disguise skill as a full-round action. If she does so, she cannot gain a bonus to Disguise checks from magic that alters her form.

Sleight of Hand: Instinctive illusions conceal any number of small tools and tricks she carries. Succeeding on the base Sleight of Hand check to conceal an object on her body affects it as if the object was targeted by an *invisibility* spell for as long as she keeps it concealed on her person. Attempts to frisk her automatically fail unless the creature can see invisible objects. The shadow hero cannot use this ability when concealing objects while being observed, but the *invisibility* effect is not broken by her attacking.

This replaces hard to kill.

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Shadowborn (Su): At 2nd tier, the shadow hero can see perfectly in darkness of any kind, including that created by *deeper darkness* or *mythic darkness* spell.

She may expend one use of mythic power to use the Stealth skill even while being observed.

She must be within 10 feet of an area of dim light, but can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

This replaces amazing initiative.

Hidden Wounds (Su): At 3rd tier, the shadow hero's injuries are concealed by instinctive illusions. The hero appears immune to all damage from any source, as if she possessed impenetrable damage reduction or immunity to magic. This is a glamor effect. A creature that interacts with the glamor gets a Will save to recognize it as an illusion. The DC of the save is equal to $10 + \frac{1}{2}$ the shadow hero's HD + the hero's Charisma modifier. While in bright light, creatures gain a +5 bonus to this save.

Recuperation (Su): At 3rd tier, the shadow hero gains the recuperation mythic ability, but it can only function if she spends the duration (8 hours or 1 hour) in total darkness. If she is exposed to light at any time, she must begin resting again to gain the benefits of the recuperation ability and any uses of mythic power spent are lost.

This alters recuperation.

Strength of Shadow (Ex): At 5th tier, the shadow hero gains bonuses or penalties based on the natural light level around her.

The shadow hero gains the following bonuses or penalties to ability checks (competence bonus), AC (dodge bonus), saves (competence bonus), and skill checks (competence bonus). This ability is not affected by non-mythic magical manipulation of light (such as the *daylight* or *darkness* spells), but it is affected by certain mythic spells as shown below. The shadow hero may expend a use of mythic power as an immediate action to ignore penalties caused by light for a number of minutes equal to her mythic tier.

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Light Level	Bonus
<i>Mythic Daylight</i>	−4
Bright Light	−2
Normal Light	+0
Dim Light	+2
Darkness	+4
<i>Mythic Darkness</i>	+6

This replaces mythic saving throws.

UNDYING HERO

Most undying heroes are living mortals who gain mythic power from epic undead, the Negative Energy Plane, or artifacts formed from the decaying limbs of a god. Some are undead creatures, touched by opposite forces, like mythic druids, the Positive Energy Plane, or mythic paladins. Most beings are obliterated by such extreme powers, but the undying hero manages to somehow keep this duality of life and death in balance.

Undying Resilience (Ex): If the undying hero has the undead creature type, she is not immediately destroyed when reduced to 0 hit points. Instead, she possesses negative hit points equal to her Hit Dice + her mythic tier, and is destroyed when her negative hit points are equal to or greater than this value. She automatically stabilizes when at negative hit points, and can act normally without being staggered.

If the undying hero is a living creature, she instead gains immunity to death effects, disease, poison, and sleep effects. She is not subject to nonlethal damage, ability drain, energy drain, and is immune to damage done to her physical ability scores.

This replaces hard to kill.

Fast Healing (Ex): At 3rd tier, the undying hero can expend one use of mythic power as an immediate action to gain fast healing equal to her mythic tier for a number of minutes equal to her mythic tier. This fast healing can heal a maximum number of hit points per day equal to the undying hero's maximum hit point total. She may cease this fast healing as a free action. If the undying hero possesses fast healing from another source, she instead increases any existing fast healing by the given amount for the duration and has no hit point limitation.

This replaces recuperation.

Living Dead (Ex): At 5th tier, the undying hero is healed by both negative and positive energy. She is not harmed by either negative or positive energy. She is treated as either living or undead for the purposes of all spells, abilities, and effects, whichever she prefers. This replaces mythic saving throws.



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MYTHIC ARCHETYPES

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