

Mythic Spheres of Might



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Chapter 1

Introduction

This product contains rules for mythic practitioners, and it works best when paired with *Mythic Spheres of Power* for games, but it also functions as a standalone product.

Most of the material in this book is new, but it does reprint a small amount of content, notably including the Mythic Traditions and Mythic Spheres Solutions, both of which I consider fundamental to the mythic spheres experience (and the latter, at the end of this book, contains Highly Recommended rule changes that you should treat as the base rules for a mythic Spheres game). This reprinting is for the benefit of tables who are using Mythic Spheres of Might without the magical side of things; you shouldn't have to buy another product to access such important material. I believe in trying to give great value to anyone who buys a product with my name on it, though, so I've included some extra material in this book as a bonus to make up for the reprints.

As always, I appreciate everyone who helped playtest this content and make this the best product it can be. Spheres has always supported creativity, and helping you tell the types of epic stories you want your table to tell has always been my goal. Enjoy! -James Eder

Build Guidelines

If a mythic path gives a character an ability that is functionally useless for them (such as enhancing full attacks on a character only designed to do attack actions), the GM may, at their discretion, swap that ability for a mythic sphere mastery or a path ability the character meets the prerequisites for.

Rules Priority

Sometimes, rules from different sources can conflict. When determining which of them takes precedence, there are two factors to consider. First, specific rules take precedence over general rules. For example, characters normally provoke attacks of opportunity for making many combat maneuvers, but feats or talents that say you do not provoke overwrite this general rule. In addition, stronger power sources overwrite weaker ones. In most settings, deities are the highest source of power and can overwrite any lesser effect. Artifacts come after deities, then mythic sources, then other non-mythic sources. This is why if a mythic source says you cannot get rid of a vulnerability, a non-mythic source can never overwrite that even if it is more specific. Rules priority only comes into play when rules directly conflict with each other; otherwise, things function as written. Everything else should be addressed on a case-by-case basis.

Chapter 2

Mythic Traditions

Just as a martial tradition can represent the training and techniques of a practitioner, a mythic tradition can represent the way a mythic practitioner acquires and uses their abilities. The GM is the final arbiter of which traditions a character may take since, in many cases, aspects of each tradition are determined by the plot of a game rather than character choices. Mythic traditions are split into drawbacks (which are significant penalties), qualities (which offer balanced effects), and boons (which can be gained by taking drawbacks). Mythic traditions are usually set when a character first ascends to mythic power, but may change later (at the GM's discretion).

Creating a Mythic Tradition

Mythic traditions work best when they are highly thematic and match both the origin of a character's mythic power and the story your game is telling. In other words, traditions should be made to fit the story, rather than picking whatever is most mechanically useful for any given character. For example, if a character received their mythic powers from a fey queen, they might gain the Mythic Vulnerability (cold iron) drawback because fey are famously vulnerable to that, as well as the Patron drawback because they need to keep the queen happy. This character might also get the Beloved (fey of the patron's court) boon because their queen's obvious favor means lesser members of the court go out of their way to be respectful and helpful and the character interacts with them frequently enough to find their help useful.

Similarly, if your powers come from a crystal, you might have the Relic-Bound drawback because losing the crystal will result in your power fading away. In turn, however, the crystal might also grant you an additional use of mythic power each day as its boon, charging and gathering energy on your behalf to make you stronger.

Drawbacks should come into play regularly. Some, like Cursed, have constant effects and need no further attention, but drawbacks like Burden Of The Master and Phobia should only be used if their negative aspects would come into play at least every few in-game days. If your game is set up such that the drawback almost never penalizes the character, then it is not really a drawback and they should not get the mechanical benefit of having it. Drawbacks like Relic-Bound should not have

players lose power every few days, but enemies should make the occasional attempt to steal said relic and force the player to try and protect it.

The same goes for boons - if a character will not regularly get value from the boon, they should not be forced to take it.

Creating New Tradition Effects

Sometimes, you may find that existing drawbacks, qualities, and boons do not fit your story - and you should not feel obligated to adjust your story just to fit with the options presented here. Instead, you may make new effects to better fit your story, following these guidelines:

- Mythic drawbacks should be a serious penalty for a character, either as a permanent and ongoing detriment or a story problem that is not easily solved and regularly limits the character. To an extent, mythic drawbacks (and a character's struggle to deal with them) may even be central to a PC's personal story and mythic journey. The GM should have control over when a drawback affects a character, rather than letting players creatively avoid its effects. Mythic drawbacks are significant penalties and new ones should be treated as such.
- Mythic qualities should offer a balance of positive and negative effects. If the effect is optional, the player should always be the one to decide when it is activated (as in *Twists Of Fate* and *When All Seems Lost*), rather than the GM imposing the effect upon them. This forces the player to willingly accept the penalty in return for a benefit and better suits the style of mythic qualities.
- Mythic boons should be significantly and regularly useful, typically more valuable than one path ability because players are suffering a penalty to take them at all. New boons should thematically match the character's mythic story, usually relating to how the character obtained mythic power or the drawback used to purchase it (or both).
- Any of these categories may allow a small number of options for players to choose from, such as Mythic Vulnerability (fire or acid).

Mythic Drawbacks

Mythic drawbacks are an optional rule that represent limits on your mythic powers, but come with benefits for those willing (or forced) to accept their price. Each mythic drawback, to a maximum of three, grants you one additional use of mythic power per day or one mythic boon (see below). As with drawbacks in casting traditions, GMs may choose to require certain mythic drawbacks for mythic spherecasters. Some of these abilities are purposefully vague—we cannot predict or write abilities for every conceivable mythic origin story your GM may choose to use, so some details and benefits should be set by the GM to match the story being told at your table. If you have a specific idea in mind, talk to your GM and ask about ways to work it into your game.

Burden Of The Master

Select one creature type or subtype that is thematically related to how you gained mythic power. Whenever you would be affected by an effect that depends on your type/subtype, you count as either your original type/subtype or your acquired type/subtype (whichever is worse). For example, if you are a lawful neutral character and your powers come from a devil, you detect as evil when your alignment is scanned regardless of your actual alignment and could be targeted by a paladin's smite evil ability, but would not automatically detect as evil when trying to prove to a fiendish cultist checking your alignment that you really are evil and they should let you into their base because of that.

Cursed

You gain the negative effects of an oracle curse you do not already have, but not the positive effects, as an oracle of your total character level. The overcome curse path ability does not negate this curse, nor do any similar effects.

Hatred

You have an irrational hatred of something selected by the GM (often something in opposition to the source of your power, such as fiendish outsiders if you got your powers from an angelic lord). You never willingly cooperate with or spend significant time around the subject of your hatred and compulsively avoid or attack it whenever it is present, regardless of the consequences.

Master Of One

You may only expend mythic power on abilities that affect yourself or creatures of a single type (such as outsider or undead). You may take this drawback a second time. If you do, you may only expend mythic power on abilities that affect yourself or creatures of a single subtype (such as devils or elves). You cannot take this drawback a second time if your mythic power is limited to a creature type that does not have subtypes. You must have at least one ability that expends mythic power and is usable on creatures besides yourself to take this mythic drawback.

Mythic Vulnerability

You are vulnerable to a specific material or damage type, selected by the GM, such as acid damage or cold iron. This mythic vulnerability bypasses any special defenses you have (like damage reduction or spell resistance), does 50% more damage to you, and being within 5 feet of it for more than 1 round (such as marching through a cold snowfield or standing near an enemy brandishing a silver weapon) drains one use of mythic power per round. If your vulnerability drains your last use of mythic power, you lose access to all of your mythic abilities until you have been more than 5 feet away from the substance and unharmed by it for at least 1 minute. This mythic drawback may be taken more than once. Each time it is, you become vulnerable to an additional material or damage type.

Oathsworn

You have taken on a mighty oath to behave in a particular way and are compelled to follow through. The details of this oath are up to you and the GM, but it should be treated similar to a paladin's code of conduct or a monk vow (from *Ultimate Magic*) and occur relatively regularly within your game. For example, you might swear to always grant mercy to enemies who ask for it, to serve and protect another party member with your life, or to avoid committing any chaotic action. If you break your oath, you immediately lose the benefits of your mythic powers until you have adequately atoned.

Patron

Your mythic powers come from a patron such as an angelic lord, an archdevil, a fey queen, a mythic monarch, or some other legendary figure. You must obey their whims - which could include anything from following a complex set of rules to making bizarre sacrifices at irregular intervals - to retain access to your mythic powers, and they may actively interfere in your life while in pursuit of their own goals. Your patron's goals are never wholly in line with yours.

Phobia

You have an irrational fear of something (often a Mythic Vulnerability) selected by the GM. Whenever you are exposed to your phobia, you must succeed at a Will save against a DC of $10 + \frac{1}{2}$ your character level + your highest ability modifier + your mythic tier or become frightened for as long as you are exposed to your phobia. This bypasses any resistance or immunity to fear, and bonuses to saves against fear effects do not apply to this phobia.

Price Of Power

You must pay for your mythic power. When you would normally regain mythic power each day, you must sacrifice wealth or items equal to at least 10 gp per mythic tier multiplied by your character level for each use of mythic power you want to regain.

Radiant Power

You have a hard time hiding your presence. All creatures gain a bonus equal to three times your tier to notice you (such as

by using the Perception skill). You also leave lingering trails of magic that others can find and follow for one day per tier. Finally, all creatures you interact with can sense that you are not normal and get a general understanding of your abilities, regardless of any disguises you use.

Recharge Required

You must return to the origin of your mythic power or meet some other criteria in order to recharge it. This could involve visiting a font of energy, finding the person who gave you your power, praying at the grave of a mythic ancestor, plugging into a magitech system, consuming an addictive drug, or anything else deemed appropriate by the GM.

Rejected

All creatures begin with an attitude of unfriendly towards you (unless their attitude would start worse). This overrides any other effects that change starting attitudes (except the Beloved mythic boon). You cannot use Bluff, Diplomacy or Intimidate to make creatures act friendlier to you than indifferent.

Relic-Bound

Your mythic powers only function while you remain in possession of a relic (usually one that granted you mythic power). You lose all mythic abilities and bonuses if separated from this relic for more than 24 hours, but your powers return immediately if you regain possession of the relic. Relics are often mythic magic items, but may be another type of object as well. You may take this drawback a second time. If you do, you lose all mythic abilities and bonuses as soon as you are separated from your relic for more than 1 round, but may regain the abilities as previously described.

Sealed

You can only access your mythic powers (including path abilities, mythic feats, etc., but excluding passive bonuses like increased hit points and ability scores) under conditions predetermined by the GM, such as when facing creatures of a certain type or while you are within a certain distance of a specific location like a castle or magical tree. (If your powers require proximity to an object, use the Relic-Bound drawback instead.)

As a free action you can take even when it is not your turn, you may access your mythic powers for one minute per tier by paying two mythic power, even when you do not meet the regular conditions for accessing your abilities. This drawback counts as two mythic drawbacks for the purpose of determining benefits.

Traditional

Your casting tradition applies when you use your mythic power. You must have at least three general casting drawbacks to take this mythic drawback; if you do not, you may gain additional general casting drawbacks when you first gain this drawback (though only with your GM's permission). You may not gain or use the drawback freedom path ability nor any other effect that allows you to bypass your casting drawbacks, including for regular casting.

Unfit For Power

Your body cannot handle the strain of using mythic powers. Each time you spend a use of mythic power, you suffer damage equal to your mythic tier. This damage cannot be reduced, redirected or healed in any manner until you take an 8 hour rest. This rest does not heal the damage, but does allow it to be healed normally (such as by healing magic or further rest).

Wild Mythic Power

Each time you use mythic power, roll 1d20. On a roll of 1-4, you trigger a universal wild magic effect on the first thing you do that makes sense for the effect rolled (which typically includes making an attack in place of activating a spell). On a roll of a 1, roll another 1d20 - if you roll a 1 or 20, you instead trigger a major wild magic event. See *Wild Magic* from Drop Dead Studios for the effects. At the GM's discretion, this ability may skip using the major wild magic effects due to their potentially game-changing effects.

Mythic Qualities

Mythic qualities are unique quirks or traits that can affect mythic creatures and - unlike drawbacks and boons - have both positive and negative effects. A character should have no more than one mythic quality, and having none is fine, though you may take more with GM permission when it makes thematic sense. A mythic tradition may have one mythic quality and no drawbacks or boons.

Aura Of Power (Ex)

You gain a single aura that is not an alignment aura, such as the paladin's aura of courage or the antipaladin's aura of cowardice. For the purposes of this ability, an aura is an effect with the word aura in its name that impacts an area around a character (usually at least 10 feet); at the GM's discretion, other powers may qualify. This aura must be from a class or archetype (not a monster ability) and it must be an aura that is normally constant while you are conscious. You do not need to meet the normal level requirement for the aura, but the GM may impose this as an added restriction if they feel the aura is too strong for you to gain earlier. If they do so, this mythic quality has no effect until you reach that level. Unlike regular auras, an Aura Of Power is an extraordinary effect that affects all creatures within its range (including you) as your mythic powers impose an effect on the world. You are never immune to your own Aura Of Power and can be affected by anything the aura affects. For example, if you gain an antipaladin's aura of depravity with this quality, you are never immune to compulsion effects (or anything the GM judges is sufficiently similar), even if someone casts a spell on you that would normally make you immune to compulsion effects. If the aura has a negative effect and requires a saving throw, you must attempt it once per minute; whether you succeed or fail determines if it affects you for that minute. (For the sake of practicality, however, you generally only need to roll in combat or when it would actually matter.) When relevant, treat your total character level as your class level for determining the strength and size of your Aura

Of Power, and use your highest mental ability modifier if the ability needs to reference that. Auras Of Power do not stack with other auras.

Challenged Duelist

You must accept any challenge to a duel (see *Pathfinder Roleplaying Game: Ultimate Combat*), regardless of the circumstances, unless doing so is impossible or you are at less than half of your maximum hit points. (For example, a foe cannot challenge you to a duel on a floor of lava unless you can survive walking on lava.) When participating in a duel, your mythic powers enforce the rules on both combatants, usually by rendering you impervious to all outside influences but also forcing all combatants to abide by both the word and the spirit of the agreed-upon rules until the duel ends. This protection from outside forces extends to covering the negotiation of the rules of the duel, if any. In addition, once per day when a foe rejects your challenge to a duel, you may regain two uses of mythic power.

Combat Instincts (Ex)

Once per day, as an immediate action, you may activate your mythic instincts for three rounds.

While in this form, you gain a bonus equal to your tier to your AC, your MSD, your CMD, and all of your saving throws, as well as a 50% miss chance + 5% per tier against all effects (including those that do not target you directly). This miss chance overlaps (and does not stack with) any other sources of miss chance.

Afterwards, you suffer a penalty equal to twice your tier to your AC, your MSD, your CMD, and your saving throws. This penalty cannot be removed through any means except 8 hours of rest (including abilities that shorten the amount of rest you normally require or reverse time). You may choose to activate your combat instincts at a lower level than your maximum tier, which reduces the bonuses and penalties.

Corrupted

You gain a stage zero corruption (see *Pathfinder Roleplaying Game: Horror Adventures*) with a manifestation level equal to your mythic tier (to a maximum of 9). Depending on your actions, your corruption may progress to higher stages. Once per month (or otherwise, at the GM's discretion, such as when you would progress normally), you may spend all of your mythic power to revert your corruption to a previous stage (selected by the GM) and reset any penalties.



Emotionless (Ex)

You have a hard time reacting emotionally. You are immune to positive and negative emotional effects, including (but not limited to) fear effects, morale effects, eliciter emotions, and any (charm) powers of the Mind sphere unless they come from a creature with equal to or more mythic tiers than you. You are immune to your own emotional effects. You also take a penalty on Bluff, Diplomacy, and Intimidate checks equal to your mythic tier.

Flowing Power (Ex)

You can temporarily increase your powers at the cost of straining your body. As a free action during your round, you may increase all of your ability scores by up to your mythic tier; this bonus lasts until the start of your next round, when you may choose to either maintain the effect, change the increase, or let the effect end. Each round this ability is active, you take damage equal to the square of the increase, as detailed on the table below. This damage always affects your real hit points, never any temporary hit points. You cannot heal this damage through any means except eight hours of rest, at which point you heal all of the damage. When you regain your daily uses of mythic power, you may expend one use of mythic power to gain the ability to use flowing power for a number of rounds that day equal to half your tier (rounded down, minimum 1) without taking damage; you must use these rounds before those in which you would take damage, and any unused rounds at the end of the day are lost.

Ability Increase	Damage Per Round	Ability Increase	Damage Per Round
1	1	6	36
2	4	7	49
3	9	8	64
4	16	9	81
5	25	10	100

Nature's Balance (Ex)

One category of animals, such as cats, fish, or birds, is always helpful towards you when they first meet you and will not stop being helpful unless artificially controlled or subjected to a hostile effect. Another category of animals is always hostile towards you and cannot be made friendlier except through artificial means like mind-affecting magic. Both categories of animals can understand you as if you shared a language, though you cannot inherently understand them through this ability.

Spherebound

You gain a +2 inherent bonus to your caster level in one magic sphere but take a -1 penalty to caster level in all other magic spheres, or you gain a +2 inherent bonus to your effective base attack bonus or skill ranks for determining the effects of one combat sphere, but take a -1 penalty to your effective base attack bonus and skill ranks for determining the effects of all of your other combat spheres. This cannot reduce your effective caster level, base attack bonus, or skill ranks below 1. You must

have at least two spheres in the same system to take this mythic quality for that system. You may take this quality a second time; when you do, you gain the choice you did not take before. You may not apply this power to the same system twice. The bonus granted by spherebound permanently improves a character's power in a sphere and can provide more Hit Dice for companions, allow a character to meet prerequisites earlier, and so on, as if they were a higher-level character.

Supervisor

Your mythic power has a will and directive of its own. Treat this effect as if you were always carrying around an intelligent magic item with you, except the magic item is usually a part of you (though it may still be an actual item). The supervisor is created by the GM with a gp budget of a heroic NPC of your character level + mythic tier + 3. If this goes above 20, multiply their gp budget by 1.3 for each rank above 20, to a maximum effective rank of 30. The supervisor has a goal that must be met and will use their own abilities to try and force you to help achieve the goal it was created for. The supervisor gains a +5 bonus to its DC to possess you and this dominance bypasses any immunity to mind effects you may have. The supervisor may assist you in achieving its goal using its own set of powers, but this goal must never be so directly in line with your own motives as to not be a burden in some manner, and the supervisor may disable all of your mythic abilities if sufficiently upset (or re-enable them, if placated). Supervisors cannot be targeted by Mana sphere effects, including powers similar to those of the Mana sphere, and supervisors that are not items cannot be targeted at all.

Twists Of Fate (Ex)

Three times per day, you may reroll any d20 roll you make (after seeing the result) and choose which result you want to use. The GM keeps the other roll and may force any creature (including you, but excluding the other PCs) to use that result for any d20 roll you have not used Twists Of Fate on. The GM must announce when they are using a saved roll, and you may not use this ability nor any other ability to change that roll. You regain your uses of Twists Of Fate once per day at a predetermined time (normally first thing in the morning), while the GM keeps saved rolls until they are used.

When All Seems Lost (Ex)

You can pull out just a little more power when you need it most - though only at a price. As a free action you may take once per day even when it is not your turn, you may enter an empowered state for three rounds. While empowered, you do not need to expend any resources (such as martial focus, mythic power, or daily uses of class features) to use your abilities, though you cannot spend any more resources per round than you would normally be able to. In addition, your hit points cannot go below 1 and you succeed at all saving throws. After your empowered state ends, you unavoidably fall unconscious and cannot be woken by any method, including mythic abilities, until you receive 8 hours of rest.

Mythic Boons

Mythic boons are benefits that mythic creatures can receive for taking mythic drawbacks, though no creature can ever have more than three mythic boons.

Beloved

A specific group of creatures thematically appropriate to your mythic origin or patron recognize you as blessed and always have a starting attitude of helpful towards you. This is not extensive enough to cover an entire species, but could affect an entire organization, church, city, or similarly specific group. If you have the Rejected mythic drawback, it does not apply to this group.

Expertise

You gain access to a single class feature from a class or prestige class you do not have, treating your total character level as your class level for determining its effects. Archetypes of that class are valid sources. You must meet any other prerequisites the feature has. If it is affected by an ability modifier (such as by getting additional uses for having a high Wisdom score), you may use your highest mental ability modifier instead if that would be better. You may not gain any form of casting or talent progression through this power (such as incanter magic talents or wizard spellcasting), though you may gain features that modify casting (such as an incanter sphere specialization) or abilities that grant specific spell-like abilities. If the ability allows you to select from a list of options or grants more options over time, such as mageknight mystic combats or incanter bonus feats, you only gain one of those choices even if you would normally get more at higher levels. For example, you would only get one bonus feat from the incanter. Your character level must be equal to or greater than the level requirement of the feature you acquire with this boon, though it is possible to select this boon early and not get that feature until you reach the appropriate level.

Each time you gain a tier, you may choose to lose the feature you currently know and replace it with another feature, as if you had retrained this boon. You may also retrain this boon if you would ever gain that feature normally, such as by taking levels in the class that gives it. The GM must approve your choice, and at their discretion, they may choose it for you instead.

Finishing Move (Su)

You gain a special supernatural attack known as a finishing move. This finishing move includes the effects of the Spell Attack^{USoP} feat, a strike talent, and up to three more talents from the same sphere as the strike talent (the base sphere must be one of these talents, even if you already have the base sphere). You must make the same choices each time you use your finishing move; for example, if you are applying effects from the Destruction sphere and choose to increase its damage to one die per caster level, you must always increase its damage that way when using your finishing move. Treat your character level as your caster level and your highest mental ability modifier as

your casting ability modifier when determining the power of those talents. You may apply additional talents and effects you know to your finishing move if they are applicable, but they do not benefit from the enhanced caster level of this ability (or the benefits from expending mythic power described below) and you must pay their costs (if applicable) separately. Your finishing move is unaffected by your casting tradition, and if using it would require spending spell points, you may expend martial focus instead of spending those spell points. In addition, finishing moves reduce any miss chance the opponent has against them by 5% per tier (this only affects the finishing move, not any other attacks you make). You may spend one use of mythic power when activating a finishing move to increase its DC's (if any) by your tier; if you do so, your finishing move gains the same amount as a bonus to its attack roll. You may use your finishing move once per minute.

Form Of Power (Ex)

You gain a single constant, permanent (transformation) form from the Alteration sphere, selected by the GM, that is thematically appropriate to the way you acquired your mythic power. Alternatively, the GM may select a basic form (limbs/speed) and apply any 3-5 Alteration traits to create a thematically appropriate form. This form is considered a natural part of your body and uses your character level as your caster level and uses your casting ability modifier or practitioner modifier (your choice, or your Charisma modifier if you lack either) to determine its effects. If the form requires the expenditure of spell points to use, you can only gain that form for a number of minutes equal to your mythic tier by spending a use of mythic power as a free action. At 3rd and 6th tiers, you gain an additional Alteration trait selected by the GM as a permanent addition to your form.

Legendary Gear

You gain the legendary item universal path ability. At 3rd tier, this item becomes a minor artifact. At 6th tier, this item becomes a major artifact. This boon costs two drawbacks and counts as two boons. If you already have the legendary item ability, you may immediately retrain it.

Mythic Exemplar

You gain a first-tier path ability (from any path), a first-tier universal path ability (like a mythic sphere mastery), a mythic feat, or a mythic class ability thematically appropriate for your character, selected by the GM. You must meet the prerequisites for this choice, if any. If that ability requires spending mythic power to activate its effects, you may use it once per day without spending mythic power. This mythic boon can be taken more than once.

Native-Born (Ex)

Your ascension to mythic power allows you to survive like a native in areas related to the origin of your mythic power. For example, if your patron is a deity that resides within the Plane of Chaos, you can survive there without being subject to the negative effects of a chaotically-shifting realm. Similarly, if you achieved mythic power from a font of power in the heart of the

Plane of Fire, you can survive in that Plane without you or your belongings burning and may constantly have harmless flames swirling around you. You also count as a native resident (and not extraplanar, unless it would be beneficial) for the purpose of effects that apply to native or extraplanar creatures while in relevant areas. The GM should set the exact benefits of being Native-Born, but as a general rule, you should be able to survive in and traverse relevant areas with no more difficulty or danger than any creature normally calling it home. Appropriate areas generally include specific planes or types of terrain.

Recharging Magic

Whenever you would spend one or more spell points, you may instead choose to lose access to all of your talents and abilities that require spending spell points for 1d6 rounds per spell point you would have spent. You can still use any abilities that do not require spending spell points. For example, you could make a basic *destructive blast*, but you could not spend a spell point to increase the damage of your *destructive blast* while your powers are recharging. You may use this ability twice each day per tier. You may take this boon a second time. If you do, you may use recharging magic any number of times per day.



Sample Mythic Traditions

The following are sample mythic traditions that may appear in your world. Remember, mythic traditions are always at their best when customized for a game, so do not feel like you have to limit yourself to these.

A Deal For Power

You made a dangerous deal for mythic power, but as long as you keep paying, the power will keep coming.

Drawbacks: Price Of Power, Recharge Required (pay at infernal church)

Boons: Mythic Exemplar (Destruction mythic sphere mastery), Native-Born (lawful evil planes)

A Robot All Along

Hub, turns out you are a robot on the inside...

Drawbacks: Burden Of The Master (construct), Mythic Vulnerability (electricity), Price Of Power (pay for parts), Radiant Power

Boons: Mythic Exemplar (display of strength), Form Of Power (construct), +2 MP per day

Classy

You seem to be unnaturally good at what you trained to do.

Drawbacks: Traditional

Boons: Mythic Exemplar (any mythic class ability you qualify for)

Fate-Spun

Destiny itself seems to toy with you in unpredictable ways when you ask it for help.

Qualities: Twists Of Fate

Grizzly Executioner

I hate to be the bearer of bad news, but...

Drawbacks: Burden Of The Master (animal)

Boons: Form Of Power (Animalistic Transformation; bear only)

Legendary Leader

You are powerful and beloved by your followers, though you serve someone else still higher.

Drawbacks: Patron, Radiant Power

Boons: Beloved, Mythic Exemplar

Oathmaker

You swore an oath in return for power - and fulfilling it is all that matters to you.

Drawbacks: Oathsworn

Qualities: Emotionless, When All Seems Lost

Boons: Mythic Exemplar

Protector Of The Mortal Realms

Your power exists to protect from outside influences. Against them, you are mighty indeed - but against the merely mundane, you are much like any other.

Drawbacks: Master Of One (outsider)

Qualities: Supervisor

Boons: Native-Born (Outer Planes)

Relic Bearer

Your power is inextricably tied to the item that gave you mythic power... and it has opinions.

Drawbacks: Relic-Bound

Qualities: Supervisor

Boons: +1 MP/day

Shackled

Your powers often feel more like a curse than a blessing.

Drawbacks: Cursed, Patron, Unfit For Power

Qualities: Challenged Duelist

Boons: Form Of Power (Fiendish Transformation), +2 MP/day

Wild Energies

Your mythic powers are difficult to control and make you exceptionally noticeable.

Drawbacks: Radiant Power, Unfit For Power, Wild Mythic Power

Boons: Mythic Exemplar, +2 MP/day

Chapter 3

The Gifted Mythic Path

The Gifted are those who have somehow acquired true mastery of the martial spheres, capable of unleashing powers and abilities beyond those of other warriors. Whether their abilities are acquired through training, deals, luck, or even the whims of the gods, the Gifted are warriors, craftsmen, and experts in their trade.

Role: The Gifted can fulfill almost any role in a party, though like regular practitioners, they lean in favor of dealing damage, protecting allies, debuffing their enemies, and using skills. Many Gifted choose to take the Dual Path^{MA} mythic feat, which significantly expands their options.

Classes: This mythic path is suitable for any character with expert, adept, or proficient progression with martial talents, as well as all champion classes that mix *Spheres of Power* and *Spheres of Might*. It can be used by classes that have acquired martial talents through spending feats or by special items like *talent crystals*^{TotS}, but characters with these builds may find another mythic path to be more useful.

Bonus Hit Points: Whenever you gain a gifted tier, you gain 4 bonus hit points. These hit points stack with themselves, and do not affect your overall Hit Dice or other statistics. These do not stack with the hit points from your Dual Path^{MA} choice (if you take that feat).

Sphere Mastery

At 1st tier, you gain one mythic sphere mastery (see Mythic Sphere Talents below). You must know the base sphere associated with it.

Martial Mastery

At 10th tier, you have perfected your fighting style. Choose three base sphere effects and/or specific talents that require you to expend martial focus to use them. Once per minute, you may use any of those options without expending martial focus.

Table: The Gifted

<i>Tier</i>	<i>Path Feature</i>
1st	Path ability, sphere mastery
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	Martial mastery, path ability

The Gifted also have access to the following mythic path abilities. Some abilities are originally from other mythic paths (particularly those published by Legendary Games) and may have been changed to fit the Gifted.

Special: Mythic practitioners may take any mythic path ability or mythic class ability that affects a class feature they have (i.e. something that is specifically included in the 'Special' column of a class table), regardless of its original path or class. You must meet any other requirements for that choice, such as minimum mythic tier. With GM permission, universal path abilities that grant spell-like abilities can be taken as normal and are not changed.

1st-Tier Path Abilities

Always Prepared

You are immune to poison.

Avenging Maneuver (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 do not provoke attacks of opportunity for attempting this combat maneuver check.

Blind Luck (Ex)

When making an attack roll against a target with concealment or total concealment, if your attack roll is a critical threat your attack ignores any miss chance. Against a creature using *mirror image* or a similar effect, if your attack roll is a critical threat you automatically target the actual opponent rather than one of the images.

Clear Your Heads (Ex)

When you fire a shot from a firearm, attack with an alchemist bomb, or use a similar attack like a scholar's flashbangs or many *formulae* from the Alchemy sphere, 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.

Curse-bearer (Ex)

You may touch, wear, wield, or carry a non-mythic cursed item without being affected by the curse. You may choose to be affected by the curse if you wish. Mythic cursed items affect you as normal, but you may expend one use of mythic power as a free action to suppress the effects of the item's curse on you for one round.

Deadly Dodge (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 (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) does not

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.

Distracting Flurry (Ex)

When you make multiple attacks in the same round against a creature, each missed attack against that target results in a -1 penalty to that target's AC until the end of your turn. This penalty stacks with multiple missed attacks. If you expend one use of mythic power as a swift action, this AC penalty persists until the beginning of your next turn. You cannot use this ability on a creature whose mythic rank or tier exceeds yours.

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.

Honor Between Thieves

You cannot be robbed (including by mythic characters, unless they have at least three more tiers than you). Any possessions you carry simply cannot be stolen, although this does not extend to objects not currently on you or within 10 feet per tier. Your items can still be destroyed. Any attempt to swindle or cheat you out of your possessions is immediately obvious to you.

Impeccable Balance (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.

Perfect Aid (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.

Quick Recovery (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.

Reluctant Stand (Ex)

When you are the only creature threatening an enemy, you take no penalty on attack rolls against that creature when fighting defensively. If you are using the total defense action, you can make a single melee attack and gain the normal dodge bonus to AC, or if you choose to take total defense without making an attack the dodge bonus you gain to AC increases to +6 (or +9 if you have 3 or more ranks in Acrobatics).

Shot in the Dark (Ex)

You can deal precision damage to targets with concealment or total concealment. When you attack a creature whose location is unknown, you may designate two adjacent squares when making an attack. If a target is in either square, you may attack it. If a creature in a square you designate is an ally, you instinctively are aware of this and can choose not to attack or to direct your attack elsewhere.

Speed Of Thought

Once per encounter, as an immediate action, you may expend your martial focus and one use of mythic power to take a full round of actions. You may only do this after an opponent has declared an action (such as making an attack or casting a spell) and cannot regain your martial focus during this turn of actions.

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).

Take a Breather (Ex)

When subject to a spell or effect that heals hit point damage or ability damage, if you take no actions other than movement in the following round you are healed again at the end of your next turn an amount equal to 50% of the all hit point or ability damage healed in the previous round.

The Road Goes Ever On (Su)

You are a skilled traveler, inured to long journeys and heavy loads. You add your mythic tier to your Strength score to

determine your carrying capacity, and you (and any mount you ride) add your mythic tier to the number of hours per day you can hustle or forced march when traveling overland before you risk taking nonlethal damage or becoming fatigued (see Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* for details on encumbrance and overland travel). You can expend one use of your mythic power to remove the fatigued condition from yourself or an ally by touch, and if your ally has nonlethal damage incurred from a hustle, forced march, or similar exertion, you also cure an amount of that nonlethal damage equal to your surge die plus your mythic tier.

This Might Just Work (Ex)

You are 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 cannot take 10 or 20 on it. The GM can disallow certain uses of this ability when the skill cannot possibly be applied to the task.

Trusty Tools (Su)

When you use a tool of your trade (requiring at least 1 rank in the appropriate Craft or Profession skill) as a weapon you take no penalties for using an improvised weapon. In addition, that weapon gains an enhancement bonus equal to half your mythic tier (minimum +1), and its critical threat range is increased by 1 for every 2 mythic tiers you possess. Your tool's hardness is increased by an amount equal to your mythic tier as long as it is on your person, and you can expend one use of mythic power as a standard action to grant the item 5 temporary hit points per mythic tier you possess.

Unfocused Focus (Ex)

If you have more than one class, you may select a single class ability (other than spellcasting) from one of your classes (such as wildshape, channel energy, or sneak attack). You may treat your class level for that ability as up to 4 higher than your class level in that class, up to a maximum equivalent class level equal to your Hit Dice.

Unorthodox Tactics (Ex)

When you take a readied action, you may take an additional move action before or after your readied standard action. In addition, your unorthodox tactics confound your enemies, negating any competence, insight, or morale bonuses they would gain against you until the end of your next turn.

Unspeakable Name (Su/Sp)

Like demon lords and the witch-kings of legend, you know when others dare to speak of you or your fell deeds. You hear your name and title whenever it is spoken, regardless of distance, and you can expend one use of your mythic power to use scrying as a spell-like ability targeting the creature speaking your name. If your scrying is successful, you can expend an additional use of mythic power to deliver a message to the target as sending. If you have at least 3 mythic ranks or tiers, this

3rd-Tier Path Abilities

Bodify Ricochet (Ex)

A creature that confirms a critical hit against you with a melee weapon must succeed at a Reflex save (DC 10 + one-half the damage dealt) or drop its weapon in your square. You may expend a use of mythic power as an immediate action to use this ability on any successful attack with a melee weapon, even if it is not a critical hit.

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 attempt 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.

Confidence (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.

Critical Skill (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.

ability functions across planar boundaries. Expend one use of mythic power allows you to use greater scrying on the speaker instead. If you succeed in scrying on the target, you can spend one additional use of mythic power to use project image as a spell-like ability. The image appears at the location of the scrying sensor, which is considered the point of origin of the spell. If your scrying sensor is dispelled, so is the project image.

If you have at least 6 mythic ranks or tiers, if you successfully scry on a creature you can also read its mind as detect thoughts, and you can spend one additional use of your mythic power to discern location on the speaker. If a creature says your name three times in a single breath, you learn that creature's true name.

Untrained Warrior (Ex)

As a full-round action you may expend one use of mythic power to gain proficiency in a type of weapon or a type of armor (light, medium, heavy) for 24 hours. In addition, you may expend a use of mythic power to change the weapon or armor specific parameters of a feat or class ability you have. For example, if you have Weapon Focus (club), you could alter that feat to become Weapon Focus (light crossbow), or if you had weapon training (light blades) you could alter that ability to become weapon training (heavy blades). You must meet the prerequisites for an altered feat. This effect lasts 24 hours or until you expend another use of mythic power to change that feat again.

Unwavering Skill (Ex)

You can always take 10 or 20 on checks using class skills, even if threatened or in a hazardous situation. You cannot use this ability with skill checks that do not normally allow you to take 10 or take 20.



Eldritch Shield (Su)

As an immediate action you may expend one use of mythic power to surround yourself with a protective field of energy bestowed by your source of mythic power. This shield grants you temporary hit points equal to 10 + three times your tier. Each round you regain a number of temporary hit points equal to your mythic tier. Once your temporary hit points provided by this power are reduced to 0, your eldritch shield is dismissed and you must spend another use of mythic power to reactivate it. While your eldritch shield is active you shed light like a torch.

Feel Your Pain (Su)

Whenever an adjacent ally gains one of the following conditions, you can expend one use of mythic power as a free action to have that condition affect you rather than your ally: bleed, blinded, confused, cowering, cursed, dazed, dazzled, deafened, diseased, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, poisoned, shaken, sickened, staggered, or stunned, as well as any pain-based effect. You can expend two uses of mythic power to instead take on one of the above conditions that would affect an ally within 30 feet. If the effect is not instantaneous or permanent, you can attempt a new saving throw to end the effect each round at the end of your turn by expending one use of mythic power, or two uses of mythic power if it is caused by a mythic effect. This does not require an action. If the effect is instantaneous or permanent or does not allow a saving throw, you can end the effect after 1 minute by expending two uses of mythic power, or four uses if the effect is caused by a mythic effect.

Menacing Whisper (Ex)

Whenever you are adjacent to a creature that cannot 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 (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.

Penetrating Damage (Su)

Whenever you deal damage to a creature with damage reduction, you can overcome one of the following types of damage reduction: chaotic, cold iron, evil, good, lawful, magic, or silver. You can change this type with each attack. This ability only aids in overcoming one type of damage reduction; if the creature's damage reduction requires a combination of different types of damage, you must be able to overcome the other types using other means.

Right Place, Right Time (Ex)

Your allies are treated as if they possessed the same teamwork feats as you do for the purpose of determining whether you receive a bonus from your teamwork feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus. As a swift action you may expend one use of mythic power when an ally's action or position is allowing you to use a teamwork feat to grant that ally the benefits of that teamwork feat for 1 minute. If that ally already has that teamwork feat and you expend one use of mythic power in this way, you and that ally both gain the benefits of the mythic version of that teamwork feat.

Speak My Name (Su)

When you take this path ability you must choose a "true name" that represents your spiritual self and serves as a binding representation of your mythic power. You may teach this name to up to one creature per tier. Whenever someone successfully says your true name, you can appear at that creature's location by expending two uses of mythic power as if taken there by word of recall. You know who is saying your true name, and you can choose not to be transported if you wish.

Stalwart Companion (Su)

Select one of the following: your animal companion, eidolon, familiar, or phantom. It 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 damage reduction increases by 5. This benefit does not stack with blessed companion.

Storied Ally (Su)

Select one of the following: your animal companion, eidolon, familiar, or phantom. It counts as a mythic creature for all purposes and unless it is an outsider, it gains the hard to kill special quality. You can apply your mythic surge ability to that ally.

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 attempt 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).

6th-Tier Path Abilities

Class Mimic (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 cannot copy an ability that has a limited number of uses per day (such as rage, smite evil, medical training, 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 cannot copy the same ability more than once per day.

Cling to Life (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 are 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 are healed to full hit points, you do not regain consciousness and are still dead no matter what other abilities you might have. If you are not 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*).

Defiance

As an immediate action, you may expend your martial focus to negate one attack or effect dealing bludgeoning, piercing, and/or slashing damage, as well as any additional effects from that attack (such as elemental damage from special abilities on a weapon). If the effect deals ongoing damage (such as being crushed under rocks and taking damage each round), this only negates one round of damage from that effect.

Defy Destiny (Sp)

You can call upon powerful forces to rewrite the immediate past and defy destiny itself. As an immediate action, you can expend three uses of mythic power to change an action you took during your previous turn. If you take the same action again, you roll any dice anew and keep the new result instead of the original result (even if it is worse). Reality changes to suit the new result.

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.

Shunned by Magic (Su)

You gain spell resistance equal to 5 + your character level + your tier. This interferes with spells cast by all other creatures including allies, but not your own spells. You can expend one use of mythic power without using an action to allow a spell to bypass your spell resistance.

You Shall Be Avenged! (Su)

When you witness an enemy taking an offensive action against an ally, you may expend one use of mythic power as a swift action to challenge that creature as the cavalier class feature, treating your mythic tier as your cavalier level; this stacks with any cavalier levels you possess. When you select this mythic power, choose one cavalier order; you also gain that order's challenge bonus when using this ability (though you do not gain any other order benefits). Each time you gain a new mythic tier, you may select an additional order, and when you trigger this ability you may select which order's ability you will use. If you have cavalier levels, those levels stack for the purpose of your order challenge bonus only when using the bonus of your actual order. If an attack you make against the target of your challenge has a miss chance or a percentage chance to negate a critical hit or precision damage, you may roll twice and select the better result. You may also roll twice and select the better result if you expend a mythic surge to add a bonus on your attack roll against the target of your challenge.

If you witness a creature reduce an ally to 0 hit points or less, or permanently incapacitate an ally in a way other than by hit point damage, you may challenge that creature as a free action without expending mythic power. If you expend one use of mythic power as a swift action to challenge that foe, the power of your challenge is greatly enhanced. Your attacks against that creature bypass damage reduction and hardness (and any energy damage dealt by your weapon or through it (including spells delivered by a *spell storing* weapon or a magus' spellstrike) bypasses energy resistance or immunity), and your first successful hit against the target adds 1d6 points of damage times your mythic tier rather than your usual damage bonus. If you expend a mythic surge to add a bonus on your attack roll against the target of your challenge, that die is automatically treated as the maximum result.

This effect lasts for 1 minute or until you or your target is reduced below 0 hit points. You may use this ability once per day plus one additional time per day for each mythic tier you gain beyond 6th.

Chapter 4

Mythic Sphere Talents

Mythic sphere talents are 1st-tier universal path abilities except when noted otherwise. You must possess the base sphere for any mythic sphere mastery you choose.

Some mythic sphere talents change the talents you know. When this occurs, you may continue concentrating on abilities or spend martial focus to keep them going if you could normally do so, even if you lose access to the talent before doing either of these things. Existing sphere effects gained through a mythic sphere talent persist for their normal duration regardless of whether or not you currently have access to the talent.

Mythic Sphere Knowledge

As a free action, you may spend 1 mythic power to acquire any base sphere (or any talent from a sphere you already know) for one minute. If a talent gained with this ability normally allows you to expend martial focus or a spell point to make its effect persist, you may do so even if you lose access to this talent before spending the resource. You may not have more than one active effect lasting 1 hour or more created through this ability at any given time.

Mythic Sphere Talents

Mythic Sphere Mastery: Alchemy

You gain one Alchemy talent you do not already have. Choose one of the following:

- You may have one permanent *formulae* at a time per tier, chosen when you craft it. Permanent *formulae* do not count against your normal limit of *formulae* crafted and do not expire, though they are still consumed on use. As a swift action, you may expend one mythic power and attempt a Craft (alchemy) check to transform an existing *formulae* you possess into any other

formulae you are capable of crafting. The power of the new *formulae* is determined by your skill check.

- When creating a *poison* from the Alchemy sphere, you may expend one use of mythic power to have the *poison* work in two forms. For example, you may *poison* a weapon and also throw the *poison* to create an inhaled cloud as part of the same action. You may also expend one use of mythic power to create a *poison* from the Alchemy sphere that contains two toxins, rather than just one. (The base *poison* is considered a toxin.) Creatures attempt separate saving throws against each of these toxins.

You may select this mythic sphere mastery a second time. When you do, you gain the ability you did not acquire before.

Mythic Sphere Mastery: Athletics

You gain one Athletics talent you do not already have. You gain the following effects if you have their associated Athletics package:

- **Climb:** You may climb at your full movement speed without taking a penalty and gain a bonus equal to your tier on all Climb checks. By expending one use of mythic power, you can climb any solid or liquid surface for one minute per tier.
- **Fly:** You do not need to attempt Fly checks to remain flying, regardless of the distance you move, and you gain a bonus to all Fly checks equal to your tier. When flying, you may multiply your carrying capacity by 4, though you cannot carry any one thing heavier than your regular carrying capacity.
- **Leap:** You may expend one use of mythic power to take no damage from a fall, no matter the distance, and gain a bonus equal to your tier on all skill checks to jump. If using an ability that would have benefited from you taking fall damage, you may use that ability as if you had taken damage from your fall.

- **Run:** You may expend one use of mythic power to move twice as fast as normal for one minute per tier while running. This applies after all other modifiers to your speed.
- **Swim:** You are unaffected by currents and environmental threats in aquatic environments, and may pass through them as if they were not present.

Mythic Sphere Mastery: Barrage

You gain one (blitz) talent you do not already have and, as a free action, can expend one mythic power to transform any ammunition you are holding into a different type of ammunition (as long as the new ammunition is not more expensive than the old ammunition or composed of a different special material). For example, you could transform a slow burn arrow^{EoG} into a splintering arrow^{EoG}. This transformation reverts back in one round. If you have the Sniper sphere, you may expend one mythic power when making a barrage to apply a (snipe) talent you know to the first attack in your barrage.

Mythic Sphere Mastery: Barroom

You gain one Barroom talent you do not already have. As a swift action, you may expend one mythic power to grant any improvised weapon you use a +1 enhancement bonus per odd tier you possess, and you may exchange these bonuses for weapon special abilities (to a maximum of +5 enhancement bonus and +10 overall on the item). This effect applies to all improvised weapons you handle for one minute per tier, but only when you are the one using the weapon. Also, add your tier to your Constitution modifier for determining how long your drunk status lasts, and add twice your tier to the number of alcoholic beverages you can drink without being sickened.

Mythic Sphere Mastery: Beastmastery

You gain one Beastmastery talent you do not already have. Additionally, choose one of the following:

- You may expend one mythic power to attempt to tame an animal in one minute.
- You may use Defensive Rider against effects that require a Fortitude save or a Will save from your mount.

You may gain this mythic sphere mastery more than once. When you do, you gain the ability you did not gain before.

Mythic Sphere Mastery: Berserker

You gain one Berserker talent you do not already have. When *berserking*, you may increase the penalty to your AC by -4 in order to gain additional temporary hit points equal to your base attack bonus (to a maximum of twice your tier from this ability). Add your tier to your base attack bonus when determining the amount of additional damage you can cause with your *brutal strike*. If you are using (adrenaline) talents, you may instead reduce your AC by increments of 2 (even if you would not normally reduce your AC) to gain a +1 bonus (maximum +5) to any bonuses that (adrenaline) talent gives you.

Mythic Sphere Mastery: Boxing

You gain one (counter) talent you do not already have. You may expend one mythic power to make a *counter punch* against a foe performing an action that could trigger a *counter punch* from you, even if you have not readied a *counter punch*; you cannot make more than one *counter punch* against any triggering action (even if it has multiple triggers in it). When you do, you may apply an additional (counter) talent you know to that *counter punch*.

Mythic Sphere Mastery: Brute

You gain one (manhandle) talent you do not already have. Add your tier to your Strength modifier when determining the damage of your shove. You may expend one mythic power to apply the effects of an additional (manhandle) talent to a successful combat maneuver that allows (manhandle) talents.

Mythic Sphere Mastery: Dual Wielding

You gain one Dual Wielding talent you do not already have. When you make a *dual attack*, you may choose whether to use the magical enhancements and effects of your main hand or your off-hand weapon for each attack, regardless of which weapon is actually making the attacks.

Mythic Sphere Mastery: Duelist

You gain one Duelist talent you do not already have. If you miss an attack you could apply your *blooded strike* to by a number equal to or lower than your mythic tier, you may apply the effects of your *blooded strike* to that creature. The target must be one that you are capable of hitting (for example, most characters cannot hit a target on the other side of a planet). You may also expend one mythic power to apply the effects of an additional (bleed) or (disarm) talent to an action that normally permits you to use talents of those types.

Mythic Sphere Mastery: Equipment

You gain two Equipment talents you do not already have. Once per day, as a full-round action, you may spend one mythic power to lose one (discipline) talent you know and replace it with another (discipline) talent.

Mythic Sphere Mastery: Fencing

You gain one Fencing talent you do not already have. Add your tier to your base attack bonus when determining the additional damage of your *fatal thrust*. Also, you may expend one use of mythic power as a free action to gain the ability to apply your *fatal thrust* to one appropriate attack you make per round, even if you do not meet the normal requirements for making a *fatal thrust*. When you do this, you may apply the effects of an additional (exploit) talent you know. This effect lasts for 1 round per tier.

Mythic Sphere Mastery: Gladiator

You gain one Gladiator talent you do not already have. When you make a *boast*, you may expend one mythic power to apply the effects of an additional (boast) talent. When you attempt to *demoralize* one or more creatures, you may expend one use of

mythic power to roll twice and take the better result, then add your tier to the result you took.

Mythic Sphere Mastery: Guardian

You gain one Guardian talent you do not already have. In addition, choose one of the following:

- You take one less point of damage per tier from each attack made by a creature you are currently *challenging*.
- You may expend one mythic power as a swift action to gain an enhanced *patrol* for 1 minute per tier; this effect is only active while you are making a *patrol*. During an enhanced *patrol*, you may make an additional move action. (This can never be used to make an attack.)

You may gain this mythic sphere mastery more than once. When you do, you gain the ability you did not gain before.

Mythic Sphere Mastery: Lancer

You gain one Lancer talent you do not already have. When you *impale* a creature, you may attempt to move it to any square within your reach; treat this as a reposition combat maneuver that does not provoke an attack of opportunity for any creature involved, and add your tier to your CMB for the check.

Mythic Sphere Mastery: Leadership

You gain one Leadership talent you do not already have. Once a day, as a full-round action, you may expend one mythic power to retrain one group of your followers. Essentially, you lose one (followers) talent and gain another to replace it, but the personnel themselves do not change; only their skills and abilities do. Add your tier to your checks when attempting to *recruit* a cohort.

Mythic Sphere Mastery: Open Hand

You gain one Open Hand talent you do not already have. Once per round, when you successfully attack a foe or make a successful combat maneuver against them, you may make a sweep against another target in your melee range as a free action.

Mythic Sphere Mastery: Scoundrel

You gain one Scoundrel talent you do not already have. Add your tier to your rolls when using the benefits of your *swift hands* ability, and add your tier to your ranks in Sleight of Hand for determining the effects of *marked* target. Whenever you apply a (trick) talent, you may expend one use of mythic power to apply one additional (trick) talent you know.

Mythic Sphere Mastery: Scout

You gain one Scout talent you do not already have, and once a day per tier, you may choose to automatically succeed when *scouting* a foe. The effects of your *scout* last for an additional day per tier.

Mythic Sphere Mastery: Shield

You gain one Shield talent you do not already have and may use your *active defense* anytime, even in situations where you would normally be unable to take actions. You may expend one use of mythic power to use your *active defense* without spending an action (including attacks of opportunity). When you use a (deflect) talent, you may expend one use of mythic power to apply the effects of one additional (deflect) talent you know.

Mythic Sphere Mastery: Sniper

You gain one (snipe) talent you do not already have and may apply an additional (snipe) talent you know to your *deadly shot*. If you have the Barrage sphere, you may expend one mythic power when making a *deadly shot* to apply a (blitz) talent you know to your *deadly shot*; treat this as if making two shots or striking a foe twice with a *barrage*. For example, you only need to strike a target once with Hammering Shots to penalize their initiative.

Mythic Sphere Mastery: Trap

You gain one Trap talent you do not already have. When you create a trap, you may expend one use of mythic power to apply one additional (dart) or (snare) talent you know to that trap, as long as the talent is appropriate for the type of trap you are making.

Mythic Sphere Mastery: Warleader

You gain one Warleader talent you do not already have. You may expend one use of mythic power to activate an additional *tactic* or *shout* at the same time you activate one normally; the *tactic* or *shout* must have an action requirement equal to or slower than your first one, but you can use either type of effect when activating them in this way.

Mythic Sphere Mastery: Wrestling

You gain one Wrestling talent you do not already have. Whenever you use a (slam) talent, you may expend one use of mythic power to apply an additional (slam) talent.

Chapter 5

Mythic Practitioner Class Abilities

While there are numerous mythic path abilities 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. Mythic class abilities help solve this by providing new powers.

Much like the classes themselves, mythic class abilities are organized not alphabetically, but by the order in which it is typically possible to gain them - thus, low-level class abilities are at the top, while high-level class abilities are at the bottom. Rules for mythic class abilities were previously published in the *Mythic Hero's Handbook* by Legendary Games.

Gaining Mythic Class Features

A mythic class feature is considered a 1st tier universal path ability and may also 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. Remember that mythic practitioners can also take mythic class abilities from other classes if they match the spherecaster's class feature. For example, if an archetype grants you the uncanny dodge feature, you can take the rogue's mythic uncanny dodge as a mythic class feature.

Universal Practitioner Class Features

Any practitioner or champion may take these mythic class abilities.

Mythic Martial Knowledge

You gain a +1 mythic bonus to your effective base attack bonus or effective skill ranks in two spheres. This bonus increases by +1 at 3rd tier and each odd tier thereafter. This does not improve your attack rolls or skill rolls (regardless of whether or not you are using that sphere), but it does improve the effects of many talents.

Mythic Martial Focus

Once per day as a free action, you can expend one mythic power to instantly regain your martial focus, even if you have already regained your martial focus this round. This is an exception to the normal one-per-round limit on regaining martial focus. At 3rd and 6th tiers, you may use this ability one additional time per day, but you do not need to expend mythic power for daily uses of this ability after the first.

Mythic Combat Talents

You gain one bonus combat talent at each odd tier, including odd tiers gained after taking this ability. You cannot have both this ability and the Mythic Magic Talents ability.

Mythic Armiger Class

Features

Mythic Customized Weapons

Once per day, as a full-round action, you may spend one mythic power to customize a weapon. This may include changing the customizations on an existing weapon or discarding an older customized weapon in favor of a new one. Weapons customized this way have a lingering aura of mythic energy that lasts for 1 hour per tier and provides the benefits of an additional talent, chosen when customizing the weapon, until the energy dissipates.

Mythic Quick Change

You can quickly draw items of any kind, not just your customized weapons, provided they are stored or concealed on your person. As a move action, you can expend one use of mythic power to retrieve up to two hidden items. You must have two hands free to do so.

Mythic Prowess

Once per day as a full-round action, you may change one prowess you have selected. In essence, you lose one prowess, and gain a new prowess to replace it, as if you had retrained the class feature. You may not swap out any prowess you are using as a prerequisite, but you may change which customized weapon the prowess applies to when you change it in this way.

This mythic class feature may be selected more than once, but not more times than the total number of prowesses you have. Each time it is selected, it allows you to swap out a prowess one additional time per day. You may swap out the same prowess multiple times, or swap out different prowesses.

Mythic Focusing Switch

When you change your weapon with focusing switch, you may shift any temporary effects from your active weapon, such as poison on a blade or enchantments cast to improve the power of that weapon, to your new customized weapon. Effects must be applicable to the new weapon.

Mythic Rapid Assault

When you make a rapid assault, you may double one of your currently-available speeds. In addition, you may expend one use of mythic power to gain the ability to move between any of the attacks you make during your rapid assault. You may move more than once during this rapid assault, but your total movement cannot exceed your normal speed for the type of movement you are using.

Mythic Enhanced Customization

Select a weapon special ability that costs a +1 bonus. You may apply this special ability to all weapons in your active weapon set (as long as that weapon could normally benefit from that ability). At 3rd tier, you may select any combination of weapon special abilities that provide a maximum of a +2 bonus. At 6th tier, you may select any combination of weapon special abilities that provide a maximum of a +3 bonus. These special abilities do not count against a weapon's normal +10 limit on enhancements.



Mythic Lightning Change

As mythic focusing switch, but the effects apply when you use lightning change. You do not need mythic focusing switch to take this mythic class ability.

Mythic Lightning Assault

When you make a lightning assault, you may expend one use of mythic power to make a third attack action. This must be made with a different customized weapon, does not trigger your rapid assault ability, and does not deal weapon damage. However, if the attack is successful, treat the effects of all talents used for that attack action as if you had done damage.

Mythic Unlimited Assault

You may choose which of your attacks during a lightning assault triggers your rapid assault ability. You must decide this after making the attack roll, but before the results are revealed.

Mythic Blacksmith Class Features

Mythic Equipment Specialist

You gain a bonus Equipment talent. Once each day, when you wake up or otherwise prepare for the day, you may change this talent to any other Equipment talent.

Mythic Maintenance

You may perform maintenance when the party has as little as 2 hours of rest. When performing maintenance, you may expend one use of mythic power to have the effects last for one additional day per tier, even if the recipient rests. This does not allow you to stack more maintenance than is normally possible on a given piece of equipment.

Mythic Thunderous Blows

You may expend one mythic power to add your tier to all sun-der checks you make for one minute per tier. When your sun-der checks are improved by mythic thunderous blows and you would destroy an item, you may instead choose to break it in such a way that you can put it back together as a move action (as long as you have all of its pieces). This removes the broken condition, if relevant, and otherwise restores the item to functional status.

Mythic Skilled Craftsman

Add half your tier (rounded down, minimum 1) to all skill checks that skilled craftsman improves. By expending one use of mythic power when attempting a skill check that skilled craftsman improves, you may change the bonus granted by this mythic class feature to equal three times your tier for that roll. You may also add your tier to your blacksmith level for determining which magical items you can repair with skilled craftsman.

Mythic Smithing Insight

Once per day as a full-round action, you may change one smithing insight you have selected. In essence, you lose one smithing insight, and gain a new smithing insight to replace it, as if you had retrained the class feature. You may not swap out any smithing insight 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 smithing insights you have. Each time it is selected, it allows you to swap out a smithing insight one additional time per day. You may swap out the same smithing insight multiple times, or swap out different smithing insights.

Mythic Artisan Savant

You may create mythic magic items as if you possessed the relevant path ability and/or feats. In addition, you gain an additional crafting feat of your choice.

Mythic Reforge

You may spend one mythic power to reforge a piece of equipment as a full-round action, rather than one hour per effective bonus level.

Mythic Rapid Maintenance

You may perform an additional maintenance at once; this stacks with the increases provided by rapid maintenance. At 5th tier, you may perform two additional maintenances instead of one.

Mythic Smith's Masterpiece

Your masterpiece also functions as a 20th CL charm, implement, or spell engine^{USoP}. The GM must approve the final effects. If it is a spell engine, you may recharge one spell point per day while performing maintenance on equipment, and you do not need to know the base magical sphere or meet any other requirements in order to use it.

Mythic Commander

Class Features

Mythic Commander

You gain an additional talent from the Warleader sphere. Once per day, when you wake up or prepare for the day, you may change this talent to any other Warleader talent.

Mythic Lingering Commands

Add half your tier (rounded down, minimum 1) to the number of rounds your commands linger for.

Mythic Enhanced Tactics

You may have an additional enhanced tactic active at any time.

Mythic Battlefield Specialist

Select one enhanced tactic you do not already know for each terrain you choose for battlefield specialist. You and your allies always gain the benefits of that enhanced tactic while you are in the appropriate terrain. You may select the same enhanced tactic for all terrains, or different enhanced tactics for each terrain.

Mythic Group Focus

You may expend one use of mythic power to impose your will on the battlefield when using group focus, affecting allies within 10 feet per tier regardless of whether or not they can see or hear you. In addition, you may use group focus one additional time per day, plus one more time at 3rd and 6th tiers.



Mythic Logistic Specialty

Once per day as a full-round action, you may change one logistic specialty you have selected. In essence, you lose one logistic specialty, and gain a new logistic specialty to replace it, as if you had retrained the class feature. You may not swap out any logistic specialty 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 logistic specialties you have. Each time it is selected, it allows you to swap out a logistic specialty one additional time per day. You may swap out the same logistic specialty multiple times, or swap out different logistic specialties.

Mythic Advanced Tactician

You may expend one use of mythic power to grant additional battlefield prowess to your allies for one minute per tier. While this effect is active, all allies who are benefiting from your enhanced tactics also gain the benefits of one base package from the Athletics sphere and one additional talent from that sphere (of your choice).

Mythic Expert Tactician

Select one enhanced tactic you know. All allies within 10 feet per tier constantly gain the benefits of that enhanced tactic, whether or not they are currently benefiting from your talents or shouts.

Mythic Conscript Class Features

Mythic Bonus Feats

Once each day, as a full-round action, you may change one bonus feat you have selected. In essence, you lose the bonus feat, and gain a new bonus feat 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 no more times than the total number of bonus feats you have. Each time it is selected, it allows you to swap out a bonus feat one additional time per day. You may swap out the same feat multiple times, or swap out different feats.

Mythic Conscript Specializations (Choice)

You gain one conscript specialization—this does not count against the normal point limit and does not affect your conscript bonus feats. Any effects of this specialization that are capped at a specific level (which usually have text like “to a maximum of X at 20th level”, but not abilities you simply gain at 20th level) have that cap removed. You may instead choose to make a conscript specialization you already have into a mythic conscript specialization as described in the previous sentences. You gain the spent specialization points back, which you may choose to invest into non-mythic conscript specializations

as normal or trade back into bonus feats. This does not grant the effects of mythic conscript specialization (power) to either choice. You may take this mythic class feature more than once. Each time you do, you gain a different conscript specialization.

Mythic Conscript Specializations (Power)

You gain one of the following improvements to a conscript specialization you have. You may take this mythic class feature more than once. Each time you do, you may improve a different conscript specialization. Some of these options add your tier to your level for determining the effects of abilities. These never grant you higher-level abilities early. Instead, they only improve abilities you already have.

Mythic Sphere Specialization: Alchemy

At 3rd level, you may have one enhanced *poison* or *formulae* at a time that does not count against your normal maximum and does not expire. At 8th level, add your tier to the enhanced *poisons* or number of *formulae* you can have prepared at any one time. At 20th level, you may choose which squares within the range of your splash and burst items are affected when you throw the item.

Mythic Sphere Specialization: Athletics

At 3rd level, you gain a bonus to all Climb checks equal to your tier. At 8th level, you gain a bonus to all Swim checks equal to your tier. At 20th level, you stop aging, no longer die of old age, and are immune to all aging effects unless you want to be affected by them.

Mythic Sphere Specialization: Barrage

At 3rd tier, add half your tier (rounded down, minimum 1) to your initiative rolls. At 8th level, creatures you successfully hit with a startling barrage remain flat-footed against you for one additional round. At 20th level, you do an additional +4d6 precision damage on your first attack in a barrage.

Mythic Sphere Specialization: Barroom

At 3rd level, you deal bludgeoning, piercing, and slashing damage with improvised weapons. At 8th level, increase the duration of your lasting drunkenness by 1 minute per tier. At 20th level, you may bypass 1 DR of any type per tier when attacking with an improvised weapon.

Mythic Sphere Specialization: Beastmastery

At 3rd level, your animal companion becomes a mythic creature (the full benefits of which are determined by the GM, but should not include gaining more than one mythic ability). At 8th level, add your tier to your class level for determining the effects of nature's friend. At 20th level, you gain the other option for beast master.

Mythic Sphere Specialization: Berserker

At 3rd level, you gain a +1 bonus to the damage reduction granted by iron rage, and add your tier to your conscript level for determining its effects. At 8th level, you add your tier to your conscript level for determining the number of temporary hit points granted by steel rage. At 20th level, you gain a bonus equal to half your tier (rounded down, minimum 1) on

all combat maneuver checks while your penalty to AC from a Berserker sphere ability lasts.

Mythic Sphere Specialization: Brute

At 3rd level, add half your tier (rounded down, minimum 1) to combat maneuver checks performed with mighty flex. At 8th level, add your tier as a mythic bonus to your CMD against bull rush, drag, reposition, and overrun combat maneuvers. At 20th level, your critical threat range for shoves, as well as bull rush, pull, reposition, and overrun combat maneuvers, increases by an additional 1 (after its doublings), to a maximum of 16-20.

Mythic Sphere Specialization: Boxing

At 3rd level, you deal an additional +1 damage with your counter punch, and add your tier to your conscript level for determining the effects of raw knuckle. You may spend one mythic power to instead add your tier to your damage for one *counter punch*. At 8th level, creatures you damage with your *counter punch* treat you as if you had concealment (or, later, total concealment) for 2 rounds instead of 1. At 20th level, as long as you have an action readied, you may also roll two times whenever you are required to attempt a Reflex saving throw and take the most favorable result.

Mythic Sphere Specialization: Dual Wielding

At 3rd and 8th levels, you gain an additional feat that requires or involves wielding two weapons. At 20th level, you gain a bonus equal to your tier on critical confirmation rolls for attacks made with your off-hand weapon.

Mythic Sphere Specialization: Duelist

At 3rd level, add half your tier (rounded down, minimum 1) to the DC of Fortitude saves foes must make against your death by a thousand cuts ability. At 8th level, add half your tier (rounded down, minimum 1) to disarm checks made with bloody riposte. At 20th level, add your tier to your base attack bonus for determining the extra damage of exsanguinating strike.

Mythic Sphere Specialization: Equipment

At 3rd level, any equipment you are proficient in gains 2 hardness. At 8th level, add half your tier (rounded down, minimum 1) to the bonus granted by guarding gear. At 20th level, you are immune to critical hits while wearing any armor or carrying a shield.

Mythic Sphere Specialization: Fencing

At 3rd level, add your tier to your base attack bonus for determining the benefits of subtlety. You may expend one mythic power when attempting a Bluff check to instead gain a bonus equal to three times your tier. At 8th level, enemies you deal precision damage to suffer a -2 penalty to AC against attacks from your allies for 1 round. At 20th level, you gain total concealment against the first attack made by a creature you have successfully feinted (as long as that attack is made before the start of your next turn).

Mythic Sphere Specialization: Gladiator

At 3rd level, you treat all weapons as if they had the performance special feature. At 8th level, treat all crowds as if they were one size larger and more positive for determining the benefits you receive. At 20th level, enemies must roll twice and take the lower result when confirming critical hits against you.

Mythic Sphere Specialization: Guardian

At 3rd level, you gain an additional hit point per conscript level. At 8th level, add your tier to the size of your delayed damage pool (this amount is not multiplied by other talents). At 20th level, you may keep damage in your pool for an additional round per tier.

Mythic Sphere Specialization: Lancer

At 3rd level, you gain a bonus equal to half your tier (rounded down, minimum 1) to *impale* creatures. This does not improve your attack rolls themselves, but may allow you to *impale* a creature even if you miss with the attack itself. At 8th level, as long as you are *impaling* a creature, that creature suffers a -2 penalty to all of their saving throws. At 20th level, creatures you have *impaled* suffer bleed damage equal to your tier as long as they are *impaled*.

Mythic Sphere Specialization: Leadership

At 3rd level, you gain a teamwork feat as a bonus feat, and add your tier to your conscript level for determining how many more feats you get from cohort coordination. At 8th level, add half your tier (rounded down, minimum 1) to the number of cohorts you can affect with directed motion. At 20th level, your cohorts also gain spell resistance equal to 12 + your tier.

Mythic Sphere Specialization: Open Hand

At 3rd level, the shield bonus granted by empty hand goes up by +1, and you add your tier to your conscript level for determining its effects. At 8th level, your unarmed strikes are always treated as if they were Large. At 20th level, you may apply the shield bonus from your empty hand class feature to two saving throws instead of one.

Mythic Sphere Specialization: Scoundrel

At 3rd level, you deal additional damage equal to your tier when using easy mark. At 8th level, you may stagger creatures for an additional round when using brutal trickster. At 20th level, when you use master thief, you may expend one mythic power to make foes roll three times and take the worst result.

Mythic Sphere Specialization: Scout

At 3rd level, you may use your *scout* ability on an additional creature you can see as part of making your first *scout* check. At 8th level, add your tier to your base attack bonus for determining the effects of stealth surge. At 20th level, add your tier to the Fortitude save creatures need to attempt for your hidden death ability.

Mythic Sphere Specialization: Shield

At 3rd level, you do not take penalties on attack rolls while wielding a tower shield. At 8th level, you may add your shield bonus to the Reflex saves of any ally benefiting from your active defense. At 20th level, you are immune to critical hits while carrying a shield and the hardness of shields you wield are increased by your tier.

Mythic Sphere Specialization: Sniper

At 3rd level, add your tier to your base attack bonus for determining the effect of precision shots. At 8th level, you may treat any weapon damage dice rolls of 1, 2, or 3 as 4's when making a *deadly shot*. At 20th level, you may expend one mythic power to bypass all damage reduction when making a *deadly shot*. When you do this, your *deadly shot* deals increased damage equal the amount of damage reduction it bypassed.

Mythic Sphere Specialization: Trap

At 3rd tier, creatures who fail their save against your traps also suffer a -2 penalty on further saving throws until they are no longer flat-footed. At 8th level, add your tier to your conscript level for determining the range of your dart traps, and you may choose to exclude a number of 5-foot squares from the range of your snares. At 20th level, double the duration of your traps.

Mythic Sphere Specialization: Warleader

At 3rd level, you gain a teamwork feat as a bonus feat, and add your tier to your conscript level for determining how many more feats you get from cohort coordination. At 8th level, add your tier to the maximum bonus to your AC you can get through triumphant stand. At 20th level, your allies gain a bonus to their attack rolls equal to your AC when making an attack for a concerted finish.

Mythic Sphere Specialization: Wrestling

At 3rd level, double the range you can move yourself and a grappled creature with mobile grapppler. At 8th level, creatures suffering a condition from your bear hug suffer it for an additional round. At 20th level, add your tier to the DC of the Fortitude save creatures have to attempt against your fatal clutch.

Mythic Savant Class Features

Mythic Strain

When using strain, you may spend one mythic power to increase your base attack bonus by 2 and remove the risk of suffering fatigue from using strain until the end of your turn. Any penalties from being fatigued or exhausted do not apply when using this ability.

Mythic Kinesthetic Intuition

Add your mythic tier to your savant level when determining your bonus from kinesthetic intuition. In addition, kinesthetic intuition is no longer capped at 18th level. You may use your kinesthetic intuition bonus on Escape Artist and Ride checks.

Mythic Insights

You may use insights an additional number of times per day equal to half your tier (rounded down, minimum 1).

Mythic Combat Trained

Once each day, as a full-round action, you may change one bonus combat feat you have selected. In essence, you lose the bonus feat, and gain a new bonus feat 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 no 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 feat one additional time per day. You may swap out the same feat multiple times, or swap out different feats.

Mythic Masterful Insights

You may select an additional two insights other than rebuke death and use them at will.

Mythic Scholar Class Features

Mythic Careful Packer

Add your tier to your Intelligence score for determining your carrying capacity, and you treat the storage space of any backpack, pouch, or similar container as though it were three times its normal size instead of two.

Mythic Medical Training

Add your tier to all Heal checks you attempt. You may instead expend one use of mythic power to add three times your tier to one Heal check you attempt.

Mythic Problem Solver

You gain a bonus combat talent from the Alchemy or Scout spheres. At 3rd and 6th tiers, you gain an additional talent from one of those spheres.

Mythic Flashbangs

You may expend one mythic power to hurl two flashbangs at the same time. These must target different creatures.

Mythic Scholar's Knack

Once each day, as a full-round action, you may change one scholar's knack you have selected. In essence, you lose the scholar's knack, and gain a new scholar's knack to replace it, as if you had retrained the knack. You may not swap out any scholar's knack you are using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of scholar's knacks you have. Each time it is selected, it allows you to swap out a scholar's knack one additional time per day. You may swap out the same scholar's knack multiple times, or swap out different scholar's knacks.

Mythic Material Imposition

As mythic scholar's knack (above), but it applies to material impositions instead. Also, you may expend mythic power instead of martial focus when using your material impositions (to a maximum of once per round).

Mythic Advanced Medical Training

You no longer need to spend uses of a healer's kit on your medical training abilities, and add half your tier (rounded down, minimum 1) to the number of times you can use your medical training on creatures each day.

Mythic Expert Medical Training

You may use your expert medical training to try and remove any effect that can be removed by break enchantment, remove curse, or similar effects (Heal DC 20 + the caster level of that effect, or the creature's CR if the effect does not have a caster level).

Mythic Mastered Imposition

You may select a second material imposition as a mastered imposition.

Mythic Sentinel Class

Features

Mythic Defender's Soul

You gain an additional talent from the Guardian sphere. Once per day, when you wake up or prepare for the day, you may swap this talent for any other Guardian talent.

Mythic Guardian Challenge

You gain a +1 bonus to the effect of your guardian challenge and add your tier to your sentinel level for determining its effects. Your guardian challenge is no longer capped at 17th level.

Mythic Sentinel's Reserve

You gain an additional number of reserve points equal to half your tier (rounded down, minimum 1). Once per day, you may spend one mythic power to regain a number of reserve points equal to your tier. Any points in excess of your maximum become temporary reserve points that dissipate in one minute per tier.

Mythic Wise Reflexes

Add half your tier (rounded down, minimum 1) to the maximum bonus allowed by wise reflexes.

Mythic Guard Wall

You gain the benefits of guard wall as long as you end your turn without moving more than 15 feet.

Mythic Dedicated Defense

The damage reduction of your dedicated defense increases by 1, and add your tier to your sentinel level for determining the effects of your dedicated defense.

Mythic Second Wind

If you have conditions or other non-damaging effects stored in your delayed damage pool, you may spend two points of healing created by a reserve point per hit point the effect takes in your delayed damage pool to cure it. You can only cure effects this way while they are still in your delayed damage pool.

Mythic Sentinel's Imposition

You gain a bonus equal to your tier on attacks of opportunity granted by sentinel's imposition.

Mythic Opportunistic Offense

Choose one base sphere, or a talent from a sphere you already have, that applies to attack actions. You may expend one use of mythic power to instead apply the effects of that talent to all of your attacks of opportunity for one round, even if they are not all attack actions.

Mythic Counter Critical

If you succeed at a counter critical, you take half damage from the attack. This reduction occurs before any other reductions, such as from your damage reduction.

Mythic Defender's Determination

You may ignore a specific instance of a condition one additional time before resting, plus one additional time at 3rd and 6th tiers.

Mythic Deathless Challenge

Add your tier to your Constitution when determining your death threshold. Once per day, when you are acting as though you are disabled instead of dying through the effect of deathless challenge, you can expend one mythic power to reduce all damage from creatures except the target of your active challenge (who must be hostile) to 0 for one round per tier.

Mythic Stalwart

You gain the benefits of stalwart even when helpless. In addition, you may expend one mythic power to add your tier to any saving throw your stalwart applies to.

Mythic Empowering Challenge

You gain an additional number of temporary hit points equal to your tier from your empowering challenge. These hit points last for one additional minute per tier.

Mythic Sentinel's Wrath

You may roll damage three times and choose whichever result you want when using sentinel's wrath.

Mythic Sentinel's Poise

You may use your second wind even when you are unable to take purely mental actions. When you use your second wind, you gain additional hit points equal to twice your tier.

Mythic Eternal Challenge

Add your tier to your Wisdom modifier for determining the fast healing granted by eternal challenge.

Mythic Instant Challenge

You can change the target of your challenge as a free action you may only take during your turn, even if the target of your challenge has not been reduced to 0 or fewer hit points.

Mythic Diamond Aegis

You may spend two reserve points as a free action instead of one when you fail a saving throw.

Mythic Sentinel's Surge

You gain additional hit points equal to twice your tier when your sentinel's surge activates.

Mythic Invincible Soul

Any damage reduction the target of your challenge possesses is reduced by your tier (to a minimum of 0), but only against your attacks.

Mythic Final Challenge

Once per day, you may spend one mythic power as a free action even when it is not your turn. For 1 round per tier, you cannot die by any method.

Mythic Striker Class Features

Mythic AC Bonus

Add your tier to your class level for determining the maximum amount of your AC bonus. As a free action, you may expend one use of mythic power to increase your AC bonus from this ability by your tier for one round per tier.

Mythic Bare Knuckles

You gain a bonus talent from the Boxing, Brute, or Open Hand spheres (including the base spheres if you do not already have it, but you must have the base sphere for any other talents). Once per day, when you wake up or prepare for the day, you may change this to any other Boxing, Brute, or Open Hand talent you meet the prerequisites for.

Mythic Tension

Add your tier to your maximum tension.

Mythic Tension Techniques

You gain a daily pool of bonus tension points equal to your tier. You may spend these points to activate your tension techniques, even if you do not otherwise have tension. Once per day, as a free action you may take during your turn, you may expend one mythic power to refill this bonus tension pool.

Mythic Striker Art

Once each day, as a full-round action, you may change one striker art you have selected. In essence, you lose the striker art, and gain a new striker art to replace it, as if you had retrained the art. You may not swap out any striker art you are using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of striker arts you have. Each time it is selected, it allows you to swap out a striker art one additional time per day. You may swap out the same striker art multiple times, or swap out different striker arts.

Mythic Tension Boost

You gain an additional point of tension at the start of your first turn in combat.

Mythic Drill Knuckle

You ignore one additional point of damage reduction or hardness when using drill knuckle, and add your tier to your striker level for determining the effects of drill knuckle.

Mythic Uncanny Dodge

Against attacks from non-mythic sources, you are never considered to be flat-footed or to have lost your Dexterity bonus to AC unless you are helpless.

Mythic Desperate Tension

Once per day, you may expend one use of mythic power at the start of your turn to gain your maximum amount of tension.

Mythic Tension Training

You gain an additional type of tension training.

Mythic Pummeling Punisher

When you spend tension for pummeling punisher, your attacks only suffer a -2 penalty instead of a -4 penalty.

Mythic Rising Tension

You gain 1 additional tension at the start of your turn if a creature dealt hit point damage to you since the end of your last turn.

Mythic Improved Uncanny Dodge

Add half your tier (minimum +1) to the number of rogue levels a creature must have to be able to flank you.

Mythic Ultimate Tension

Once per day, you may expend one mythic power to reduce the cost of all abilities that require tension to 1 tension. This effect lasts for 1 round per tier.

Mythic Technician Class Features

Mythic Gadgets

Add your tier to the number of gadgets you may create each day.

Mythic Trap Specialist

You gain a bonus talent from the Trap sphere. When you wake up, or when you prepare for the day, you may switch this talent to any other talent from the Trap sphere.

Mythic Trapfinding

You may search for something (such as a trap or hidden creature) as a swift action.



Mythic Inventions

You may expend one use of mythic power to build an invention as a full-round action. You may not have more than one invention created in this way at a time.

Mythic Technical Insights

Once each day, as a full-round action, you may change one technical insight you have selected. In essence, you lose the technical insight, and gain a new technical insight to replace it, as if you had retrained the insight. You may not swap out any technical insight you are using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of technical insights you have. Each time it is selected, it allows you to swap out a technical insight one additional time per day. You may swap out the same technical insight multiple times, or swap out different technical insights.

Mythic Technically Minded

Add your tier to all skill checks affected by technically minded. You may spend one mythic power when attempting such a check to instead gain a bonus equal to three times your tier.

Mythic Danger Sense

All allies within 60 feet of you that you can see gain the benefits of your danger sense class feature. Additionally, you add your tier to your AC against attacks made by traps, and to any saving throw you attempt against a trap's attack or effects.

Mythic Trap Insight

You gain a bonus equal to your tier on Perception skill checks when using heightened awareness. You may instead expend one mythic power to gain a bonus equal to three times your tier on one Perception skill check, even when not using heightened awareness.

Mythic Trapmaster

You gain the benefits of trapmaster whenever you successfully disarm a trap through the Disable Device skill, even if you did not beat the DC by 10 or more.

Mythic Greater Trapmaster

When you disable a magical effect with greater trapmaster, you may trap the magic inside of a roll of parchment. A creature with the Scribe Scroll or Capture Spell feats can use this to transform the trapped magic into a usable scroll as if they knew all of the necessary talents or spells, and at half of the usual cost. You may have up to one effect per tier trapped at a time. If you manage to disable multiple magical effects at once, each effect is captured separately. This can only be used to capture spells or sphere effects a character could normally learn to use; it does not allow for capturing any unique effects or powers beyond your abilities.

Mythic Supreme Trapmaster

When using supreme trapmaster, you may choose to not disable specific effects on a target.

Mythic Perfect Trapmaster (requires Mythic Greater Trapmaster)

When you are the direct target of an unwanted magical effect, you may spend one mythic power to gain a bonus equal to three times your tier on Disable Device checks made with perfect trapmaster. If you succeed, you may immediately capture the effect in a roll of parchment that can be used to craft a spell, as detailed under mythic greater trapmaster.

Mythic True Genius

You gain an additional +4 permanent bonus to one mental ability score of your choice.

Chapter 6

Mythic Feats

Aerial Trip (Mythic)

When you trip a flying opponent, you may have them fall in any direction, including straight back. If they are moving up, they only move half as far.

Combat Sphere Specialization (Mythic)

Select one sphere you chose for combat sphere specialization. The effective base attack bonus for that sphere is no longer capped at your character level, and you add half your tier (rounded down, minimum 1) to your effective base attack bonus for that sphere. This does not allow you to make more attacks than you normally could.

Companion Trigger (Mythic)

As a free action they may take once per day per tier you have, your animal companion or mount may add your surge dice to a combat maneuver check they make. They may only activate this ability once per check they make.

Customized Bond (Mythic)

Add your tier to your armorist level for determining the maximum enhancement bonus value of your bound equipment. If you possess the enhanced customization class feature, you may add your tier to your armiger level for determining the maximum enhancement bonus from enhanced customization. Neither increase can exceed your respective class levels.

Dragon's Tattoos (Mythic)

By consuming one pound of any material that can be used to forge weapons, you may treat your unarmed strikes as if they were made from that material. For example, if you consume cold iron, you can bypass DR/cold iron. Consuming the material is always harmless to you and it disappears when consumed. Eating a new type of material replaces the old material.

Dual Wielding Mystic Fusion (Mythic)

You do not provoke attacks of opportunity for spellcasting when using Dual Wielding Mystic Fusion. Add your tier to your base attack bonus for determining the maximum caster level of effects you can use with Dual Wielding Mystic Fusion.

Dual Wielding Mystic Strike (Mythic)

When using Dual Wielding Mystic Strike, your sphere ability may use your weapon's threat range (to a maximum of 18-20) instead of its own.

Extra Combat Talent (Mythic)

You gain a mythic sphere mastery for any base combat sphere you have.

Focused Stamina (Mythic)

Once per round, you may expend your martial focus when using an ability that requires stamina. When you do so, reduce the stamina cost of that ability by your tier.

Great Focus (Mythic)

Once per day per tier, you may regain your martial focus twice in one round. Once per round, you may expend one use of mythic power to regain martial focus as a free action.

Heroic Resolve (Mythic)

Add your tier to your Constitution modifier for determining how long you may suppress conditions. In addition, you may suppress two applicable conditions with Heroic Resolve instead of one.

Muscular Reflexes (Mythic)

You can make any number of additional attacks of opportunity per round. As a swift action, you can expend one use of mythic power to, until the start of your next turn, make attacks of opportunity against foes you have already made attacks of opportunity against this round if they provoke attacks of opportunity from you by moving.

Practiced Interruption (Mythic)

You gain a bonus equal to your tier on attack rolls made as part of using your Practiced Interruption feat. In addition, you may expend one use of mythic power to ignore any miss chance a foe is benefiting from (such as from concealment) when using Practiced Interruption.

Studied Scout (Mythic)

You do not take a -5 penalty on Perception checks when using your *scout* ability as a free action after using your studied target or studied combat class feature. In addition, you may expend one mythic power when using your *scout* ability to learn one piece of additional information for every odd tier you possess. You may request specific pieces of information when learning information in this way, although you cannot get exact numbers through this ability. For example, you may ask if a creature has a high or low bonus to saving throws of one particular type, but you may not ask for its exact Will save bonus. The exact information you can learn is up to the GM's discretion.

Target Spotting (Mythic)

You add half your favored enemy bonus to your saving throws against spells and abilities from creatures you have *scouted*, and to your AC against attacks made by creatures you have *scouted* to confirm critical threats. This does not stack with the mythic favored enemy ability.

Zodiac Tattoos (Mythic)

By consuming one pound of any material that can be used to forge armor, you may treat your skin as if it were made from that material. For example, if you consume elysian bronze^{UE}, you are protected against strikes from certain types of creatures. Consuming the material is always harmless to you and it disappears when consumed. Eating a new type of material replaces the old material.



Chapter 7

Mythic Spheres of Might Solutions

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. 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. Remember, these rules are optional and should be tailored to the kind of mythic spheres game you want to run, though all alternative rules marked [HR] are highly recommended and should be treated as the base rules for a mythic spheres game. Some of these solutions were previously published in the Mythic Hero's Handbook and Mythic Character Codex by Legendary Games and have been modified for mythic spheres games.

Action Economy

This issue is always in play in a Pathfinder game, and it becomes more pronounced in higher-level games. 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. Those issues are, if anything, exaggerated in mythic play.

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. 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.

[HR] Alternative Rule #2: Eliminate this ability entirely from mythic PCs and replace it with 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.

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. 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 #1: Player characters (and their allies) can use only one ability that requires the expenditure of mythic power per round. Characters can still use abilities that require spending more than one use of mythic power. Legendary power should be considered separately, but otherwise follows the same rule. That is, that no more than one ability using legendary power can be used per round.

[HR] 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 do not 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.

[HR] Alternative Rule: Mythic surges may be spent after a d20 has been rolled but before the success or failure of the die roll has been revealed.

Stacking Multipliers

In most cases, the Pathfinder Roleplaying Game uses a mathematical limiter when it comes to multiplication, adding multiples rather than multiplying them. 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.

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.

[HR] Alternative Rule: Banned.

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.

[HR] 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 is multiplied by the weapon's critical multiplier.

Problematic Rule: Mythic Vital Strike feat

This feat is problematic because of its ambiguity. In some interpretations, it implies the possibility of multiplying effects literally dozens of times, to say nothing of its interactions with Spheres of Might.

[HR] Alternative Rule: Banned.

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 hyper-specialize 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.

[HR] 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. 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.

Problematic Rules: Display of Strength, Dexterity, Constitution, Intelligence, Wisdom, and 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. 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.

[HR] Alternative Rule #1: 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.

Alternative Rule #2: As #1, but with a minimum of a +10 bonus. This front-loads the ability and makes it more powerful at low tiers, but still permits growing in usefulness at higher tiers. This works better for games that want to be a bit more high-power from the start of mythic play.

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.

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 do not 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 this alternative rule 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.

[HR] Alternative Rule:

Mythic PCs gain one use of mythic power per tier (before *Mythic Traditions*), and regain this power each day as normal unless limited by their mythic tradition. 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.

[HR] *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.



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 talents, 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 cannot do. This is not 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. (For immunity, this means an ability would deal 5 damage total, plus 5 more points per 2 ranks or tiers.)

Problematic Rules: Attacks that ignore damage reduction

Damage reduction already has issues keeping up with the attacks available to PCs, as many forms of damage reduction 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. 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.

[HR] Alternative Rule #1: 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 #2: 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.

[HR] Alternative Rule #3: 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 that has 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 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 dazed) and last for only 1 round or a few rounds at most. There are many more such effects for mythic powers. 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.

[HR] 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.

Alternative Rule: Three times per day, mythic characters (except player characters) can spend one use of mythic power when they would normally fail a saving throw to treat the result as if they had succeeded (regardless of the DC).

Rocket Tag, Or There Is No Kill Like Overkill

There are some elements in a mythic game where the numbers just stop mattering, and offense so far outstrips defense that there is almost no point in even rolling the dice. Many of these issues can be solved by applying the alternative rules in this section, but there is 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.

[HR] 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).

[HR] 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.

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. Seeing only the obvious feats repeated somewhat defeats the purpose of the great variety the game offers. The simple solution is allowing more mythic feat slots. This also helps balance out the loss of power from giving characters fewer points of mythic power to use, as recommended above.

[HR] 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.

Alternative Rule #3: You might also allow characters to swap one mythic feat they have learned for another mythic feat for which they already have the non-mythic version, perhaps by spending an 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.

Excessively High Caster Level/ Base Attack Bonus

Many options in the mythic rules can increase a character's caster level or effective base attack bonus, but smart players might be able to stack permanent bonuses to unbalancing extremes. Fortunately, this is easy to address.

[HR] Alternative Rule: Mythic characters cannot gain more than a +6 bonus to caster level or base attack bonus from mythic sources (whether temporary or permanent increases). This is high enough to be noticeably stronger, but not overwhelmingly so for well-made enemies, and discourages focusing exclusively on number increases instead of flavorful and thematic options.

Perfectly Hidden Characters

The Undetectable ability for Legendary Items prevents invisible players from being detected "by any method", and at-will invisibility is fairly easy to get. The wording of this ability is highly abusable.

[HR] Alternative Rule #1: Banned. Trust us and do not open this particular can of worms.

Alternative Rule #2: Replace the effects of Undetectable with the following: Creatures using unusual forms of sensory perception such as blindsight, greensight, or tremorsense cannot automatically foil your use of Stealth; such creatures must attempt a Perception check as normal to detect you when you make use of the Stealth skill. Against divination spells and Divination sphere *sense* abilities, including those from spell, sphere, spell-like, or supernatural abilities specifically used to uncover information about you rather than enhancing the user's perception (such as when scrying or using the Divination sphere's *divine* abilities), creatures must succeed at a caster level check against a DC of 6 + your levels in casting classes + your tier.

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