# MYTHIC MINIS 4 MARSHAL PATH ABILITIES

By JASON NELSON



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## WELCOME TO MYTHIC MINIS!

The mythic rules system introduced in the *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything. Sometimes there are large areas to cover with extensive rules adaptations, but sometimes what you need is a power-packed punch of tightly focused rules content that contains exactly what you need for your character, creature, or whatever it may be. A half-dozen feats, a set of linked spells, a group of magic items, 5 mythic path abilities, and so on; that's where *Mythic Minis* come in. *Mythic Minis* are not about exposition, philosophy, and campaign-building; they are just flat-out fantastic ideas and great mechanics for GMs and players alike, written by the same designers that helped create the official mythic rules.

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#### **MYTHIC MINIS 4: MARSHAL PATH ABILITIES**

Mythic characters define themselves largely by their path abilities, and this product provides new and unique path abilities for the Marshal path, as described the *Pathfinder Roleplaying Game Mythic Adventures* rulebook.

#### **1ST-TIER MARSHAL PATH ABILITIES**

**Expert Aid (Ex):** You can use the aid another action to assist any creature you threaten, including using reach provided by a reach weapon. You need not be adjacent to a creature or threaten a creature they attack or that attacks them. In addition, the bonus you provide with the aid another action is increased by one-half your mythic tier (minimum 1), and you may add your mythic tier to any attack roll made as part of the aid another action.

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

At 4th tier and above, you can use this path ability to gain a number of teamwork feats equal to one-half your mythic tier. Each feat you gain requires one hour of practice and the expenditure of one use of mythic power. You may use feats you gain with this path ability as prerequisites for other feats you gain with this path ability, but not for any other purpose.

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

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

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

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

#### **3RD-TIER MARSHAL PATH ABILITIES**

BATHFINDER ROLEPLAYING GAME COMPATIBLE

**Conflicting Orders (Ex/Su):** When an enemy within 30 feet uses a teamwork feat or the aid another action or uses Handle Animal to direct an animal's actions, as an immediate you can negate the effect of that feat or aid another action. This is automatic if the creature performing the action is a non-mythic creature or if your mythic tier equals or exceeds their mythic tier or rank but does not affect

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#### creatures whose mythic tier or rank exceeds yours.

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

**Friendly Flanking (Ex):** You are considered to be flanking whenever an ally is adjacent to an enemy that is adjacent to you; you need not be on opposite sides of that enemy. You can expend one use of your mythic power as a swift action to share this ability with a number of allies equal to one-half your mythic tier for 1 minute.

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

#### **6TH-TIER MARSHAL PATH ABILITIES**

**Resurging Speech (Su):** You can use your resurging words path ability as a fullround action. If you spend one minute delivering a resurging speech, you remove the fatigued condition from all allies within 30 feet, and you may choose to heal damage to your allies in place of granting temporary hit points; the amount of hit points is unchanged. If you spend 10 minutes delivering your resurgent speech, you also remove the exhausted condition, and your allies gain both healing of hit point, damage and temporary hit points equal to your mythic tier plus your Charisma modifier. You must have the resurging words marshal path ability to select this ability.



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