Mythic Minis 6 Guardian 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 6: GUARDIAN PATH ABILITIES

Mythic characters define themselves largely by their path abilities, and this product provides new and unique path abilities for the Guardian path, as described the *Pathfinder Roleplaying Game Mythic Adventures* rulebook. The Analytical Eye, Mythic Rider, and Trick Rider path abilities also appear in *Mythic Minis 2: Champion Path Abilities*.

1ST-TIER GUARDIAN PATH ABILITIES

Analytical Eye: When a creature has attacked you, you can spend one use of your mythic power as an immediate action to analyze your attacker's fighting style and capabilities, learning a number of your opponent's combat feats equal to your Intelligence bonus plus one-half your mythic tier (minimum 1). If this result is less than your opponent's number of combat feats, the exact feats you learn are determined randomly, starting with any feats your opponent used in its attack against you. You can use this path ability more than once if you are attacked by the same creature in multiple rounds. Each additional use reveals new combat feats until you have learned all combat feats the creature possesses; feats already discovered through previous use of this ability are not repeated. A mythic version of a combat feat is considered just one feat, not two separate feats.

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

Pike Chopper (Ex): When you are attacked with a reach weapon or any weapon in the spears or polearms weapon groups (as described in *Pathfinder Roleplaying Game Ultimate Combat*), you can use an attack of opportunity to attempt a combat maneuver check to sunder that reach weapon. The sunder maneuver occurs simultaneously with the attack against you; the attack may harm you even if you destroy the attacking weapon, and you may sunder the weapon even if you are killed or incapacitated by the attack. If you spend one use of your mythic power as an immediate action, you can use this ability until the end of your next turn against any manufactured weapon. This ability has no effect on natural weapons or weapons with natural reach, except for the heads of a hydra or other creature whose natural weapons can be sundered in a similar fashion.

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

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

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3RD-TIER GUARDIAN PATH ABILITIES

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

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

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

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

Trick Rider (Ex): You gain one bonus feat for every 2 mythic tiers you possess, which must be Animal Affinity, Skill Focus (Ride), or a mounted combat feat, or a mythic version of one of these feats.

6TH-TIER GUARDIAN PATH ABILITY

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

To the Last Breath (Ex): You remain clear-headed and able to function even while hovering on death's door. When at or below 0 hit points, you are not staggered and do not lose 1 hit point each round. While at or below 0 hit points, you gain immunity to effects with the pain descriptor and to the sickened and staggered conditions. You must have the To the Death 3rd-level guardian mythic path ability to select this ability.

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