MYTHIC MINIS 7 FEATS OF CHARGING

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 monsters need mythic feats, and this product provides conversions for monstrous feats described in a number of products for the Pathfinder Roleplaying Game, including creatures with charge-related abilities described in the Universal Monster Rules in appendices of the *Pathfinder Roleplaying Game Bestiary* and its sequels, as well as adding in new mythic feats related to monsters and charging.

CROOKED CHARGE (COMBAT, MYTHIC)

Your agility in making charge attacks is unparalleled.

Prerequisites: Powerful charge special attack or Mounted Combat feat.

Benefit: When you use the charge action, the line of your charge need not be in a straight line. Instead, you may take a single 90-degree turn or two 45-degree diagonal turns during your charge. In addition, even if you do not make an actual turn in the path of your charge, your zigzag movement grants you a +2 dodge bonus to your Armor Class against attacks of opportunity provoked by your movement. If an attack of opportunity made against you during your charge involves a Reflex save, you gain a +2 bonus on that Reflex save. If you expend one use of your mythic power as part of your charge, you can make as many turns as you wish, and your bonus to AC and saves described above increases by an amount equal to one-half your mythic rank or tier (minimum increase of 1).

DEVASTATING CHARGE (COMBAT, MYTHIC)

When charging, you strike as one with the powerful onset of your steed, adding its strength to your own.

Prerequisites: Mounted Combat, Ride 5 ranks, 3rd mythic tier.

Benefit: When you make a charge attack while mounted, you may choose to add one-half your mount's Strength modifier (rounding down) to your own Strength modifier when determining your damage bonus on attacks made as part of a charge. You can also substitute a Strength check to break an object in place of making an attack at the end of a charge, adding one-half your mount's Strength modifier (rounding down) to your own Strength modifier when making this check. You also may use the modifier for your mount's size rather than your own size for the purpose of calculating your combat maneuver bonus for any maneuvers you perform during or as part of your charge action. This feat does not affect your attack roll. When using this feat, your mount may not attack as part of your charge.

If you spend use of mythic power as part of your charge action, you may add your mount's Strength modifier to your Strength modifier to determine your total damage bonus (or your Strength check) and add its size modifier to your CMB instead of using its modifier in place of yours. This effect lasts until the end of your charge and includes any attacks or combat maneuvers made as part of your charge.

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IMPALING CHARGE (MYTHIC)

This charging creature impales opponents on its deadly horns and drives them forcefully across the battlefield.

Prerequisites: Impaling Charge.

Benefit: When the creature hits an opponent with a gore attack and successfully grapples its opponent as part of an impaling charge attack, the creature can continue its movement in the line of the charge after making its attack, moving the grappled opponent with it without impeding its own movement or requiring a separate combat maneuver check (up to the limit of its movement). At the end of the attacking creature's movement, the creature can place its opponent in a hazardous location, the opponent can attempt to break the grapple as a free action (though the opponent does not receive the usual +4 bonus to its CMB). Additionally, if the attacking creature moves its opponent at least 5 feet, the creature can expend one use of mythic power as a swift action to automatically render its opponent staggered for a number of rounds equal to the attacking creature's mythic rank.

MINOTAUR'S CHARGE (MYTHIC)

The ferocity of this creature's charge surprises its opponents and sends them reeling. Prerequisites: Str 20, Improved Bull Rush, Minotaur's Charge, Power Attack, powerful charge special attack.

Benefit: When the creature hits with a charge attack and successfully performs a bull rush against its opponent, it adds 10 feet to the distance it pushes its opponent, knocks its opponent prone, and dazes its opponent for 1 round. Additionally, as a swift action, the creature can expend one use of mythic power to extend the duration of the dazed effect an additional round.

SADDLE SHRIEKER (COMBAT, MYTHIC)

Your battle cries drive your mount into a killing fervor.

Prerequisite: Saddle Shrieker, goblin, Intimidate 1 rank, Ride 1 rank.

Benefit: During any round when you use your Saddle Shrieker feat, your mount gains a bonus on saving throws equal to the bonus it gains on attack and damage rolls, and you gain a +4 bonus on Handle Animal checks to control or push your mount. In addition, you can expend one use of mythic power to negate the penalties on attack rolls and combat maneuver checks caused by using Saddle Shrieker for 1 minute.

STAMPEDING CHARGE (COMBAT, MYTHIC)

You charge in a tangled stampede of thundering feet and hooves.

Prerequisites: Powerful charge or stampede special attack.

Benefit: Allied creatures of your size or smaller do not interfere with your ability to use the charge action even if they occupy a space in the direct path of your charge attack. In addition, your charge attacks are particularly effective in conjunction with the charges of allies. As a result, if you charge a creature that has been the target of an ally's charge attack since the end of your last turn, that target is treated as flanked.

If you have the trample special attack, you can move through the space of allied creatures without damaging them.

TREMENDOUS CHARGE (COMBAT, MYTHIC)

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You charge with earth-shaking power and devastating force. Prerequisites: Powerful charge special attack.

Benefit: When you make an attack with a natural weapon as part of a charge action, the damage dice of that natural weapon is increased by one die size, as if you were one size larger. This feat also increases the damage die size of special attacks that trigger as part of a charge, such as constrict, powerful charge, rake, and rend, and it also applies to damage from a trample special attack. You gain a +1 bonus to your combat maneuver bonus for any combat maneuver you perform as part of a charge action and to Strength checks made to break an object. If you expend one use of your mythic power as part of a charge action, you increase damage die size by two steps and add a bonus equal to one-half your mythic rank (minimum +1) to your combat maneuver bonus for any combat maneuver or Strength check you perform as part of that charge action.

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Business Director: Rachel Ventura Special Thanks: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent Pathfinder Roleplaying Game Mythic Adventures hardback.

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