MYTHIC MINIS 8 TRICKSTER 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 campaignbuilding; 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 8: TRICKSTER PATH ABILITIES

Mythic characters define themselves largely by their path abilities, and this product provides new and unique path abilities that are available to mythic characters using the Trickster mythic path, as described in the *Pathfinder Roleplaying Game Mythic Adventures* rulebook. The Analytical Eye and That Trick Doesn't Work on Me Anymore path abilities also appear in *Mythic Minis 6: Guardian Path Abilities*.

ist-Tier Trickster Path Abilities

Analytical Eye (Ex): 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. The mythic and non-mythic versions of a combat feat are considered just one feat, not two separate feats.

Backstabber (Ex): You are an expert in the fine art of attacking when an opponent's back is turned. When flanking an opponent, add one-half your tier to attack rolls (minimum +1) and if you have the sneak attack class feature you may add 1d6 to your sneak attack damage for every two mythic tiers you possess (rounding down). If you are in flanking position threatening a non-mythic enemy that normally cannot be flanked, you can expend one use of your mythic power to treat that creature as flanked until the end of your next turn.

Caress of Steel (Ex): You can deal nonlethal damage instead of lethal damage with any type of weapon without taking a penalty on your attack roll, including ranged attacks. If you use this ability while making a sneak attack, any additional damage dealt by your sneak attack ability is also nonlethal damage. You cannot use this ability in conjunction with attacks that are not made with weapons.

False Allegiance (Ex): When an enemy uses a charm or compulsion effect against you or makes a Bluff, Diplomacy, or Intimidate check to try to convince you to aid them or follow their instructions, you gain a bonus to your saving throw or to the DC to affect you equal to one-half your mythic tier (minimum 1). In addition, if you resist the effect by any means, including but not limited to a successful saving throw, you can attempt a Bluff check with a bonus equal to your mythic tier, opposed by your opponent's Sense Motive check, to convince your opponent that their attempt has been successful. If your check succeeds, you are treated as an ally by your opponent in all respects. You are still treated as an ally by your actual allies as well. If you attack an opponent that believes you are its ally, it is flat-footed against the first attack you make.

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Out of the Way (Ex): You never provide cover to an enemy when your ally attacks a creature and you are between the ally and the creature. You also do not provide a penalty to allies' ranged attack rolls for being in melee with a creature. You do not take splash damage from splash weapons used by your allies and add your tier to Reflex saves against harmful area effects used by your allies. If you roll a natural 1 on a Reflex save against an effect used by an ally, you can spend one use of mythic power as an immediate action to reroll the saving throw.

3RD-TIER TRICKSTER PATH ABILITIES

Killing Joke (Ex): Your comedy knocks them dead, rendering people nearhelpless with giggles and gales of laughter. You can use Perform (comedy) in place of Intimidate to make a creature's reaction temporarily friendly or to demoralize them. In addition, if you successfully demoralize a target you can choose to make them flat-footed rather than shaken for the same duration. If you attack a flatfooted creature, the flat-footed condition ends after the attack is resolved and they are shaken for the remaining duration that they would have been demoralized.

Masterful Skill Focus (Ex): If you have Skill Focus in any skill that you have mastered with the skill mastery advanced rogue talent, you can select one additional skill per two mythic tiers in which you have skill mastery. You gain Skill, Focus as a bonus feat with the selected skill(s).

Perfect Pickpocket (Ex): You gain a bonus equal to half your mythic tier on combat maneuver checks made to steal and on Sleight of Hand checks made to take an item from another creature. Making either type of check never provokes an attack of opportunity, and attempting a steal combat maneuver does not count as an attack by you for the purpose of breaking an *invisibility* effect or interfering with your ability to use the Stealth skill.

Stealspell (Su): Add your mythic tier to Spellcraft checks made to identify a spell as it is being cast. If your attack hits a spellcaster while she is casting a spell, including readied actions and attacks of opportunity, add your mythic tier to the concentration check to avoid having the spell disrupted. If the spell is disrupted and you have identified the spell, you may spend a number of uses of mythic power equal to one-half the spell's level to steal the spell, allowing you to complete the spell and assign its target(s), area of effect, and any other optional elements as you choose, as if you were the original caster. The spell's other effects, including damage, duration, saving throws, and caster level checks, are based on the original spellcaster.

That Trick Doesn't Work on Me Anymore (Ex): 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 an 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.

6TH-TIER TRICKSTER PATH ABILITY

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Role Reversal (Su): If an opponent uses a charm or compulsion effect against you or attempts to influence your behavior with a Bluff, Diplomacy, or Intimidate check and you succeed on your saving throw, you may expend two uses of your mythic power as an immediate action to reverse the effect and target your opponent with the same effect it unsuccessfully used against you. All characteristics of the effect, including caster level, range, duration, skill modifier, and save DC, remain the same as when the creature uses the ability itself, but you are considered the caster or user of the effect. You must reverse the effect upon its creator; you cannot redirect its effect to a different creature. You can use this ability to reverse effects that target multiple creatures or an area, as long as they target or include you; however, your reversed effect affects only the original creator of the effect.

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