MYTHIC MINIS 10 UNIVERSAL 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, five 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 10: UNIVERSAL PATH ABILITIES

Mythic characters define their mythic nature largely by their choice of path abilities. This product provides new and unique Universal path abilities that are available to mythic characters from any path, as described in the *Pathfinder Roleplaying Game Mythic Adventures* rulebook.

1ST-TIER UNIVERSAL PATH ABILITIES

Bound by Honor (Ex): You may take a single monk's vow even if you are not a monk. If you are a monk (or other class with a ki pool), add your mythic tier to your class level to determine how many ki points you gain from your vow.

Rather than using the vow you take as part of this ability to add points to your ki pool (or if you do not have a ki pool), you may instead choose to add an equal number of uses of mythic power to your daily total, treating your mythic tier as your monk level for the purpose of determining how many uses of mythic power you gain.

As long as you remain true to your vow, you gain a +2 bonus on saving throws against mind-affecting effects that would cause you to violate your vow. If you have the challenge, smite evil, quarry, or ranger's focus class feature or a similar ability that involves swearing to defeat a specific enemy, this bonus on saving throws applies whenever you are using that ability. At the GM's option, this bonus can be applied more broadly against mind-affecting effects that would cause you to violate other types of promises, vows, oaths, or sworn_duties.

You may select this ability more than once. Each time you select it, you may select an additional monk's vow and add 1 to the saving throw bonus against effects that would cause you to violate any of your vows. If you have taken multiple vows, whether through taking this ability multiple times or from another source, add your mythic tier to your class level to determine how many ki points you gain from each of your vows. If you choose to gain uses of mythic power rather than ki points from your vows, you gain one additional daily use of mythic power for each vow after the first.

Ever Ready (Ex): You can always act in a surprise round. In addition, when a creature uses a readied action that affects you, you gain an insight bonus equal to one-half your mythic tier to your Armor Class and on saving throws related to that action.

Genre Savvy (Ex): You are skilled at figuring out the tropes and tactics typically used in the dangerous world of adventure in which you-live and are rarely caught unprepared. You add your mythic tier on Knowledge checks to learn the abilities of creatures you observe, and you learn a number of creature abilities equal to your mythic tier. If a creature you identify with a Knowledge check has damage reduction or energy resistance, you can spend one use of your mythic power as a free action to ignore one type of damage reduction (other than DR/epic) or one type of energy resistance until the beginning of your next turn. Versatile Skill Mastery (Ex): You can select a number of skills equal to your mythic tier. You can now take 10 in these skills even when rushed or threatened, as if you had the skill mastery advanced rogue talent. If you have that advanced rogue talent, these skills are in addition to those you are normally allowed. In addition, you can spend one use of mythic power and one hour of practice to permanently exchange a skill in which you have chosen skill mastery, either through the rogue talent of this path ability, for a different skill.

If you are at least 3rd mythic tier, you can exchange a skill by practicing for 1 minute rather than one hour. If you are at least 6th mythic tier, you can exchange a skill by practicing for 1 full round, or as an immediate action by spending two uses of your mythic power.

3RD-TIER UNIVERSAL PATH ABILITIES

Bon Vivant (Ex): Your fame brings with it a taste for the finer things in life, and you always seem to be invited to the best parties or have people offer to take care of your expenses. You enjoy the benefits of extravagant living expenses at no cost to you. In addition, since people love telling you rumors and gossip, you gain a bonus equal to one-half your mythic tier on Knowledge (local) and Knowledge (nobility) checks, as well as Diplomacy checks made to gather information.

6TH-TIER UNIVERSAL PATH ABILITIES

Spectacular Death (Ex): If you are killed or permanently incapacitated (including being petrified, disintegrated, or subject to a spell like *binding, imprisonment, temporal stasis*, or *trap the soul*), you may expend all of your remaining points of mythic power to fuel a final rampage before succumbing. This rampage occurs immediately, regardless of normal initiative order. Expending one use of your mythic power allows you to take a move action or a 5-foot step, two points allows an immediate or swift action, three points allows a standard action, four points allows a full-round action (this may include a 5-foot step, which does not increase the cost of taking additional 5-foot steps that are made as separate actions), and five points allows an action that normally requires one round to complete. This is in addition to any mythic point cost associated with the actions you take:

You can take more than one of each type of action during your spectacular death; however, each time you take an action of the same type as an action you have already taken, its cost increases by one point for each such action after the first. Hence, your first move action (or 5-foot step) costs one point of mythic power, your second costs two, your third three, and so on. You can take attacks of opportunity during your spectacular death without spending uses of your mythic power.

When you run out of uses of your mythic power or do not have enough uses of mythic power to trigger another action, this ability ends. Any leftover uses of mythic power are wasted. After using this ability, you die (or are disintegrated, petrified, or otherwise permanently imprisoned or incapacitated, as appropriate to the effect that triggered this ability), even if you take an action that would normally negate the effect that triggered your spectacular death. You may not use or be affected by conjuration (teleportation) effects while using this ability. You may use this ability even if you are helpless or otherwise unable to take actions before being killed or permanently incapacitated, such as being asleep or paralyzed, though you must first spend one use of your mythic power if the effect that left you helpless or unable to take actions was a non-mythic effect and 2 points if it was a mythic effect.

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