# MYTHIC MINIS 15 FEATS OF TREACHERY

By JASON NELSON

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# MYTHIC MINIS IS: FEATS OF TREACHERY

### By Jason Nelson

# 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 15: FEATS OF TREACHERY

Mythic heroes and their enemies need mythic feats, and this product provides brand-new feats as well as conversions for existing feats described in a number of products for the Pathfinder Roleplaying Game, including the most treacherous and underhanded of tactics used to turn the tables on your foes while escaping from harm yourself.

#### BETRAYER (MYTHIC)

Your guileless facade conceals your treacherous intentions.

Prerequisite: Betrayer, Quick Draw, Persuasive, base attack bonus +3.

**Benefit**: You use this feat when you improve a creature's attitude towards you by any means, including skills such as Diplomacy or Intimidate, class features such as wild empathy, or spells such as *charm person*. An attack you make using this feat gains a bonus on attack and damage rolls equal to one-half your mythic tier (minimum +1), and if the target survives it takes a penalty to initiative equal to your mythic tier plus 2.

If the creature whose attitude you improve is within 30 feet, you can use this feat to make a ranged attack rather than a melee attack.

**Normal:** You can use this feat only after improving a creature's reaction towards you with the Diplomacy skill, and you may only make a melee attack.

### DECEPTIVE EXCHANGE (COMBAT, MYTHIC)

#### You deftly swap your opponent's item with your own.

Prerequisite: Int 13, Combat Expertise, Deceptive Exchange, Improved Feint

**Benefit**: When you successfully feint an opponent, as part of the same action you can attempt a combat maneuver check to disarm or steal an object from the creature you feint. This maneuver does not provoke attacks of opportunity. If the maneuver succeeds, you may remove the chosen object from the target's hands (if a disarm maneuver) or body (if a steal maneuver) and replace it with a different object that can be held in one or both hands or worn in the same body slot.

### DISENGAGING FEINT (MYTHIC)

Your deft maneuvers create an opening for your safe retreat.

JATHFINDER

**Prerequisite:** Int 13, Combat Expertise, Disengaging Feint, Improved Feint **Benefit:** You can use this feat as a swift action rather than a standard action. If you use a standard action to feint, your movement until the end of your turn does not provoke attacks of opportunity from the creature you feint, regardless of how far you move within its threatened area. If you attempt to move through the space of the creature you feinted, you add your mythic tier on the check.

### DISENGAGING FLOURISH (MYTHIC)

Your dramatic panache leaves your enemies grasping at empty air. Prerequisite: Int 13, Combat Expertise, Disengaging Feint, Disengaging Flourish, Improved Feint

**Benefit**: You can use this feat as a swift action rather than a standard action. If you use a standard action to feint, you add your mythic tier on each Bluff check you make to feint against enemies that threaten you at any point during your movement. If you attempt to move through the space of a creature you feinted, you add yourmythic tier on the check.

## DISENGAGING SHOT (MYTHIC)

Your adroit evasive maneuvers leave your foes baffled, bleeding, and unable to pursue. Prerequisite: Int 13, Combat Expertise, Disengaging Feint, Dodge, Improved Feint, Mobility

**Benefit**: If you hit a creature with the attack you gain from using this feat, you can attempt a dirty trick combat maneuver against the same creature as a free action that does not provoke attacks of opportunity.

### False Opening (Combat, Mythic)

You lure enemies into incautious advances when you make ranged attacks. Prerequisites: Dex 13, Dodge, Close Quarters Thrower or Point-Blank Master, Weapon Focus.

**Benefit:** When you use this feat to provoke an attack of opportunity, you increase the the dodge bonus to Armor Class against that attack of opportunity that this feat provides by an amount equal to one-half your mythic tier (minimum 1). In addition, an opponent that makes such an attack and misses is denied its Dexterity bonus to AC against you until the end of your next turn, rather than the end of your current turn.

### FLICK OF THE WRIST (MYTHIC)

A hidden weapon is a deadly implement in your hands.

Prerequisites: Dex 17, Quick Draw, Sleight of Hand 5 ranks.

**Benefit**: When you can draw a light weapon, as a free action you can make a Sleight of Hand check with a bonus equal to your mythic tier, opposed by the Perception check of your target. If you win this opposed check, you treat the target as flat-footed against this attack. You can use this feat a number of times in each combat equal to your mythic tier, but you cannot use it more than once per round against a given opponent. You may use it more than once per round if you use it against different opponents; however, the DC for each Sleight of Hand check increases by 5 for each Flick of the Wrist attack you make after the first check in each round.

#### IMPROVED TWO-WEAPON FEINT (COMBAT, MYTHIC)

Your flashing blades distract your target and leave him open to deadly countermoves. **Prerequisite:** Dex 17, Int 13, Combat Expertise, Improved Two-Weapon Fighting, Two-Weapon Feint, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** When you use this feat, you can forgo your first (highest base attack bonus) attack with either your primary hand or your off hand in order to make a Bluff check to feint. If the Bluff check succeeds, your target is denied its Dexterity bonus to AC against you until the end of your turn. If you forgo your first (highest base attack bonus) attack with both your primary hand and your off hand and both Bluff checks to feint succeed, your target is denied its Dexterity bonus until the beginning of your next turn against attacks by you and any one ally you choose that also threatens the target.

## Two-Weapon Feint (Combat, Mythic)

Your clever thrusts throw your foe off-guard.

Prerequisite: Dex 15, Int 13, Combat Expertise, Two-Weapon Fighting.

**Benefit:** When using this feat, add your mythic tier on your Bluff check to feint your opponent. You may expend one use of your mythic power as part of the Bluff check in order to roll twice, taking the better result. In addition, you may sacrifice more than one attack with your primary weapon in order to feint the same opponent multiple times in the same round. Each Bluff check after the first increases the DC of the Bluff check by 5.



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