MYTHIC MINIS 19 FEATS OF SNEAKING

BYALISTAIR RIGG



MYTHIC MINIS 19: FEATS OF SNEAKING

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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 19: FEATS OF SNEAKING

This product provides mythic versions of feats that enhance a creature's ability to sneak, whether it's in order to hide from an enemy, or to deliver a surprise attack from the shadows.

Blinding Sneak Attack (Combat, Mythic)

Your precise strikes blind your opponents with supernatural darkness.

Prerequisite: Blinding Sneak Attack, base attack bonus +5, *darkness* spell-like ability, sneak attack class feature, tiefling.

Benefit: When using Blinding Sneak Attack, an opponent that fails its Fortitude save is blinded until the end of your next turn. You can expend one use of mythic power when you blind a target with Blinding Sneak Attack to extend the duration of the blinded condition by a number of rounds equal to one-half your mythic tier.

DAMPEN PRÉSENCE (MYTHIC)

You are difficult to perceive for creatures that rely on non-visual cues.

Prerequisite: Dampen Presence, Skill Focus (Stealth), Stealth 5 ranks.

Benefit: You may use the Stealth skill to hide from any creature attempting to perceive you using lifesense or tremorsense. When using Dampen Presence, you gain a bonus on your Stealth skill equal to your mythic tier against non-mythic creatures, or one-half your mythic tier against mythic creatures. In addition, you can expend one use of mythic power to treat a Stealth check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

GO UNNOTICED (MYTHIC)

Creatures larger than you find it difficult to spot you.

Prerequisite: Dex 13, Small size or smaller, Go Unnoticed.

Benefit: When using the Go Unnoticed feat, opponents take a penalty on their Perception checks to notice you equal to -2 per size category they are larger than you. In addition, if you expend one use of mythic power as a free action, any creature failing its Perception check to notice you treats you as if you were invisible until the end of your turn. If you have cover or concealment at the end of your turn, you may make a Stealth check to remain hidden.

MOONLIGHT STALKER (COMBAT, MYTHIC)

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You are a master at using shadows to conceal your attacks and deliver deadly wounds. **Prerequisite:** Int 13, Blind-Fight, Combat Expertise, Moonlight Stalker, Bluff 3 ranks, darkvision or low-light vision-racial trait.

Benefit: Your bonus on attack and damage rolls against an opponent from which you have concealment increases to +3. In addition, while you have concealment from an opponent, the critical multiplier of your weapon increases by 1 (to a maximum of $\times 6$) against that opponent. This does not stack with other abilities that increase a weapon's critical multiplier

MOONLIGHT STALKER FEINT (COMBAT, MYTHIC)

Your strikes from the shadows easily penetrate your opponent's defenses. **Prerequisite**: Int 13, Blind-Fight, Combat Expertise, Moonlight Stalker, Moonlight Stalker Feint, Bluff 6 ranks, darkvision or low-light vision racial trait

Benefit: When using Moonlight Stalker Feint, you gain a bonus on your Bluff check equal to your mythic tier against non-mythic creatures, or one-half your mythic tier against mythic creatures. In addition, you can expend one use of mythic power to treat the Bluff check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

MOONLIGHT STALKER MASTER (COMBAT, MYTHIC)

Your opponent's swings at shadows enable you to shift and deliver a devastating counterattack.

Prerequisite: Int 13, Blind-Fight, Combat Expertise, Improved Feint, Moonlight Stalker, Moonlight Stalker Feint, Moonlight Stalker Master, Bluff 9 ranks, darkvision or low-light vision racial trait.

Benefit: While you have concealment or total concealment, the miss chance for attacks against you increases by 10%. This increase stacks with the increase from Moonlight Stalker Master. If an opponent's attack misses you because of this miss chance, you treat that foe as flat-footed until the end of your next turn and as an immediate action you can move 5 feet; this movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Shadow Strike (Combat, Mythic)

You accurately strike even those you cannot see.

Prerequisite: Shadow Strike, base attack bonus +1,

Benefit: As a swift action, you can expend one use of mythic power to gain the ability to deal precision damage, such as sneak attack damage, against targets with total concealment for a number of rounds equal to your tier.

SNEAKING PRECISION (MYTHIC)

Your opening sneak attacks are enhanced by your focus on inflicting punishment. **Prerequisite:** Sneak attack class feature, Critical Focus, Sneaking Precision, any critical feat, base attack bonus +9.

Benefit: You need not spend a swift action to apply the effects of a critical feat when using Sneaking Precision. As a swift action, you can expend one use of mythic power to apply the effects of one critical feat you know to an opponent you successfully sneak attack for the first time on your turn even if you do not confirm a critical hit.

Stealth Synergy (Mythic, Teamwork)

Closely aiding your allies, you sneak in silence as a group.

Prerequisite: Stealth Synergy.

Benefit: When using Stealth Synergy, any Stealth checks from characters adjacent to the character making highest roll are treated as Aid Another checks for the character making highest roll. All creatures using this teamwork feat use the highest roll and add the bonuses from all the successful Aid Another checks (i.e., +2 per successful DC 10 Stealth check) before adding your individual modifiers to Stealth.

STRANGLER (COMBAT, MYTHIC)

You can swiftly kill or knock out enemies in your grasp.

Prerequisite: Dex 13, sneak attack +1d6, Improved Grapple, Improved Unarmed Strike, Strangler.

Benefit: You need not spend a swift action to deal your sneak attack damage to the creature you are grappling. If you choose to deal nonlethal damage with your sneak attack, you can roll d8s instead of d6s to determine damage from your sneak attack. Alternatively, you can choose to forgo your sneak attack damage to attempt to knock the target unconscious. You must declare this intent before making your grapple maneuver check to maintain the grapple. If the check succeeds, your grapple check deals-nonlethal damage equal to your unarmed strike damage and the target falls unconscious for 1d4 rounds. A successful Fortitude save (DC 10+ 2 per die of sneak attack damage you would normally deal) reduces this effect to staggered for 1 round. Creatures that are immune to bleed damage, stunning, or critical hits are immune to this ability.

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