MYTHIC MINIS 20 MYTHIC MARTIAL ARTS I

BYALISTAIR RIGG



Mythic Minis 20: Mythic Martial Arts I

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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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This product provides mythic versions of feats that martial artists use to defeat their enemies, from a range of throws that slam an opponent to the ground or even into its own allies, to takedowns that leave an opponent not only prone but grappled or stunned as well. These feats also include channeling your own power to crush an opponent's protections, and rechanneling the power of your enemies to turn it against them.

BINDING THROW (COMBAT, MYTHIC)

Your throw prevents your enemy from adequately opposing your grapple.

Prerequisite: Binding Throw, Improved Grapple, Improved Trip, Improved Unarmed Strike, Ki Throw.

Benefit: When using Binding Throw, your grapple combat maneuver is a free action that you may use once per round. Additionally, although your target is grappled you do not gain the grappled condition until the end of your next turn (if you choose to maintain the grapple).

CRUSHING BLOW (COMBAT, MYTHIC)

The power of your attack stuns your enemy while destroying its defenses.

Prerequisite: Crushing Blow, Improved Unarmed Strike, Stunning Fist.

Benefit: If the target of your Crushing Blow fails its Fortitude save, its AC is reduced as normal and it is stunned for 1 round. You may also expend one use of mythic power as a free action after a successful Crushing Blow to add one-half your mythic tier (minimum 1) to the reduction in the target's AC.

ELUSIVE REDIRECTION (MYTHIC)

You redirect attacks with precision and power.

Prerequisite: Elusive target class feature, Combat Expertise, Elusive Redirection, Improved Unarmed Strike, flowing monk level 12th.

Benefit: You can use this feat as a free action whenever you use your elusive target class feature. If you expend one use of mythic power as a free action when redirecting an attack, using this feat does not require expenditure of a point from your ki pool and the attack and damage rolls for the attack you redirect gain a bonus equal to one-half your mythic tier (minimum +1).

Enhanced Ki Throw (Combat, Mythic)

The force of your ki throws crushes and disorients your opponents.

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Prerequisite: Ki pool class feature, Enhanced Ki Throw, Improved Trip, Improved Unarmed Strike, Ki Throw.

Benefit: When using Enhanced Ki Throw, you need not expend a ki point to deal damage to the target of your Ki Throw. If you have the Improved Ki Throw

feat and use it to throw your target into another creature, however, you may expend one point from your ki pool to deal your unarmed strike damage to the target of your bull rush maneuver. If you hurl a larger creature into the space of two or more creatures, you must expend two points from your ki pool to deal damage to all targets of your bull rush maneuver.

In addition, if you expend one use of mythic power as a free action after successfully using your Ki Throw feat, the target must succeed on a Fortitude save (DC 10 + your level in the class that grants your ki pool + your mythic tier) or be dazed for 1 round.

IMPROVED KI THROW (COMBAT, MYTHIC)

Your use of an enemy's body to knock other enemies to the ground is unparalleled.

Prerequisite: Improved Bull Rush, Improved Ki Throw, Improved Trip, Improved Unarmed Strike, Ki Throw.

Benefit: When using Improved Ki Throw, your bull rush combat maneuver check does not receive the -4 penalty against the secondary target. Additionally, if you throw a Large or larger creature into an area containing multiple secondary targets, each additional penalty of -4 on your combat maneuver check can be negated by expending one use of mythic power. In addition, you can affect creatures larger than your own size by expending one use of mythic power (or 1 point from your ki pool) per two size categories of difference (round up).

KI THROW (COMBAT, MYTHIC)

Your throw enables you to switch positions with your enemy or send it flying.

Prerequisite: Improved Trip, Improved Unarmed Strike, Ki Throw.

Benefit: When using Ki Throw, you may switch places with the target, knocking it prone in your own square and simultaneously moving into the space it just vacated. If the target occupies multiple squares, you cannot move it into a square occupied by other creatures, and you must move into the nearest square within its space. This movement does not provoke attacks of opportunity and does not count as a 5-foot step. In addition, you can affect creatures larger than your own size by expending one use of mythic power (or 1 point from your ki pool) per two size categories of difference (round up).

SPINNING THROW (COMBAT, MYTHIC)

Your spinning throw is fast and you can use its momentum to quickly shift your position.

Prerequisite: Combat Expertise, Improved Bull Rush, Improved Trip, Improved Unarmed Strike, Ki Throw, Spinning Throw.

Benefit: When using Spinning Throw, your bull rush combat maneuver is a free action, though you may use against a given creature only once per round. If your bull rush maneuver is successful, you can also move 5 feet. This movement does not provoke attacks of opportunity and does not count as a 5-foot step. In addition, you can affect creatures larger than your own size by expending one use of mythic power (or 1 point from your ki pool) per two size categories of difference (round up). If you target a creature your size or smaller with your Spinning Throw, you may expend one use of your mythic power after succeeding on your bull rush maneuver to push the target an additional 5 feet times your mythic tier.

STUNNING PIN (COMBAT, MYTHIC)

You can deliver a stunning attack to incapacitate pinned foes that try to break free.

Prerequisite: Improved Grapple, Improved Unarmed Strike, Stunning Fist, Stunning Pin.

Benefit: When using Stunning Pin, your Stunning Fist attack is a free action, though you may use this feat only once per round. If your pinned opponent attempts to free itself, such as through a combat maneuver check or Escape Artist check, or attempts to cast a spell or use a spell-like ability, you can spend one use of mythic power as an immediate action to make an unarmed strike attack, applying your Stunning Fist feat to the attack. This use counts as a use of Stunning Fist for the next round, and towards your daily limit of Stunning Fist attempts.



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