MYTHIC MINIS 21 FEATS OF DIRTY FIGHTING

BYALISTAIR RIGG

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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 21: FEATS OF DIRTY/FIGHTING

It's better to fight dirty and live, than fight fair and die. Here are the mythic versions of seven dastardly feats that focus on giving you an unfair advantage. Disable your opponents with poisoned attacks that are more difficult to resist or defend against; fure enemies to attack you while enabling your allies to cut them down as they do; drag opponents heavily to the ground with you and stop them getting back up; smash their legs away, knock them into each other, and make getting to their feet again a struggle for survival. Just make sure you laugh while you're doing it.

Adder Strike (Combat, Mythic)

Your unarmed strikes increase the difficulty of resisting the poison they deliver, and they can remain capable of poisoning your opponents with additional attacks. **Prerequisite:** Adder Strike.

Benefit: When you deliver poison with an unarmed attack using your Adder Strike feat, the target takes a -2 penalty on its saving throw versus the poison (-4 on a critical hit). In addition, if you expend one use of your mythic power as a free action when applying a dose of poison to your body part(s), that poison remains effective for a total number of hits equal to 1 + your mythic tier.

BROKEN WING GAMBIT (COMBAT, MYTHIC, TEAMWORK)

Your feeble attacks draw your opponent in as you enable more allies to take advantage of their temptation.

Prerequisite: Broken Wing Gambit.

Benefit: When using this feat, you need only hit your target's touch Armor Class to gain the benefits of this feat, though your attack deals no damage unless you hit the target's normal Armor Class. In addition, if your opponent attacks you using the bonus from this feat, you can expend one use of your mythic power as an immediate action to grant allow one ally per two mythic tiers (minimum 1) to make an attack of opportunity against your attacker if it attacks you, as if they had the Broken Wing Gambit feat.

DRAG DOWN (COMBAT, MYTHIC)

You injure opponents when you drag them down, and can prevent them from getting up again.

Prerequisite: Drag Down.

Benefit: If you successfully trip an opponent using this feat, you deal damage equal to your unarmed strike damage. In additionally, if you are prone and an opponent you threaten attempts to stand up from prone, you can use an attack of opportunity to perform a trip combat maneuver against that opponent; if your combat maneuver succeeds, your target fails to stand up and remains prone.

Normal: A creature standing up from prone cannot be tripped, as it is already considered prone at the time of the attack of opportunity since that attack precedes the act that triggers it, in this case, standing up from prone.

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Felling Smash (Combat, Mythic)

You can channel the force of your Felling Smash into knocking your opponent's legs away.

Prerequisite: Felling Smash.

Benefit: You may use Felling Smash as a free action. If you use it as a swift action, you ignore the penalty on your combat maneuver bonus from using the Power Attack feat. If you already have the ability to ignore that penalty, such as with the Furious Focus feat, you may instead choose to reduce the bonus damage you gain from the Power Attack feat in order to add a bonus on your combat maneuver check to trip your opponent, gaining a +1 bonus for every 2 points of damage you forfeit.

PINPOINT POISONER (COMBAT, MYTHIC)

You use your needles to augment your unarmed strikes, and can throw them with pinpoint accuracy.

Prerequisite: Pinpoint Poisoner.

Benefit: You can make your full allotment of unarmed strikes when you spend a full attack action, and your attacks deal your full unarmed strike damage in addition to the 1d2 damage and poison delivery from the blowgun dart. If you instead throw the darts as shuriken, you can likewise make your full allotment of attacks with a full attack action, and you resolve these attacks as ranged touch attacks as long as the target is within 10 feet, plus 10 additional feet for each use of your mythic power you expend while making the full attack action.

PUNISHING KICK (COMBAT, MYTHIC)

Your Punishing Kick can push several creatures back, or knock them prone. Prerequisite: Punishing Kick.

Benefit: If you use your Punishing Kick to knock your target prone, you can choose whether the target receives a Fortitude or a Reflex saving throw to avoid the effect, and you add one-half your tier to the saving throw DC.

If you decide to push the target, it need not end this move in a safe space it can stand in. If there is another creature in the way of your target's movement, you must immediately make a combat maneuver check to bull rush that creature. You take a –4 penalty on this check for each creature being pushed beyond the first. If your bull rush maneuvers succeed, you push all the creatures 5 feet directly away from you, each creature's movement provokes attacks of opportunity. If any bull rush maneuver fails, or if a solid obstacle prevents movement, each target you successfully bull rushed must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Wisdom modifier) or fall prone. For each use of mythic power you expend as a free action when delivering your Punishing Kick, you reduce the penalties for bull rushing multiple creatures by 4 and increase the save DC by 1.

If you have exhausted your daily uses of the Punishing Kick feat, you may make additional Punishing Kicks by expending one use of your mythic power as a free action with each kick you attempt.

VICIOUS STOMP (COMBAT, MYTHIC)

Your brutal attacks impede a prone opponent's ability to stand up.

Prerequisite: Vicious Stomp.

Benefit: If you damage a creature with your Vicious Stomp attack attempts to stand up from prone before the beginning of your next turn, it must use a standard action to do so (or move action if normally able to stand up as a swift or free action, such as with the stand up rogue talent). In addition, if you are not prone you can expend one use of your mythic power as a swift action to make an unarmed attack against a prone creature you threaten.



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