# MYTHIC MINIS 22 MYTHIC MARTIAL ARTS II

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## Mythic Minis 22: Mythic Martial Arts II

#### By Alistair Rigg

#### 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 #: MYTHIC MARTIAL ARTS II

Effective fighting styles can focus primarily on defensive maneuvers, offensive tactics, or any combination of the two. The following feats enhance two styles that each focus on an extreme. The brutal Boar Style, developed by savage humanoids that delight in bloodily dismembering their enemies with fang and claw, becomes a horrific display of blood and gore in the repertoire of a mythic practitioner, terrifying opponents as he rips their flesh apart. A mythic master of the Crane Style, by comparison, is a picture of poise and grace who takes advantage of an opponent's aggression, redirecting it toward the opponent's own allies, or delivering counterattacks with efficiency and precision.

#### BOAR FEROCITY (COMBAT, MYTHIC)

Your victims flee in terror at the sight of your flesh-ripping strikes.

Prerequisites: Boar Ferocity

**Benefit:** When using Boar Ferocity to demoralize an opponent, the duration of the shaken condition is increased by a number of rounds equal to one-half your mythic tier (minimum 1). In addition, if the result of your check would cause the target to be shaken for 4 or more rounds, you can choose to make the target frightened instead for 1 round for every 4 rounds it would have been shaken. If you expend one use of mythic power as a free action, the target is frightened instead of shaken on a successful Intimidate check, or you may choose to make the target panicked for every 4 rounds it would have been frightened.

#### BOAR SHRED (COMBAT, MYTHIC)

The bleeding wounds you inflict with your unarmed strikes damage your opponents' vitality.

#### Prerequisites: Boar Shred

**Benefit:** The amount of ongoing bleed damage you deal when you tear flesh is increased by one-half your mythic tier (minimum,1). In addition, if you expend one use of mythic power as a free action when tearing flesh, you also deal 1 point of Constitution bleed. This use of mythic power is separate to that from the Mythic Boar Style feat.

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#### BOAR STYLE (COMBAT, MYTHIC, STYLE)

You tear the flesh of your opponents more swiftly, and are able to damage their health and vitality.

Prerequisites: Boar Style

**Benefit**: You may tear flesh more than once per round, against different creatures or against the same opponent, provided you hit with two unarmed strikes for each time you tear flesh. Hence, to tear flesh against the same opponent you would need to hit with at least four unarmed strikes. If you expend one use of mythic power as a swift action when tearing flesh, you deal 1d2 points of Constitution damage.

#### CRANE RIPOSTE (COMBAT, MYTHIC)

Your focus on counterattacks improves their accuracy and enables you to deliver them regardless of your attackers success.

#### Prerequisites: Crane Riposte

**Benefit**: You gain a bonus equal to one-half your mythic tier (minimum 1) on attacks of opportunity made using Crane Riposte. In addition, if you use Crane Wing to add a dodge bonus to your Armor Class while fighting defensively and the attack hits anyway, you may take an attack against your attacker, either as an immediate action or an attack of opportunity (your choice).

#### CRANE STYLE (COMBAT, MYTHIC, STYLE)

Your supreme poise and graceful movements enable you to reactively adopt a defensive fighting style while continuing to take advantage of opportunities to strike.

#### Prerequisites: Crane Style

**Benefit**: The dodge bonus you gain when using Crane Style to fight defensively ortake the total defense action is increased by 1, and as long as you are not flat footed or already using a different style, you can begin using Crane Style as if you were fighting defensively as an immediate action. The effects of Crane Style apply until the end of your next turn (though you may choose to continue fighting defensively if desired). When using the total defense action and Crane Style, you threaten normally and can make attacks of opportunity with a -2 penalty on your attack rolls.

#### CRANE WING (COMBAT, MYTHIC)

Your sweeping blocks and graceful motions allow you to redirect melee attacks towards your attacker's allies.

#### Prerequisites: Crane Wing

**Benefit**: You can designate more than one attack per round against which to apply your Crane Wing feat by expending one use of your mythic power as a free action for each attack after the first. In addition, whenever a melee attack you have designated to apply your additional dodge bonus to AC misses you, or you automatically deflect a melee attack when using the total defense action, your can select a different target within your attacker's reach and force your attacker to make a new attack roll with a -4 penalty against that target.



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