MYTHIC MINIS 23 FEATS OF THE HOLY WARRIOR

By Tork Shaw and Jason Nelson



BATHFINDER BOLEPLAYING GAME COMPATIBLE

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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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Infused with a mythic spark of the divine the holy warrior brings hope and peace with word and sword. These mythic feats grant such a crusader powerful tools to rid the world of evil and injustice, poison and disease, ignorance and lawlessness. Infuse your armaments with mythic power to fend off vicious blows, bolster the weak and the needy with your auras and prayers, and ride confident into battle on your trusted mount.

ADEPT CHAMPION (MYTHIC)

Your divine insights provide deadly expertise on the battlefield.

Prerequisite: Adept Champion

Benefit: Activating this feat is a free action rather than a swift action. In addition, on any round in which you do not activate this feat you gain a +1 sacred bonus on combat maneuver checks against the target of your smite for every 5 points of your base attack bonus.

DRAGONBANE AURA (MYTHIC)

Your dragonbane aura protects against the breath weapon of your hated foe.

Prerequisite: Dragonbane Aura

Benefit: As a move action, you can enhance your aura of courage to grant affected creatures resistance equal to five times your mythic tier to a single type of energy until the beginning of your next turn. This resistance is halved against effects other than the exceptional and supernatural abilities of dragons (including creatures using the *dragon breath* or *form of the dragon* spells). You may spend one use of mythic power as a swift action to either double this resistance or extend its duration to 1 minute, or both if you expend two uses of mythic power.

ENFORCER (COMBAT, MYTHIC)

Foes flee from your mythic presence.

Prerequisite: Enforcer

Benefit: If the target of your attack is a non-mythic creature, treat all your attacks as if they were critical hits for the purpose of your Intimidate check. If you confirm a critical hit, the target is frightened for an additional number of rounds equal to your mythic tier before being shaken for a number of rounds equal to the damage dealt.

GREATER CHANNEL SMITE (COMBAT, MYTHIC)

JATHFINDER

The power of your faith thrums through your weapon.

Prerequisite: Greater Channel Smite

Benefit: Activating this feat is a free action, not a swift action, and you retain all unused dice until they are expended. They are not lost if not used by the end of your turn. You can use this feat only once per round, but you can use it in multiple rounds to acquire a larger pool of dice; however, the number of channeled energy dice you carry over from one round to the next cannot exceed twice your mythic tier.

GREATER SHIELD SPECIALIZATION (COMBAT, MYTHIC)

Your skill with the shield protects you from the most vicious attacks.

Prerequisite: Greater Shield Specialization

Benefit: The bonus on to your Armor Class against critical hits is increased by an amount equal to your mythic tier. In addition, you may gain additional uses of the ability to negate critical hits with this feat by expending one use of mythic power for each critical hit you negate each day after the first.

PURE FAITH (MYTHIC)

Your faith purifies your blood stream.

Prerequisite: Pure Faith

Benefit: Your bonus on saving throws against poisons is increased by an amount equal to one-half your mythic tier. In addition, you may expend one use of your mythic power as a standard action to use *neutralize poison* on yourself, using your character level plus your mythic tier as your caster level.

QUICK CHANNEL (MYTHIC)

You may channel energy in an instant.

Prerequisite: Quick Channel

Benefit: You may channel energy as an immediate action by expending three uses of channel energy. You may expend uses of mythic power in place of the additional uses of channel energy to use Quick Channel or Mythic Quick Channel.

SHIELD SPECIALIZATION (COMBAT, MYTHIC)

With your shield you can deflect even the most lethal blows.

Prerequisite: Shield Specialization

Benefit: You gain the ability to negate critical hits and precision-based damage when using your chosen shield type, as the fortification armor special ability. The chance to negate critical hits or precision-based damage is equal to 5% times your mythic tier. If your shield already has the fortification ability, this chance stacks with the percentage chance provided by the shield itself, up to a maximum of 100%.

Swift Aid (Combat, Mythic)

Your aid is invaluable to your allies.

Prerequisite: Swift Aid

Benefit: You may use aid another as a swift action to grant an ally either a +3 bonus on his next attack roll or a +3 bonus to his armor class. Alternatively, you may use a swift action to aid up to three allies, granting them a +1 bonus on attack rolls or armor class. By expending one use of mythic power as part of the aid another action, you may add one-half your mythic tier to the bonuses granted by your aid.

TRICK RIDING (COMBAT, MYTHIC)

You and your mount are as one.

Prerequisite: Trick Riding

Benefit: You no longer take any armor check penalties on your Ride skill checks and can use Trick Riding when wearing medium armor. You no longer need to make a Ride skill check for any action with a DC of 20 or lower. Finally, while mounted you may spend one use of mythic power as a move action to grant your mount a number of temporary hit points equal to your total Ride skill bonus plus your mythic tier. These temporary hit points last for a number of hours equal to your mythic tier or until expended.

Word of Healing (Mythic)

Your prayers heal and purify as your touch.

Prerequisite: Word of Healing

Benefit: The range at which you can use your lay on hands ability is extended by 10 feet per mythic tier and the healing is no longer halved when you use it at range. In addition, you may use this ability to harm undead as well as to heal the living.

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SPECIAL THANKS: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent Pathfinder Roleplaying Game Mythic Adventures hardback.

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