# MYTHIC MINIS 29 FEATS OF WRESTLING

# **ByJason Nelson and Tork Shaw**



BATHFINDER ROLEPLAYING GAME COMPATIBLE

# MYTHIC MINIS 29: FEATS OF WRESTLING

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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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There are a great many monsters that grapple, from snakes and scorpions to octopi and oozes, from creatures as small as the tiny stirge to the massive kraken. However, beyond such bestial grapplers, there is an art and skill to wrestling that comes only with great practice in the martial arts. The true masters of wrestling learn how to turn their enemies' strength against them, to pivot and fall and rise again, all the while cooperating with allies to take down larger foes.

#### BODY SHIELD (COMBAT, MYTHIC)

You can pivot your grappled foe into harm's way.

#### Prerequisite: Body Shield

**Benefit:** You add your one-half your mythic rank or tier to the cover bonus you receive to your Armor Class when using your grappled foe for cover. If the attack misses you and targets your grappled foe, the attack gains a bonus on its attack roll equal to one-half your mythic tier (minimum +1). If your grappled foe is a non-mythic creature, it is also denied its Dexterity bonus against the attack. If you expend one use of your mythic power when you use this feat, you can use your grappled foe as cover against a number of attacks equal to one-half your mythic tier or until the end of your next turn, whichever happens first.

## BONEBREAKER (COMBAT, MYTHIC)

Your brutal strikes shatter bone.

Prerequisite: Bonebreaker

**Benefit**: When you use this feat, you also cripple one of the target's forms of movement, as if you confirmed a critical hit with the **Crippling Critical** feat. If the target is a non-mythic creature, it also becomes fatigued by pain on a failed saving throw.

## CHOKEHOLD (COMBAT, MYTHIC)

You crush the life and breath out of creatures you grapple. Prerequisite: Chokehold

Benefit: You take no penalty when using Chokehold against targets of your own size or smaller. In addition, when you succeed on a grapple check to maintain the pin on your opponent you also deal nonlethal damage equal to your unarmed strike damage.

# FELLING ESCAPE (COMBAT, MYTHIC)

When others try to hold you, a quick counter puts them on the ground. Prerequisite: Felling Escape

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**Benefit**: You add your mythic tier on combat maneuver checks made to escape an opponents grapple. If your check fails, you can spend one use of your mythic power to reroll the check, though this roll is made without the bonus. If your check succeeds, you can make a combat maneuver check to trip that opponent as a free action. If you spend a swift action instead, you add your mythic rank or tier on the check.

# GANG UP (COMBAT, MYTHIC)

You can help your allies take advantage of overwhelmed foes. Prerequisite: Gang Up

**Benefit**: Allies threatening an enemy you and at least one other ally also threaten gain the same dodge bonus to AC you gain if you are using Combat Expertise. In addition, you can use the aid another action to simultaneously aid a number of adjacent allies up to one-half your mythic tier (minimum 1). If you make a combat maneuver check to grapple against a target that is threatened by at least two of your allies, you gain a bonus on your check equal to the number of allies that threaten the target.

# JAWBREAKER (COMBAT, MYTHIC)

#### Your powerful punch smashes your target's teeth in.

Prerequisite: Jawbreaker

**Benefit**: After the bleed damage caused by this feat is ended, the target's mouth remains damaged. Its bite attack (if any) is treated as if it had the **broken** condition. The target takes a -2 penalty on skill checks involving talking and has a 20% chance of spell failure on any spell with a verbal component, and the save DC of any language-dependent effect or verbal bardic performance is also reduced by 2. These penalties can be removed with one week of long-term care with the Heal skill, with a DC equal to your Stunning Fist save DC. A *regenerate* spell removes these effects immediately, and a creature with regeneration can remove this condition in 1d4 rounds. You can expend one use of your mythic power or a point from your ki pool to use this feat rather than a daily use of your Stunning Fist feat.

# NECKBREAKER (COMBAT, MYTHIC)

Your mighty thews can snap the neck of your grappled foe.

#### Prerequisite: Neckbreaker

**Benefit**: You take no penalty on your attack roll when using a Stunning Fist attempt to use this feat. If you choose to take the -5 penalty on your attack roll, you may add one-half your mythic tier to the Strength or Dexterity damage you deal with this feat. If you expend one use of your mythic power, the target temporarily paralyzed on a failed save. It may attempt a new saving throw against your Stunning Fist save DC each round on its turn as a full-round action to recover from this paralysis. If the target is not a mythic creature and it fails two consecutive saving throws, the paralysis lasts 24 hours. You can expend one use of your mythic power or a point from your ki pool to use this feat rather than a daily use of your Stunning Fist feat.

## PINNING REND (COMBAT, MYTHIC)

When you have an opponent pinned, you can literally tear them apart. **Prerequisite:** Pinning Rend

**Benefit:** When you use this feat, you can also deal 1d4 points of Strength, Constitution, or Dexterity damage (your choice) each time you succeed on a combat maneuver check to deal damage while maintaining a pin.

## UNDER AND OVER (COMBAT, MYTHIC)

You are able to take advantage of an adjacent enemy's overconfidence. Prerequisite: Under and Over

**Benefit**: The bonus you gain on your trip attack is increased by an amount equal to one-half your mythic tier (minimum 1). If you successfully trip your opponent, it also becomes entangled and cannot make attacks of opportunity for 1 round. In addition, you may use this feat when an opponent you threaten fails on a combat maneuver check to grapple an adjacent ally.

# CREDITS

Authors: Jason Nelson and Tork Shaw Artist: Jason Juta

DESIGN AND LAYOUT: Richard Kunz

LEGENDARY GAMES TEAM MEMBERS: Clinton J. Boomer, Benjamin Bruck, Matthew Goodall, Jim Groves, Tim Hitchcock, Jonathan H. Keith, Nicolas Logue, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, and Clark Peterson

## EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

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