MYTHIC MINIS 37 FEATS OF THE DILETTANTE

BY JASON NELSON AND TORK SHAW

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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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Dilettantes are dabblers in all manner of arts both mundane and magical. Bards are the archetypal dilettantes, melding magic and skills with a dash of fighting and even borrowing the arts of healing. They layer over this an affinity for the artistic in performance, backed up by real talent in all aspects of practical life. While bards are excellent in the role, any character devoted to diversity in their talents and skills can claim the title.

LIFE LURE (MYTHIC)

Your potent channeling of the power of life draws undead to you like moths to a flame. Prerequisites: Life Lure

Benefit; Undead creatures that fail their saving throws are captivated (similar to the captivating song of a harpy), being compelled to move towards you by the most direct means available. If the path leads the creature into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A non-mythic undead creature within 5 feet of you becomes dazed for the remainder of the Life Lure's duration, while a mythic undead creature is fascinated. Non-mythic undead with fewer Hit Dice than you are fascinated for 1 round even if they successfully save.

LINGERING PERFORMANCE (MYTHIC)

The power of your performance continues to echo even after it ends.

Prerequisites: Lingering Performance

Benefit: The effects of your bardic performances continue for an additional number of rounds equal to one-half your mythic tier (minimum +1) after you stop performing. Additionally, if you begin a new bardic performance while the effects of a previous performance linger, you may spend one use of your mythic power as a swift action to allow the effects of the first performance to continue to linger as normal. If you begin a third performance, you can cause your second performance to linger as well by expending two uses of your mythic power, and you can continue causing additional performances to linger simultaneously, with the cost in mythic power increasing by one for each additional performance.

MASTER ALCHEMIST (MYTHIC)

Your alchemical skills are beyond compare.

Prerequisites: Master Alchemist

Benefit: You gain a bonus on Craft (alchemy) checks equal to one-half your mythic tier. In addition, you may craft magical potions as if you had the Brew Potion feat, and you may create magical dusts, elixirs, glues, ointments, pastes, powders, salves, soaps, solvents, and similar limited-use alchemically-themed items (GM's discretion) as if you had the Craft Wondrous Item feat, using Craft (alchemy) in place of Spellcraft for any relevant skill checks. When brewing potions, you may ignore one prerequisite (including the ability to cast the spell) without increasing the Spellcraft DC. Your caster level is equal to your ranks in Craft (alchemy) plus your mythic tier.

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ORACULAR INTUITION (MYTHIC)

The harmony of your mind and spirit grant insight into all things magical. Prerequisites: Oracular Intuition

Benefit: The bonus on Sense Motive checks from Oracular Intuition is doubled when sensing if someone's behavior is being influenced by a magical enchantment and on identifying divine spells, spell effects, and magic items. In addition, you can spend a use of mythic power as a full round action to gain a +10 bonus on a single Spellcraft check to determine the properties of a magic item you are touching.

PRODIGY (MYTHIC)

You are highly gifted in several fields.

Prerequisites: Prodigy

Benefit: You gain an additional bonus on the skills selected for the Prodigy feat equal to one-half your mythic tier. You may spend one use of your mythic power to treat the result of a skill check against one of these skills as a natural 20. You must decide to use this ability before making the roll. In addition, when using the skills chosen for the Prodigy feat to craft mundane items that have a save DC, such as a thunderstone, tanglefoot bag, or poison, you can expend one use of your mythic power to increase the save DC of the item by 1. Similarly, if you expend one use of your mythic power, any performance you give (including bardic performance) with your chosen skill is considered one step more impressive than your roll would indicate and any associated save DC is increased by 1. If you expend one use of your mythic power when making a Profession check in your chosen skill, you earn a number of gold pieces per week equal to the result of your skill check (instead of one-half your skill check result).

SPELL BLUFF (MYTHIC)

Your clever casting leaves observers baffled as to what you are doing. Prerequisites: Spell Bluff

Benefit: The penalty to the DC for identifying spells you cast is increased by an amount equal to one-half your mythic tier (minimum +1). In addition, if you omit any of the spell's standard components (such as by using Still Spell, Silent Spell, Eschew Materials, or similar) the DC to identify the spell increases by an additional +4 for each component omitted. Furthermore, you can choose to modify the appearance of any spell you cast that has a visible effect, such as making a *fireball* appear as a burst of green liquid that resembles acid. The spell's type and effect are unchanged but the Spellcraft DC to recognize the effect increases by +4. Finally, you become aware whenever an opponent successfully identifies a spell you are about to cast, provided you are aware of that opponent, and you may spend one use of your mythic power as a swift action to switch the spell you are casting to a different spell of the same school at least 1 level lower than the spell you intended to cast. When you cast that spell instead, you need not target the same creature, creatures, or area as originally intended with the prior spell.

Spellsong (Mythic)

Your music and magic are melded into a magnificent melody.

Prerequisites: Spellsong

Benefit: You add your mythic tier to the DC of Perception or Sense Motive checks to detect your spellcasting when you mask it within performance. Whenever you spend rounds of bardic performance to cast or maintain a spell using Spellsong, or to cast a spell while maintaining a bardic performance, you increase the DC of that spell by 1. When casting a spell from the bard list, you may expend one use of your mythic power as a swift action in order to increase the save DC or caster level of a spell you cast while using Spellsong by an amount equal to one-half your mythic tier.

TAUNT (MYTHIC)

Your needling barbs drive your opponents into a frenzy.

Prerequisites: Taunt

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Benefit: Creatures you successfully demoralize lose the benefit of morale bonuses on attack rolls, damage rolls, and saving throws for as long as they remain demoralized, up to a maximum number of rounds equal to your mythic tier. In addition, you may spend one use of mythic power to gain a bonus equal to twice your mythic tier on your Bluff check made to demoralize an opponent. You must declare that you are using this ability before the roll is made.

VERSATILE CHANNELER (MYTHIC)

You can switch freely between channeling the power of life and death. Prerequisites: Versatile Channeler

Benefit: You no longer treat your cleric level as 2 lower when channeling the opposite type of energy. In addition, you may channel both negative and positive energy simultaneously, dividing your total number of channeling dice between the two. You must still decide whether you are channeling each type of energy to harm or heal. Feats and abilities that allow you to exclude or target specific creatures within your burst can be applied to either or both types of energy, but the total number of creatures you can exclude remains unchanged. For example, a 5th level cleric with a Charisma of +14 may channel 3d6 positive energy and 2d6 negative energy, using Selective Channel to exclude 2 targets from his positive energy as well as 2 separate targets from his negative energy.

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