MYTHIC MINIS 38 CHAMPION PATH ABILITIES II

BY JASON NELSON

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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 38: CHAMPION PATH ABILITIES II

Mythic characters define themselves largely by their path abilities, and this product provides new and unique path abilities for the Guardian path, as described the *Pathfinder Roleplaying Game Mythic Adventures* rulebook.

1ST-TIER CHAMPION PATH ABILITIES

Ancestral Arms (Su): You receive a masterwork weapon, shield, or suit of armor as an inheritance. You may discover this disused relic among a collection of junk or be gifted it by someone who knows its history, but you immediately feel a deep connection with it. As long as you are wearing or wielding it, add your mythic tier to the item's hardness and saving throws. If you expend one use of your mythic power, the item gains temporary hit points equal to twice your mythic tier that last for 24 hours.

You can enchant the weapon, armor, or shield as if you are a spellcaster with the Craft Magic Arms and Armor feat whose level is equal to your character level plus your mythic tier. You can use Craft in place of Spellcraft when enchanting the item, and you add your mythic tier to all skill checks involved in crafting the item. If the item is damaged or destroyed, you can expend one use of your mythic power as a full-round action to repair a number of hit points equal to twice your mythic tier.

If you are at least 3rd mythic tier, you can alter the material of which your item is made, paying the difference in cost and taking time as if it were a magical enhancement. You may also enchant your ancestral arms as if you had the Mythic Crafter feat. You can select this ability more than once, gaining a different item each time.

Mythic Challenge (Ex): As a free action, you can expend one use of mythic power to regain one use of your challenge ability. Until the beginning of your next turn, attacks you make against a challenged creature bypass all damage reduction and any creatures you threaten take a -2 penalty to their Armor Class. You must have the challenge class feature to select this ability.

Mythic Flair (Su): As a free action, you can expend one use of mythic power to regain 2 points of grit or panache (up to your maximum). For the rest of your turn, any attacks you make with one-handed or light piercing weapons or firearms bypass all damage reduction. You must have the grit or panache class feature to select this ability.

Mythic Pool (Su): As a free action, you can expend one use of mythic power to regain 2 points in your arcane pool (up to your maximum). For the rest of your turn, you add your mythic tier on concentration checks and caster level checks with magus spells you cast. If you make a spellstrike attack before the end of your turn, the weapon damage from that attack bypasses all damage reduction. You must have the arcane pool class feature to select this ability.

Mythic Resolve (Ex): As a free action, you can expend one use of mythic power to regain one use of your resolve ability. Until the beginning of your next turn, activating your resolve is a free action, allowing you to spend multiple uses of resolve if you wish. You must have the resolve class feature to select this ability. Swift Swap (Ex): You can sheathe a weapon as a free action. If you expend one use of your mythic power, you can also draw a weapon as a free action.

Take a Knee (Ex): Whenever you would be knocked prone, you fall to your knees instead. Melee attacks against you gain a +2 bonus while ranged attacks take a -2 penalty. You can stand up from kneeling as a move or swift action that does not provoke attacks of opportunity.

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3RD-TIER CHAMPION PATH ABILITIES

Stand and Fight (Ex): You do not provoke attacks of opportunity when standing up from prone and can stand up as a swift action. As a move action, you can stand up from prone and immediately attempt a combat maneuver to bull rush, dirty trick, disarm, reposition, overrun, or trip an adjacent creature. This maneuver does not provoke attacks of opportunity, and your target is denied its Dexterity bonus to its CMD against it.

To the Victor (Su): When you confirm a critical hit in melee against a mythic foe, you drain one use of the target's mythic power. You may add this use of mythic power to your own, up to your maximum, or you may infuse your weapon with mythic power until the end of your next turn, increasing its enhancement bonus by an amount equal to one-half your mythic tier (maximum enhancement bonus +6) and allowing it to bypass damage reduction.

Unarmed Critical (Ex): You gain the benefit of Critical Focus with unarmed strike attacks. In addition, you can select feats for which Critical Focus is a prerequisite as bonus monk feats, treating your base attack bonus as if it were equal to your monk level plus your mythic tier for the purpose of meeting feat prerequisites. These critical feats apply only to unarmed strike attacks.

Violent Vigor (Ex): At the end of any round in which you make a melee attack, you regain hit points equal to one-half your mythic tier. If you use the charge action or full attack action to make melee attacks, you regain hit points equal to your mythic tier. In addition, after attacking in melee you may expend one use of your mythic power as a swift action to remove the fatigued condition, reduce exhaustion to fatigue, or remove 1d4 points of ability damage or temporary penalties from one ability score.

6TH-TIER CHAMPION PATH ABILITIES

Blood Oath (Su): Once per day as a free action, you may declare an oath of bloody vengeance against a creature that has harmed you in the past. Against that enemy, any weapon you wield becomes a *potent wounding* weapon and you add your mythic tier on damage rolls and your critical multiplier is increased by 1. In addition, any weapon you wield gains the *heartseeker* (melee) or *seeking* (ranged) quality against your sworn foe, and you can detect your enemy's presence as if you had the scent special quality, adding your mythic tier on Perception or Survival checks made to locate or track the target. If your enemy is within 60 feet and is taking bleed damage, you can automatically pinpoint its location. You take a -1 penalty on attack rolls against all creatures other than your sworn enemy. These effects last for 7 days or until your sworn enemy is destroyed.

Stunning Shockwave (Su): When you use Stunning Fist, you can affect all creatures adjacent to you or all creatures in a 15-foot cone-shaped burst or a 30-foot line-shaped burst. You may instead affect a single target up to 60 feet away. Creating a stunning shockwave requires you to expend two uses of Stunning Fist, 2 points from your ki pool, or 2 uses of your mythic power (or any combination of these that equals 2).

Violent Vitality (Ex): At the end of any round in which you make a melee attack, you gain a bonus equal to one-half your level on saving throws against death effects and necromantic effects until the beginning of your next turn. If you use the charge action or full attack action to make melee attacks, you gain immunity to energy drain until the beginning of your next turn, and you can remove 1 temporary negative level. If you expend two uses of mythic power, you can remove 1 permanent negative level, 1d4 temporary negative levels, or 1d4 points of ability drain from one ability score. You must have the violent vigor path ability to select this ability.

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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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