MYTHIC MINIS 53 GUNSLINGER FEATS

BY JEFF LEE

EGENDARY



Mythic Minis 53 - Gunslinger Feats

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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 53: GUNSLINGER FEATS

Gunslingers both professional and amateur have an assortment of feats available to pull off spectacular feats of gunplay and deadly panache. The feats that follow further enhance these firearm feats and displays of true grit.

AMATEUR GUNSLINGER (COMBAT, MYTHIC)

Although not a gunslinger, you have a grit pool at your disposal. Prerequisite: Amateur Gunslinger.

Benefit: At the start of each day, you gain a number of grit points equal to your Wisdom modifier (minimum 1), and you gain the ability to perform a single 3rd-level deed from the gunslinger deed class feature. If you have a single grit point left, you can expend one use of your mythic power to perform a deed, rather than spend the grit point.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Mythic Extra Grit feat.

Deft Shootist Deed (Grit, Mythic)

You avoid attacks while shooting and reloading firearms, and those that attack you may regret doing so.

Prerequisite: Deft Shootist Deed.

Benefit: As long as you have at least 1 grit point, you do not provoke attacks of opportunity when shooting or reloading a firearm, and while you have a firearm in hand, you gain a +2 dodge bonus to AC against any opponents that threaten you with melee weapons. When you are attacked in melee, you can spend a grit point or one use of your mythic power to make a ranged attack against that opponent as an immediate action. If you are at least 5th tier and have one or more grit points in reserve, you can perform this immediate action attack one additional time per round (or two additional times per round at 10th tier) by expending an additional grit point or use of your mythic power.

EXTRA GRIT (GRIT, MYTHIC)

You have even more grit than the average gunslinger.

Prerequisite: Extra Grit.

Benefit: The extra grit you gain each day and your maximum grit increase by 2. Additionally, whenever you would regain a grit point, you can expend one use of your mythic power to regain 2 points instead.

GREATER SNAP SHOT (COMBAT, MYTHIC)

You can exploit any gap in your foe's defenses, and at extreme range. Prerequisite: Greater Snap Shot.

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Benefit: Whenever you hit with an attack of opportunity using a ranged weapon, you add a bonus equal to one-half your mythic tier (minimum 1) on the damage roll and on rolls to confirm a critical hit with that attack. You may instead expend one use of your mythic power to automatically confirm the critical hit

IMPROVED SNAP SHOT (COMBAT, MYTHIC)

Take advantage of your opponents' vulnerabilities and reposition yourself at the same time. Prerequisite: Improved Snap Shot.

Benefit: When taking an attack of opportunity with your ranged weapon, you may take a 5 foot step as part of that attack. This does not count against the 5-foot step you can take during your turn. Additionally, by expending one use of your mythic power, you can reload your ranged weapon as an immediate action if you have a free hand.

LEAPING SHOT DEED (GRIT, MYTHIC)

You can leap through the air, firing multiple shots, and possibly come down standing on your feet.

Prerequisite: Leaping Shot Deed.

Benefit: Your bonus on Acrobatics checks made to jump increases by 2. If you have the Quick Draw feat, then for every 3 mythic tiers you possess, you can drop a firearm you've fired as part of the full-round action and draw another, firing it with a -2 penalty at your highest base attack bonus. If you expend one use of your mythic power, you can roll back to your feet at the end of your move as a free action, rather than remaining prone.

No NAME (GRIT, MYTHIC)

Your ability to hide your identity increases greatly.

Prerequisite: No Name.

Benefit: Your bonus on Bluff checks increases by 2, and your bonus on Disguise checks when you spend a grit point increases by 5. In addition, you can expend one use of mythic power to treat a Disguise check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

RICOCHET SHOT DEED (GRIT, MYTHIC)

You can ricochet a shot off the wall and catch your opponent by surprise. Prerequisite: Richochet Shot Deed.

Benefit: Your ricochet shots always ignore cover and concealment (but not total cover or total concealment). When making this shot, you can spend 1 grit point to treat your target as flat-footed against your attack. You must choose to spend the grit point before making the attack roll.

Secret Stash Deed (Grit, Mythic)

The stashes of ammunition you find are often exceptional.

Prerequisite: Secret Stash Deed.

Benefit: If the bullet and black powder or alchemical cartridge that you recover is anything other than normal, you pay only half its cost in gold pieces from your character's wealth. If you expend a use of your mythic power, you can find 30 bullets and a powder horn or one magical bullet and powder. Magic bullets recovered never exceed a +2 enhancement. You pay half the cost in gold pieces for recovered magic ammunition and powder. Your bonus to Sleight of Hand checks made while gambling increases by 4.

SIGNATURE DEED (GRIT, MYTHIC)

You are a true master of your signature deed.

Prerequisite: Signature Deed.

Benefit: You can perform your signature deed for 2 fewer grit points (minimum 0). If the amount of grit needed to perform the deed is reduced to 0, you can perform this deed for the normal action cost so long as you have at least 1 grit point. Furthermore, each time you successfully perform this deed, you gain a grit point. Finally, if you expend a use of your mythic power, you can reduce a deed that takes a full-round action to a standard action; a standard action can be reduced to a move action, and a deed that requires a move action can be reduced to a swift action.



SNAP SHOT (COMBAT, MYTHIC)

You gain more opportunities to take advantage of your opponents letting their defenses down. Prerequisite: Snap Shot.

Benefit: When you hit a creature with an attack of opportunity using a ranged weapon, you gain a +2 dodge bonus to AC against that creature's attacks until the end of your next turn. If you expend one use of your mythic power, this bonus lasts for a number of rounds equal to your mythic tier. Additionally, you can expend one use of your mythic power to gain the benefits of Combat Reflexes feat for purposes of making attacks of opportunity with your ranged weapon using this feat. This lasts a number of rounds equal to your mythic tier. If you already have the Combat Reflexes feat, increase the number of attacks of opportunity you can take by 1 for every three mythic tiers you possess.

SWORD AND PISTOL (COMBAT, MYTHIC)

You are deadly in combat with the pairing of melee and ranged weapons.

Prerequisite: Sword and Pistol.

Benefit: When you confirm a critical hit with your melee weapon, you can make an additional attack against that opponent with your crossbow or firearm. Normal two-weapon fighting penalties apply. If you expend a use of your mythic power, you can double the critical threat range of your ranged weapon for that extra attack.

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