MYTHIC MINIS 55 PERFORMANCE FEATS





BATHFINDER BOLEPLAVING GAME COMPATIBLE

MYTHIC MINIS 55 - PERFORMANCE FEATS

By Jeff Lee

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 55: PERFORMANCE FEATS

From gladiators to swashbucklers, some warriors embrace flamboyance and panache as the essence of true combat. No triumph is worth accomplishing if it cannot be achieved with style and flair. The following feats offer the opportunity to indulge their preference for puissant performance.

DRAMATIC DISPLAY (COMBAT, MYTHIC, PERFORMANCE)

Your weapon skill is overwhelmingly obvious to both your enemies and the audience.

Prerequisite: Dramatic Display.

Benefit: When you spend a swift action to make a performance check, you exude an aura of awe-inspiring skill. You gain a +4 bonus on your performance check, and gain a +4 bonus on all attack rolls and combat maneuver checks until the end of your next turn. If you expend a use of mythic power, treat your combat maneuver check roll as a 20.

GREATER WHIP MASTERY (COMBAT, MYTHIC)

Your whip is like an extension of yourself.

Prerequisite: Greater Whip Mastery.

Benefit: You gain a +4 on all combat maneuver checks made with your whip. If you have to pull a creature adjacent to you to grapple it with your whip, you do not provoke an attack of opportunity from that opponent. If you attempt to tie up a grappled opponent with your whip, you take no penalty on the combat maneuver check to do so. Finally, if you expend a use of mythic power, you can use the Chokehold feat on an opponent grappled by your whip for the duration of the grapple.

HERO'S DISPLAY (COMBAT, MYTHIC, PERFORMANCE)

A dramatic display of your weapons elates onlookers and demoralizes, more so when you put your weapons to work.

Prerequisite: Hero's Display.

Benefit: When you spend a swift action to make a performance combat check, you present the weapon in which you have Weapon Focus in a triumphant display. You gain a +4 bonus on the performance combat check and make an Intimidate check to demoralize all foes within 30 feet who can see your display. Each time you make a successful attack with the weapon in which you have Weapon Focus against a demoralized opponent, the duration of that opponent's shaken condition increases by 1 round.

IMPROVED WHIP MASTERY (COMBAT, MYTHIC)

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No one is safe within the reach of your lash.

Prerequsite: Improved Whip Mastery.

Benefit: While wielding a whip, you threaten the area of your natural reach plus 10 feet. You can use your whip to drag an unattended Medium object into your square. To do so, you must hit AC 10 with a melee touch attack. If you trip an opponent of Medium or smaller size with you whip, you can immediately attempt to drag the prone opponent with your whip, as per the combat maneuver, without provoking attacks of opportunity.

MASTERFUL DISPLAY (COMBAT, MYTHIC, PERFORMANCE)

Your unique victory performance gets the crowd on your side. Prerequisite: Masterful Display.

Benefit: Choose the effects of any two mythic performance feats you have, or any three performance feats. When you make a performance combat check, you gain the benefits of those feats, but you only gain a +2 on the performance combat check.

MOCKING DANCE (COMBAT, MYTHIC, PERFORMANCE)

You peform a dance that both humiliates your foe and wins over the crowd. Prerequisite: Mocking Dance.

Benefit: When you spend a swift action to make a performance combat check, before making that check you can either move 5 feet without provoking attacks of opportunity, or you can move your speed and provoke attacks of opportunity. You cannot end this move in a space where you threaten an enemy. If you do move at least 5 feet, you gain a +4 bonus on the combat performance check, and make an Intimidate check to demoralize all foes within 30 feet who can see your display. If you have the Antagonize feat, you can instead make a Diplomacy or Intimidate check to antagonize your foes.

Murderer's Circle (Combat, Mythic, Performance)

After savaging your foe, you circle in for the kill, ready to give the crowd a spectacular end to the show.

Prerequisite: Murderer's Circle.

Benefit: When you spend a swift action to make a performance combat check after confirming a critical hit or successfully performing a combat maneuver, you can move to any other space that is adjacent to the target without provoking attacks of opportunity. You must have a clear path to that space and the ability to reach it by spending a move action. If you end this move in any space other than the one where you started, you gain a +4 bonus on the performance combat check. By spending one use of mythic power, you can take an additional attack at the end of your move, gaining a bonus on your attack, damage, and critical confirmation rolls equal to one-half your mythic tier.

PERFORMANCE WEAPON MASTERY (COMBAT, MYTHIC)

You wield all your weapons with the flair of a consummate performer.

Prerequisite: Performance Weapon Mastery.

Benefit: You treat all weapons you are proficient in as if they had the performance weapon quality. When wielding weapons with the performance weapon quality, you gain an additional +2 on all combat performance checks. You can spend one use of mythic power to treat all weapons you wield, even if you are not proficient with them, as if they had the performance weapon quality.

PERFORMING COMBATANT (COMBAT, MYTHIC)

You are as much a showman as a warrior, and ensure every battle is a grand spectacle. Prerequisite: Performing Combatant.

Benefit: You can make performance combat checks in any combat. All of your performance combat feats are available to you for use. Make a DC 20 performance combat check each time you use a feat. On a success, you gain the full effect of any feat you use. You can expend one use of mythic power to treat the die roll as if it were a natural 20. You must choose to use your mythic power before you roll the check.

WHIP MASTERY (COMBAT, MYTHIC)

Your expertise in this weapon allows you to disarm and trip opponents more easily. **Prerequisite:** Whip Mastery.

Benefit: You gain a +2 bonus on combat maneuver checks to disarm or trip an opponent with your whip. You can expend one use of mythic power to take an attack with your whip at your highest attack bonus against any target you have just successfully disarmed or tripped with your whip.

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