MYTHIC MINIS 62 FEATS OF THE SHARPSHOOTER

BY JONATHAN H. KEITH, JASON NELSON, AND ROBERT BROOKES



JATHFINDER

MYTHIC MINIS 62 - FEATS OF THE SHARPSHOOTER

By Jonathan H. Keith, Jason Nelson, and Robert Brookes

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.

Follow Legendary Games on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

MYTHIC MINIS 62: FEATS OF THE SHARPSHOOTER

Characters specialized in ranged combat are always prepared for combat at a distance, but a sharpshooter is someone who plans their shots carefully, often specializing in careful accuracy over speed and flexibility, though any sharpshooter also must be ready to cast precision aside for a last desperate rush when the flow of battle demands it.

ARC SLINGER (COMBAT, MYTHIC)

Your mastery of the sling imparts extra accuracy and force to your attacks at close range. Prerequisite: Arc Slinger^{UC}.

Benefit: When using a sling or sling staff, you reduce range penalties by an amount equal to your mythic tier, and you apply the effect of Point Blank Shot on both attack and damage rolls within 50 feet (80 feet for a staff sling), plus 5 feet times your mythic tier. You take no penalty on attack and damage rolls when using ammunition other than sling bullets, as long as they are of an appropriate size. If you expend one use of your mythic tier, you add a bonus equal to one-half your mythic tier (minimum +1) to damage for a number of rounds equal to your mythic tier.

Casterbane Shot (Combat, Grit, Mythic)

Your bullets are extremely distracting to spellcasters.

Prerequisite: Casterbane Shot^{ISC}.

Benefit: As long as you have at least 1 grit point remaining, a creature you have hit with a ranged attack from your firearm takes a penalty on concentration checks equal to one-half your mythic tier (minimum 1) until the end of your next turn. If you ready an action to attack a spellcaster while casting, or if their spellcasting provokes a ranged attack of opportunity from you with your firearm (such as with the Snap Shot feat), the DC of the caster's concentration check is increased by an amount equal to one-half your mythic tier (minimum 1); if you spend 1 grit point, this increase is equal to 5 plus your mythic tier.

CHARGING HURLER (COMBAT, MYTHIC)

Your have developed the ability to put all of your considerable prowess into a thrown weapon attack, given the proper momentum.

Prerequisite: Charging Hurler^{UC}.

Benefit: When making a ranged charge attack with this feat, you add one-half your mythic tier (minimum 1) as a bonus on your attack roll, and you choose to exchange some or all of your attack roll bonus from this feat (including the +2 bonus from the base Charging Hurler feat) for a damage bonus, adding 2 points of damage for each 1 point of attack roll bonus you exchange. If you expend one use of mythic power, your hurled weapons deal damage as if you were two size categories larger and you negate the -2 AC penalty for using this feat for a number of rounds equal to your mythic tier. This does not eliminate the penalty when making melee attacks when charging.

JATHFINDER

Clustered Shots (Combat, Mythic)

Your arrows cluster in the bullseye.

Prerequisite: Clustered Shots^{UC}

Benefit: When you make multiple ranged attacks against the same opponent, whether with a full-attack action or any other action or ability that allows you to make more than one attack, you add a bonus to your total damage equal to the number of ranged attacks hit that target during your turn, and the damage from all ranged attacks is considered a single attack for the purpose of overcoming damage reduction or death from massive damage. In addition, when you hit an opponent with a ranged attack, you gain a +2 circumstance bonus on ranged attack rolls against that opponent until the beginning of your next turn. If you hit more than one opponent with a ranged attack, the bonus applies against each of them. It does not stack if you hit a creature more than once.

IMPACT CRITICAL SHOT (COMBAT, MYTHIC)

Foes knocked down or away by your ranged attacks are crippled.

Prerequisites: Impact Critical Shot^{UC}

Benefit: When you successfully bull rush or trip an opponent with Impact Critical Shot they are also staggered for 1 round.

IMPROVED CHARGING HURLER (COMBAT, MYTHIC)

Every muscle in your body adds its force to your thrown weapons. You can throw your weapon such that it pushes your foes rather than pushing through them.

Prerequisites: Improved Charging Hurler^{UC}.

Benefit: When you use Charging Hurler and your target is within 30 feet, you add your mythic tier to damage rolls. On a successful hit, you may expend one use of mythic power to make a combat maneuver check to bull rush the target, with a +5 bonus on the check for every 10 points of damage dealt by the attack. This movement does not provoke attacks of opportunities, and the target must end this move in a safe space it can stand in. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

OPENING VOLLEY (COMBAT, MYTHIC)

Your ranged assault leaves a fatal opening in your enemies defenses. Prerequisites: Opening Volley^{UC}

Benefit: Whenever you deal damage with a ranged attack, the opponent you damaged is flat-footed to your melee attacks until the beginning of your next turn.

PRONE SHOOTER (COMBAT, MYTHIC)

You are difficult to hit with ranged attacks while prone.

Prerequisites: Prone Shooter^{UC}

Benefit: Once per round, whenever you are targeted by a ranged attack and are benefitting from the effects of Prone Shooter, you may immediately move 5 feet and negate the ranged attack made against you.

PRONE SLINGER (COMBAT, MYTHIC)

Enemies do not expect your prone sling technique.

Prerequisites: Prone Slinger^{UC}

Benefit: Creatures are flat-footed to the first ranged attack you make with a sling while prone each round.

REDIRECTED SHOT (COMBAT, GRIT, MYTHIC)

Your bullets can knock your ally's shots back on course. **Prerequisite**: Redirected Shot^{ISC}.

Benefit: You can use this feat after the result of an ally's ranged attack has been revealed. In addition, if your ally uses a ranged attack against a creature that has cover from its position but has no cover or less cover from your position, use the lower cover bonus to AC when resolving the ranged attack.



SLAYER'S KNACK (MYTHIC)

You know how to lay your enemies low.

Prerequisites: Slayer's Knack^{UC}

Benefit: Your critical multiplier against the chosen enemy from Slayer's Knack is increased by 1 (to a maximum of \times 6).

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different favored enemy enhanced by Slayer's Knack.

SLING FLAIL (MYTHIC)

You are adept as bludgeoning your opponents with your sling.

Prerequisites: Sling Flail

Benefit: When you hit an opponent with your sling as a melee attack you may make a ranged attack as an immediate action at the same attack bonus. This ranged attack does not provoke an attack of opportunity from the opponent you struck.

CREDITS

AUTHORS: Jonathan H. Keith, Jason Nelson, and Robert Brookes ARTIST: James Krause EDITOR: Jason Nelson

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, Mike Welham, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, and Clark Peterson

PUBLISHER: Jason Nelson EXECUTIVE PARTNER: Neil Spicer BUSINESS DIRECTOR: Rachel Ventura

SPECIAL THANKS: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for

their excellent Pathfinder Roleplaying Game Mythic Adventures hardback.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Mythic Minis 62: Feats of the Sharpshoter*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative

Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Mythic Minis 62: Feats of the Sharpshooter © 2015, Legendary Games; Author Jonathan H. Keith, Jason Nelson, and Robert Brookes.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vauehan.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Mythic Adventures. © 2013, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Design Team: Stephen Radney-MacFarland and Sean K Reynolds; Authors: Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.