MYTHIC MINIS 65 PLANETOUCHED FEATS III

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BY JASON NELSON



BATHFINDER BOLEPLAYING GAME COMPATIBLE

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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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Just as races have their own unique specialties and innovations in realms both magical and mundane, so too do the mythic heroes of each race have the ability to learn mythic versions of their unique facial feats. This product focuses on the racial feats of the sanctified aasimar.

Angel Wings (Mythic)

Your wings bear you aloft on the winds of heaven. **Prerequisite**: Angel Wings^{ARG}.

Benefit: If you wish, your wings radiate light as a torch. Your fly speed is increased by 10 feet per 3 mythic tiers (minimum 10 feet). If you expend one use of mythic power, your maneuverability increases to good for a number of minutes equal to your mythic tier.

Angelic Blood (Mythic)

Your blood is infused with distilled holiness.

Prerequisite: Angelic Blood^{ARG}.

Benefit: Your bonus on saving throws against effects with the evil descriptor increases to +4, and this bonus also applies on caster level checks made to dispel or remove an effect with the evil descriptor from you. When an undead creature or creature with the evil subtype deals bleed damage or blood drain damage to you with a melee attack, you can use an attack of opportunity or an immediate action to make a melee touch attack against that creature to spill your angelic blood upon them, affecting them as a vial of holy water.

ANGELIC FLESH (MYTHIC)

Your very flesh mimics that of the angels.

Prerequisite: Angelic Flesh^{ARG}.

Benefit: The effect of this feat depends on which version of angelic flesh you select: *Brazen:* You gain fire resistance 10, which increases by 5 for every 5 mythic tiers you possess. If you use a mythic surge on a saving throw against a fire effect, you may roll the surge die twice and select the better result.

Golden: Your saving throw bonus increases to +4. When you cast a spell with the illusion (pattern) subschool or the light descriptor, you can expend a mythic surge to increase the caster level of the effect by a number of caster levels equal to one-half the result of the surge die (minimum +1).

Silver: Your saving throw bonus increases to +4. If you expend a mythic surge when attacking a creature with DR/silver with an unarmed strike or natural weapon, you may add one-half the result of the surge die (minimum 1) to all attack rolls you make against creatures with DR/silver until the beginning of your next turn. You add the full value of your surge die on the first attack you make.

Steel: Your natural armor bonus to AC increases to +2. If you expend a mythic surge when attacking a creature with DR/cold iron with an unarmed strike or natural weapon, you may add one-half the result of the surge die (minimum 1) to all attack rolls you make against creatures with DR/cold iron until the beginning of your next turn. You add the full value of your surge die on the first attack you make.

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CELESTIAL SERVANT (MYTHIC)

Your companion is mightily blessed by the heavens.

Prerequisite: Celestial ServantARG

Benefit: Your animal companion, familiar, or mount's natural weapons are considered good for the purpose of overcoming damage reduction. Its spell resistance does not apply to spells, spell-like abilities, or magic item effects that you use, but it is increased by an amount equal to one-half your mythic tier (minimum 1) against effects with the evil descriptor or effects created by fiendish creatures, half fiends, or creatures with the evil subtype.

CHANNEL FORCE (MYTHIC)

You have great skill at wielding positive energy.

Prerequisite: Channel Force^{ARG}.

Benefit: When using this feat, add a +2 bonus on combat maneuver checks made to push or pull the target on a failed save. If you expend one use of mythic power, you increase the distance you can push or pull the target to 5 feet per 1d6 points of your channel energy ability on a failed save, and the target is knocked prone at the end of that movement. If the target succeeds on its save against your channeled energy, you can still attempt to push or pull the target 5 feet.

GREATER CHANNEL FORCE (MYTHIC)

Your eruption of holy power leaves your enemies reeling.

Prerequisite: Greater Channel ForceARG.

Benefit: When using this feat, add a +2 bonus on combat maneuver checks made to push or pull targets in the area; this bonus stacks with the bonus for Mythic Channel Force and Mythic Improved Channel Force. You may push some targets and pull others. If you expend one use of mythic power, you can increase the save DC by an amount equal to one-half your mythic tier (minimum 1), and creatures that fail their saves are staggered for 1 round in addition to other effects. When you use this feat, you may expend one use of mythic power to increase or decrease the radius of your burst by 5 feet, plus 5 feet per 2 tiers after 1st.

HEAVENLY RADIANCE (MYTHIC)

You channel the holy light of the heavens.

Prerequisite: Heavenly Radiance^{ARG}.

Benefit: You can expend mythic power to use the mythic or augmented mythic versions of any aasimar racial spell-like abilities you possess. If you can cast the spells of the same name, you can also cast the mythic versions of those spells, as though you had learned them with Mythic Spell Lore.

IMPROVED CHANNEL FORCE (MYTHIC)

Your waves of righteous force wash over your enemies.

Prerequisite: Improved Channel Force^{ARG}.

Benefit: When using this feat, add a +2 bonus on combat maneuver checks made to push or pull targets in the area; this bonus stacks with the bonus for Mythic Channel Force. You may push some targets and pull others. If you expend one use of mythic power, you increase the save DC by 1 and add 10 feet to the length of the line you create, plus an additional 10 feet per 3 tiers after 1st; if creating a cone-shaped burst, you increase its length by 5 feet, plus 5 feet per 3 tiers after 1st.

METALLIC WINGS (MYTHIC)

Your metallic wings are deadly sharp weapons.

Prerequisite: Metallic WingsARG

Benefit: Your wings deal damage as a creature one size larger than normal, and your wings are considered either cold iron or silver (your choice) for the purpose of overcoming damage reduction. You can expend one use of mythic power to use your wings as primary natural weapons for 1 minute.

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