# MYTHIC MINIS 73 GNOME AND HALFLING FEATS

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## MYTHIC MINIS 73 - GNOME AND HALFLING FEATS

#### By Jason Nelson, Jeff Lee and Jonathan H. Keith 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 73: GNOME AND HALFLING FEATS**

Gnomes and halflings are disparate races, but united in their small stature and their generally sunny disposition and curiosity about the world around them. While in stories they may be doughty underdogs or charming comic relief, truly heroic halflings and gnomes stand tall among the mythic heroes of all races.

#### **ADAPTIVE FORTUNE (MYTHIC)**

Your share of luck is of mythic proportions.

Prerequisite: Adaptive Fortune<sup>ARG</sup>.

**Benefit:** Increase the number of times you can use the adaptable luck racial trait by 1, and the luck bonus of each type by 2. If you spend one use of your mythic power, you can choose to consider any roll modified by this feat to be an automatic 20, before adding your bonuses.

#### **BLUNDERING DEFENSE (COMBAT, MYTHIC)**

Your frantically funny defensive measures distract enemies and aid allies across the battlefield.

Prerequisite: Blundering DefenseARG.

**Benefit:** Whenever you fight defensively or use the total defense action, allies gain a luck bonus to their AC equal to one-half the dodge bonus to AC you gain from the action you are taking. This affects all allies within 5 feet plus 5 feet for every 2 mythic tiers you possess.

#### **CASUAL ILLUSIONIST (MYTHIC)**

Your innate illusory talents make you a master of deceit.

Prerequisite: Casual Illusionist<sup>ARG</sup>.

**Benefit:** As long as you have at least one racial spell-like ability unused from one of your gnome racial traits, you gain a +3 racial bonus on Bluff, Disguise, and Sleight of Hand checks, and on concentration checks when casting illusion spells. At 10th level, these bonuses increase to +6. Additionally, you can expend one use of your mythic power to make a Sleight of Hand check as a swift action.

#### **CAUTIOUS FIGHTER (COMBAT, MYTHIC)**

Your master stratagem: outlive the enemy.

Prerequisite: Cautious Fighter<sup>ARG</sup>.

**Benefit:** When fighting defensively or using the total defense action, your dodge bonus increases by 4. When you use the withdraw action, you can expend one use of your mythic power to take a single melee or ranged attack at any point during your movement, applying the modifiers to your AC and attack rolls for fighting defensively until the beginning of your next turn.

#### **COURAGEOUS RESOLVE (MYTHIC)**

You can muster up a courage that burns brightly in the face of panic.

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Prerequisite: Courageous ResolveARG.

**Benefit**: Whenever you would become panicked, frightened, or shaken by a fear effect, that effect is treated as one step less severe. Effects that would leave you shaken have no effect. When you fail a save against a fear effect that does not cause you to become panicked, frightened, or shaken, such as *phantasmal killer* or a mummy's despair ability, you can expend one use of mythic power to reroll your save.



When hard-pressed on defense, you can still make deadly and desperate lunges at your foes.

Prerequisite: Desperate SwingARG.

**Benefit:** You may take a 5-foot step before or after making your attack with this feat, or whenever you confirm a critical hit with an attack of opportunity or while fighting defensively. You can do this even if you have already taken a 5-foot step or if it is not your turn. If you do not move, you may use a feat or ability that allows you to make a melee attack as a standard action, such as Cleave, Deadly Stroke, or Vital Strike, or you may make a single standard attack that ignores the usual 4 penalty on your attack roll. You can use this feat more than once per day by expending one use of mythic power for each use after the first.

#### **EXPANDED RESISTANCE (MYTHIC)**

You are resistant to many forms of magic.

Prerequisite: Expanded Resistance<sup>ARG</sup>.

**Benefit**: Each time you select the Expanded Resistance feat, you may select two schools of magic to which you gain resistance, and the racial bonus on saving throws against all schools is increased to +3. If you expend a mythic surge on a saving throw against a spell from one of the schools to which you have resistance, you may roll your surge die twice and select the better result.

#### FORTUNATE ONE (MYTHIC)

Good luck follows you around. **Prerequisite**: Fortunate One<sup>ARG</sup>.

**Benefit**: The number of times per day you can use the adaptable luck trait is increased by one-half your mythic tier (minimum 1). When you use a mythic surge, you may expend one use of your adaptable luck at the same time to maximize the result of the surge die. You must choose to do this before you roll the surge die.

#### **GNOME WEAPON FOCUS (COMBAT, MYTHIC)**

You are a master of your racial heritage weapons.

Prerequisite: Gnome Weapon Focus<sup>ARG</sup>.

**Benefit:** Your bonus on attack rolls with "gnome" weapons is increased by 1. If you expend one use of mythic power, you gain a bonus on attack rolls with "gnome" weapons equal to half your tier until the end of your turn. Firearms modified by an experimental gunsmith<sup>ARG</sup> are considered "gnome" weapons for the purpose of this feat.

#### **GREAT HATRED (COMBAT, MYTHIC)**

Your hatred for your ancient enemies is unending and without remorse. **Prerequisite**: Great Hatred<sup>ARG</sup>.

**Benefit**: Your attack roll bonus against targets of your hatred racial trait is increased by 2 rather than by 1, and you apply your hatred bonus on saving throws against charm or fear effects used by such creatures. If you fail a saving throw against a charm or fear effect used by the object of your hatred, you can expend one use of mythic power as an immediate action to reroll the save.

#### IMPROVED LOW BLOW (COMBAT, MYTHIC)

Your strikes from below pierce the soft underbelly of your enemies. Prerequisite: Improved Low Blow<sup>ARG</sup>.

**Benefit**: Your bonus on critical hit confirmation rolls increases by 1 for each size category the target is larger than you. In addition, you can use your ability to reroll a critical hit confirmation roll against a larger creature more than once per day by expending one use of mythic power for each additional use.

#### LUCKY HEALER (MYTHIC)

Your luck with healing turns mortal wounds into mere scratches. **Prerequisite**: Lucky Healer<sup>ARG</sup>.

**Benefit**: When you spend a use of adaptive luck to use this feat, you may roll twice and select the better result for all healing effects that affect you for a number of rounds equal to one-half your mythic tier (minimum 1). In addition, if a conjuration (healing) effect requires a caster level check, such as *remove disease* or *neutralize poison*, you may spend a use of adaptive luck or a use of mythic power to reroll the result of that caster level check.



#### LUCKY STRIKE (COMBAT, MYTHIC)

Your blows land at just the right moment to hit hardest. Prerequisite: Lucky StrikeARG.

Benefit: When you spend a use of adaptive luck to use this feat, you may roll twice and select the better result on all weapon damage rolls until the beginning of your next turn. In addition, you may expend one use of mythic power to cause a single weapon damage roll to deal maximum damage without needing to roll.

#### **RISKY STRIKER (COMBAT, MYTHIC)**

You dive dangerously into combat in order to strike telling blows.

Prerequisite: Risky StrikerARG.

Benefit: When you use this feat, you gain a +3 bonus on melee damage rolls instead of +2. When your base attack bonus reaches +4 and every 4 points thereafter, the amount of bonus damage increases by +3 instead of +2. You can expend one use of mythic power to negate the AC penalty for using this feat for a number of rounds equal to your mythic tier.

#### SURE AND FLEET (MYTHIC)

You are swift afoot and able to keep your balance.

Prerequisite: Sure and FleetARG.

Benefit: Your racial bonus on Acrobatics and Climb checks increases to +4, and you can move at full speed when using Acrobatics to balance on narrow, slippery, or otherwise treacherous terrain. If you expend one use of mythic power, you are not denied your Dexterity bonus when climbing or making Acrobatics checks for 1 minute.

#### SURPRISE STRIKE (COMBAT, MYTHIC)

Your sudden thrust from a defensive stance catches your foe off-guard. Prerequisite: Surprise Strike<sup>ARG</sup>.

Benefit: When you use this feat, the target is denied its Dexterity bonus to AC against your attack. You can use this feat more than once per day by expending one use of mythic power for each additional use.

#### **UNCANNY DEFENSE (COMBAT, MYTHIC)**

Your nimble defense keeps you on your toes against any attack.

Prerequisite: Uncanny DefenseARG.

Benefit: When fighting defensively or taking the total defense action, or when using Combat Expertise, you gain a bonus on your Reflex saving throws and to your CMD equal to the dodge bonus to AC you gained from taking that action.

#### VAST HATRED (COMBAT, MYTHIC)

Your xenophobic hatred extends to many kindreds. Prerequisite: Vast HatredARG.

Benefit: Each time you select the Vast Hatred feat, you may select three creature types (and subtypes where appropriate), and your hatred bonus against such creatures is increased by 1.

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