# MYTHIC MINIS 79 UNCOMMON RACIAL FEATS

BY JASON NELSON AND JEFF LEE



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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 79: UNCOMMON RACIAL FEATS**

Living in the shadows of bigger and more famous races is often associated with races like gnomes and halflings, but races with a more malevolent bent also are often forced to lurk in the shadows of their more numerous or deadly kin. Kobolds embody this like no other races, as creatures with the blood of dragons yet relegated to scavenging and picking over the victims of their traps to survive and fleeing to their tiny caves when their rivals roll into their domain. Few will pursue them into their dens, however, as they have made them filth-ridden deathtraps to those who would try to root them out and exterminate them. Other races may be individually stronger than kobolds, but their lack of numbers or fell reputation leaves them on the fringes of civilization, whether merfolk who rule beneath the waves yet can barely crawl onto land, or the winged strix clinging to rocky crags, diminutive grippli clinging to the trees, and the hag-spawned changelings that are loathed by human and hag parents alike.

#### AGILE TONGUE (MYTHIC)

You are particularly adept at using your tongue in combat.

Prerequisite: Agile Tongue<sup>ARG</sup>.

**Benefit:** You can use your tongue to pick up objects weighing no more than 10 pounds. You can make trip combat maneuvers with your tongue, and gain a bonus equal to half your mythic tier (minimum +1) to steal and disarm combat maneuvers made with your tongue.

#### **DRACONIC ASPECT (MYTHIC)**

The qualities you possess from your dragon ancestry are strong, and can flare into true draconic greatness.

Prerequisite: Draconic Aspect<sup>ARG</sup>

**Benefit:** You gain resistance 10 to the energy type that corresponds to the color of your scales. If you spend a use of your mythic power, you gain immunity to that energy type for a number of rounds equal to 1/2 your mythic tier (minimum 1 round).

**Special:** If you have the dragon-scaled racial trait, your scale color does not change, and you gain a +2 natural armor bonus instead. If you spend a use of your mythic power, you gain DR 5/magic for a number of rounds equal to you mythic tier.

#### DRACONIC BREATH (MYTHIC)

Your mythic power makes your draconic defenses stronger and breath weapon more deadly.

Prerequisite: Draconic Breath<sup>ARG</sup>

**Benefit:** You gain a +4 bonus against sleep and paralysis effects. You can use your breath weapon once per day, plus one additional use for every three mythic tiers you possess.

*Black (Su)*: You breathe a 30 foot line of acid that deals 4d6 points of acid damage. *Blue (Su)*: You breathe a 30 foot line of electricity that deals 4d6 points of electricity damage.

*Green (Su)*: You breathe a 15 foot cone of acid that deals 4d6 points of acid damage. *Red (Su)*: You breathe a 15 foot cone of fire that deals 4d6 points of fire damage. *White (Su)*: You breathe a 15 foot cone of cold that deals 4d6 points of cold damage. You can spend a use of your mythic power to boost your breath weapon. This increases the damage of your next breath weapon attack by 2d6 and increases the Reflex save DC by 2, or it increases the range of the effect.

**Special:** Kobold sorcerers with either the Draconic or Kobold bloodline add their Charisma modifier to their breath weapon damage, and +1 to the DC of the Reflex save for every 3 mythic tiers they possess.

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#### DRACONIC GLIDE (MYTHIC)

You have improved draconic defenses, and wings that allow you to truly glide. **Prerequisite:** Draconic Glide<sup>ARG</sup>

**Benefit:** You gain a + 4 bonus on saving throws against sleep and paralysis effects. Your wings allow you to glide 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 30 feet per round, with a DC 15 Fly check.

**Special:** If you have the gliding wings racial trait your base speed increases to 120 feet. By spending one use of your mythic power, you can gain true flight with a speed of 60 feet for up to 1 minute per mythic tier you possess.

#### DRACONIC PARAGON (MYTHIC)

The draconic blood that flows in your veins grants you great power.

Prerequisite: Draconic Paragon<sup>ARG</sup>

**Benefit:** You gain an additional +4 bonus against sleep and paralysis effects. You can use your breath weapon two additional times per day, and your breath weapon damage increases to 6d6. Your wings from the Draconic Glide feat grow stronger, granting you a fly speed of 40 feet (average maneuverability).

**Special:** If you have the mythic versions of both the Draconic Breath and Draconic Glide feats, you gain immunity to sleep and paralysis effects. If you have Draconic Glide and the gliding wings racial trait, your fly speed increases to 60 feet (good maneuverability).

#### KOBOLD AMBUSHER (COMBAT, MYTHIC)

You are practically unnoticeable even when running, and do more damage against unsuspecting opponents.

Prerequisite: Kobold Ambusher ARG.

**Benefit:** Your penalty on Stealth checks when running or charging is reduced to-5. When you hit a creature who is unaware of your presence, you gain a bonus on your weapon damage roll equal to your mythic tier. In addition, whenever you roll a critical threat during a surprise round or against an opponent that is unaware of you, you add one-half your mythic tier (minimum 1) to the attack roll to confirm that critical hit.

#### KOBOLD SNIPER (COMBAT, MYTHIC)

Your sniping ability is without equal, and you do extra damage to unsuspecting opponents.

Prerequisite: Kobold Sniper ARG.

**Benefit:** Your penalty on Stealth checks to stay hidden after sniping is reduced to -5. When you hit a creature who is unaware of your presence with a ranged attack, you gain a bonus on your weapon damage roll equal to your mythic tier. Alternatively, if there is another creature within 5 feet of you times your mythic tier, you can forgo this bonus damage in order to attempt a Bluff check as a free action with a bonus equal to your mythic tier, opposed by your target's Perception check. If your Bluff check succeeds, the target believes the creature you designate was the one that used the ranged attack against it.

#### **MOTHER'S GIFT (MYTHIC)**

The boons of your hag parentage have increased power. **Prerequisite:** Mother's Gift <sup>ARG</sup>.

Benefit: The manifestation you've chosen increases as follows.

Hag Claws (Ex): You gain a +2 bonus on attack and damage rolls with your claws. You can expend a use of your mythic power to lengthen your claws, increasing the damage die by one size category, for a number of rounds equal to your mythic tier. Surprisingly Tough (Ex): Your natural armor bonus increases by +2. You can expend a use of your mythic power to harden your defenses, providing you with a DR/equal to half your mythic tier for a number of rounds equal to your mythic tier. Uncanny Resistance (Su): You gain spell resistance equal to 11 + your character level. You can expend a use of your mythic power to take the form of a hag, as if you had cast monstrous physique II, for a number of rounds equal to your mythic tier.

#### SEA HUNTER (COMBAT, MYTHIC)

You foul the fins of your target when you successfully strike.

Prerequisite: Sea HunterARG.

**Benefit:** You can use this feat against non-mythic creatures with a swim speed or that are using *freedom of movement*, though not against creatures that cannot be tripped. If you expend one use of mythic power on a successful trip combat maneuver check, you also entangle the target as if you had made a successful dirty trick combat maneuver. This does not require a separate action or combat maneuver check.

#### STRETCHED WINGS (MYTHIC)

Your once-crippled wings are now mighty pinions.

Prerequisite: Stretched Wings<sup>ARG</sup>.

**Benefit:** Your racial fly speed increases by 10 feet, plus 10 feet per 3 mythic tiers you possess. If you expend one use of mythic power, you can use the Wingover<sup>B1</sup> feat for a number of rounds equal to your mythic tier.

#### TAIL TERROR (COMBAT, MYTHIC)

Your tail is a deadly weapon.

Prerequisite: Tail Terror<sup>ARG</sup>.

**Benefit:** Your tail is considered a primary natural weapon. If you take Weapon Focus or Weapon Specialization with any kobold tail attachments<sup>ARG</sup>, you gain the benefit of those feats with all kobold tail attachments. If you expend one use of mythic power, you may treat your Weapon Focus or Weapon Specialization feat with a kobold tail attachment as Mythic Weapon Focus or Mythic Weapon Specialization for a number of minutes equal to your mythic tier; this applies only with that specific kobold tail attachment, not with all of them.

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