



# PATH OF THE MYSTIC



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**PATHEFINDER**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS

# PATH OF THE MYSTIC



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## WELCOME TO MYTHIC PLUG-INS: MYTHIC PATHS!

This supplement is just one part of a larger resource for every gamemaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of work of conversion. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything. The basic mythic rules presuppose a set of six mythic paths, one connected with each ability score, and those cover most of the classic heroic (or villainous) roles of myth and legend, but not all. The *Mythic Path* series from Legendary Games looks to fill in the niches that are not quite served by the existing mythic paths, providing exciting new options for your mythic characters! We've produced *Mythic Paths* for the bad guys, with *Path of Dragons* and *Path of Villains*, but now it's time to turn to the heroes, providing you with a wealth of new options and opportunities for your mythic heroes.

Whether for heroes or villains, the abilities in the *Mythic Paths* series offer you a host of great new options for your mythic game, bringing fabulous flavor and imaginative mechanics with the standard of excellence in design that you've come to expect from Legendary Games. As with all of our Mythic Plug-Ins, *Mythic Paths* are brought to you by the experts who know the mythic monster rules like no one else because they are the same authors that helped create the mythic paths and abilities in *Pathfinder Roleplaying Game Mythic Adventures*.

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

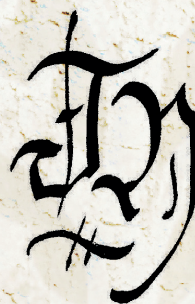
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## WHAT YOU WILL FIND INSIDE PATH OF THE MYSTIC

*Path of the Mystic* completes the circle of secret lore in mythic campaigns, giving psychic spellcasters the tools and talents they need to stand proudly alongside arcane archmages and divine hierophants using *Pathfinder Roleplaying Game Mythic Adventures!* Between these pages you'll find **over 90** path abilities and secret talents perfect for your psychic character seeking immortality! This spectacular new mythic path encompasses the myriad manifestations of mentalism and occult explorations, from those who channel the power pure thought to master psychic discipline and mesmeric trickery to those for whom mind over matter is no euphemism but instead a true testament to the supremacy of their unbridled to achieve total kinetic control over the elements and fundamentals of the material world. Some mystics seek contemplative union of mind, body, and soul, both within their own minds and hearts and with the collective unity of all that were, are, and ever shall be. Some mystics would never risk opening their immortal soul so freely, but instead spend a lifetime and more focusing their keen intellect to studying the occult, from the lost lore of antediluvian empires to the time-worn relics of the far future cast adrift on the choral shore, but where some collect curious collections and capacious encyclopedias of secrets man was not meant to know others seek to purge such forbidden lore and the influence of all ghosts, spirits, and extradimensional entities from this reality! Whether your mystic wants to achieve contemplative oneness, form their own esoteric secret society, or make your mind the ultimate weapon, you'll find a ton of amazing new options in the *Path of the Mystic!*

The *Mythic Paths* series from Legendary Games combines the rich story and background potential of mythic creatures with a heaped helping of marvelous crunch, all brought to you by the same authors that work on the official *Pathfinder Roleplaying Game* products you already love. That's the Legendary Games tradition: innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!



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- T = Trickster  
 G = Guardian  
 C = Champion  
 A = Archmage  
 H = Hierophant  
 M = Marshall

The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebook

- ACG = Pathfinder Roleplaying Game Advanced Class Guide  
 APG = Pathfinder Roleplaying Game Advanced Player's Guide  
 ARG = Pathfinder Roleplaying Game Advanced Race Guide  
 MA = Mythic Ability  
 OA = Pathfinder Roleplaying Game Occult Adventures  
 UC = Pathfinder Roleplaying Game Ultimate Combat  
 UE = Pathfinder Roleplaying Game Ultimate Equipment  
 UI = Pathfinder Roleplaying Game Ultimate Intrigue





# PATH OF THE MYSTIC

## MYSTIC

The mystic arts of arcane and divine magic require study and practice, prayer and sacrifice, and a dedication and a devotion to collecting the lore of the ages and weaving it together into enchantments of boundless power. This is no less true for those who study the magic of the mind; but theirs is an inward focus on the inscrutable and ineffable mysteries of the mind, body, and spirit uniting across a panoply of mystic traditions. For many, these hidden secrets demand a lifetime of contemplative meditation and casting the measure of the mind out beyond the farthest expanse of reality, but for the mystic this transcendent union of one with all comes as naturally as breathing, their minds forever humming with cosmic concordance.

The mystic is a master of psychic magic, and many of the abilities of this path enhance your ability to cast psychic spells or greatly increase their potency, or weave psychic pillars of such as mesmerism, telepathy, and telekinesis. Many of the options in this path increase your knowledge of magic and of those who wield it, while others delve into the eldest of mysteries and the psychic residue of spirits, thoughts, and memories that suffuse and permeate the physical world. At the highest tiers, you can begin to break down the walls between the different types of magic and alter the very fabric of reality itself, spanning the gulfs of fate and time.

**Role:** As a mystic, your role in the party often falls in the realm of information and matters of the mind, from divinations to mental control, as well as dealing with the spirit world and curses and curios of the ancients. Psychic power manifests in many ways, however, and characters specializing in telekinesis may instead find their role more heavily in combat blasting and controlling the battlefield with their warping of the substance of the universe.

**Classes:** Members of all psychic classes are well-served by exploring the mystic path, including kineticists, mediums, mesmerists, occultists, psychics, and spiritualists. Other classes who tap into the power of the spirit world, including shamans and witches, also can benefit from this path, as can characters of other classes whose archetypes, feats, or skills incline them towards psychic magic or specializing in the occult.



TIER	PATH FEATURES
1st	Mystic secret, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Path ability, true secret

**Bonus Hit Points:** Whenever you gain a mystic tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.



## MYSTIC FEATURES

As you gain new tiers, you gain the following abilities.

**Mystic Secret:** Select one of the following abilities. Once chosen, it cannot be changed.

**Compelling Influence (Ex):** As a swift action, you can expend one use of mythic power to make a Bluff, Diplomacy, Intimidate, or Sense Motive check to interact with any number of creatures within 10 feet per tier. Add your tier to the result.

**Kinetic Barrage (Su):** As a swift action, you can expend one use of mythic power to make a ranged attack with a simple blast. This is in addition to any other blasts you make this round, but you may not add any other infusions to this blast. When making this ranged attack, you do not provoke attacks of opportunity and add your tier as a bonus on the attack roll. Damage from this attack bypasses all damage reduction and energy resistance. If the target is not mythic, it also bypasses energy immunity.

**Mindwalk (Su):** As an immediate action, you can expend one use of mythic power to convert your physical self into a body of pure thought, becoming incorporeal until either the start or the end of your next turn (your choice). When you use this ability, you gain damage reduction 10/epic in addition to the standard incorporeal traits.

**Psychic Overload (Su):** As a swift action, you can expend one use of mythic power to cast any one psychic spell without expending a prepared spell or spell slot. The spell must be on one of your psychic spellcasting class spell lists and must be of a level that you can cast with that psychic spellcasting class.

You don't need to have the spell prepared, nor does it need to be on your list of spells known. When casting a spell in this way, you treat your caster level as 2 levels higher for the purpose of any effect dependent on level. You can apply any metamagic feats you know to this spell, but its total adjusted level cannot be greater than that of the highest-level psychic magic spell you can cast from that spellcasting class.

**Path Ability:** At 1st tier and every tier thereafter, select one new path ability from the mystic path abilities lists or from the universal path abilities lists. Once you select an ability, it cannot be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, which you must meet before you select those abilities.

**True Secret (Ex):** At 10th tier, whenever you target a creature with a spell, supernatural ability, or spell-like ability that requires a Will save, and the target fails that save, you may spend 1 point of mythic power to treat the target as though under the effects of *geas/quest*. You determine the specifics of the geas when the target fails their saving throw. You may dismiss this effect as a free action at any time.

## 1ST-TIER MYSTIC PATH ABILITIES

You can select these path abilities at any tier.

**Adamantine Mind<sup>6</sup> (Ex):** Your mind is as hard as any armor and is dangerous to engage. You gain a bonus equal to your tier on saving throws against mind-affecting effects. Whenever you succeed at a save against a mind-affecting effect, the creature attacking you with that effect must succeed at a Will save (at the same DC) or be stunned for 1 round.

**Binding Inscription (Su):** If you are able to cast *protection from evil* and *magic circle against evil* and their equivalents for other alignments, you also can cast the mythic versions of those spells, and you increase your caster level with those spells by an amount equal to one-half your tier (minimum 1). If you create a binding circle as a trap, you add one-half your tier (minimum 1) to the Perception and Disable Device DC to notice or disarm that trap. If the trap allows a saving throw, the save DC is increased by 1 against mythic creatures, and by one-half your tier (minimum 1) against non-mythic creatures.

If you first create a binding circle and then cast a *planar binding* spell (including greater or lesser versions), your caster level for that spell is also increased as above, and you may expend mythic power in order to cast the mythic version of the *planar binding* spell.

**Boundless Spirituality (Su):** You can call upon legendary spirits, wandering spirits, and other location-based abilities without being in an appropriate location. You can communicate with any fey, outsider, or undead creature as if you shared a language (as tongues). You can communicate with haunts as [speak with haunt](#)<sup>OA</sup> and you gain a competence bonus equal to your mythic tier on Charisma checks and Charisma-based skill checks made when interacting with haunts and incorporeal undead.

**Collective Unconscious (Su):** You can tap into the psychic resonance of other creatures with similar talents to yours. As a swift action, you can expend one use of mythic power to remove 1 point of burn or influence, or to add 1 point of mental focus, 1 point to your phrenic pool, or 1 daily use of

a mesmerist trick. You can use this ability to benefit yourself or another creature.

In addition, you can create a shared collective unconscious with a number of other willing creatures equal to your tier. As long as you are on the same plane, you can expend one use of mythic power as a standard action to send a message to anyone in the collective as the dream spell. When you contact them in the dream, you also can expend one use of mythic power to create a psychic conduit between you, allowing that creature to spend one or more points of mental focus or from their phrenic pool, or daily mesmerist tricks, in order to grant those additional points or uses to you. They can transfer a maximum number of such points or daily uses equal to your mythic tier. They lose those daily uses until the next time they would regain them. You retain the points or uses for 24 hours or until they are expended. You cannot gain more points or daily uses in total than your mythic tier, even if you use this ability more than once. You must have the same type of class feature in order to benefit from these transferred uses, though you can use them to power your own implements, mesmerist tricks, or psychic class features.

**Curio Collector (Ex):** You collect items and lore, picking up small amounts of this or that throughout your travels. As a result, you may carry unspecified equipment worth up to 100 gp per tier. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, you may dig through your pockets to retrieve an item you specify at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, you can retrieve no more items until you replenish your collection by spending a few hours and an amount of gold to bring your total up to 100 gp per tier. You can reduce this to a swift action by expending one use of your mythic power.

You are also highly skilled at carrying a seemingly impossible amount of junk in unthinkable places. You add twice your tier to your Strength score to determine your light encumbrance (though this does not increase your maximum carrying capacity). A creature searching you or your gear takes a penalty on Perception checks equal to your tier (or equal to twice your tier if they are not mythic) to find any hidden object on your person. This penalty also applies on Spellcraft checks made to identify magic items you are wearing, wielding, or carrying.

If you spend one hour carefully packing all of your gear, you can expend one use of mythic power to shroud all objects you are carrying with *nondetection* with a caster level equal to your Hit Dice plus your tier. This does not affect divinations that target or gather information about you, just about the objects you are wearing or carrying.

**Curse-bearer (Ex):** You may touch, wear, wield, or carry a non-mythic cursed item without being affected by the curse. You may choose to be affected by the curse if you wish. Mythic cursed items affect you as normal, but you may expend one use of mythic power as a free action to suppress the effects of the item's curse on you for one round.

**Deadspeaker (Su):** You gain a bonus equal to your tier on Bluff, Diplomacy, and Sense Motive checks made when interacting with undead creatures, and you can affect intelligent undead creatures with language-dependent effects even if they are mind-affecting, as long as you share a language. As a standard action, you can expend one use of mythic power to converse with the dead as if using a *speak with plants* spell to converse with plant creatures (when speaking with intelligent undead) or with normal plants (to converse with skulls, corpses, and mindless undead). This effect lasts for 1 minute.

**Dual Focus (Su):** You can select a second element on which to focus as a kineticist. You gain access to that element's simple blast and basic utility wild talent, but you do not gain any class skills granted by that element. You can thereafter learn and use wild talents and use your kineticist class features equally with either element.

**Durable Kinetics (Su):** Kinetic constructs you create are much more difficult to destroy. Whenever you use a spell-like wild talent whose duration is not instantaneous, the DC to dispel its effect is increased by 4. In addition, when you accept burn to increase the duration of a wild talent, treat your kineticist level as if it were 4 levels higher in order to determine the duration of the effect.

**Empathic Healing<sup>c</sup> (Su):** You can expend one use of mythic power to transfer up to 10 points of damage per tier from a touched ally to yourself, healing the target and damaging you. This transferred damage bypasses all effects that reduce or negate hit point damage (such as damage reduction). Alternatively, you can expend two uses of mythic power to transfer an ongoing disease or poison from a touched ally to yourself, which halts ongoing effects on the target from that affliction and requires you to attempt any remaining saves against it. If you're immune to the disease or poison, transferring it to yourself destroys the affliction.

**Enduring Armor<sup>a</sup> (Su):** You are protected by armor made of force. This armor grants you an armor bonus to AC equal to 3 + your tier. This ability is an abjuration effect with a spell level equal to your tier. If this armor is dispelled or otherwise ended, you can reactivate it as a swift action.

**Exorcist (Su):** As a full-round action, you can tap into the power of your bond to unravel the power of hostile spirits to control the bodies, minds, and souls of mortals. When you use this ability, you must target one creature within 30 feet to which you have line of sight. A successful Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) negates the effects of this feat. If your target is not a mythic creature, you add one-half your mythic tier (minimum +1) to the DC.

An incorporeal undead creature that fails its save against this effect is staggered. If you target a possessed creature, the possessing entity must succeed at a Will save to resist being staggered for 1 round. If it is staggered, the creature it possesses can immediately attempt a new saving throw to end the possession effect (possession effects that don't allow saving throws to resist them cannot be ended with this power, but the feat can still stagger a possessed creature). You can use this ability a number of times per day equal to your mythic tier.

**Flash of Omniscience<sup>A</sup> (Ex):** Your ability to recall information is astounding. When you take 10 on any Intelligence-based skill check, add your tier to the result. As a free action, you can expend one use of mythic power to ask one question as if using divination. The base chance for a correct answer is 70% + your highest arcane caster level + your tier (maximum 100%). The answer doesn't come from a divine agent, but from your own native understanding; therefore, the answer is never cryptic. If you don't get a correct answer, it's like failing a Knowledge check, and you cannot use this ability on this question again.

**Flexible Focus (Su):** As a full-round action, you can reassign points of mental focus you have imbued in your implements however you choose. In addition, if one of your implements is damaged, destroyed, or taken from you, you can expend one use of mythic power as an immediate action to reassign a number of points of mental focus equal to your mythic tier imbued in that implement to any of your other implements. You must be aware that the item has been damaged, destroyed, or taken to do this.

**Forbidden Writings (Su):** As a student of occult mysteries, you gain a bonus equal to your tier on Linguistics checks made to interpret writing; on Perception checks made to notice magical traps created with glyphs, runes, or symbols; and on Spellcraft or Use Magic Device checks made to identify or activate written magical items. You can expend one use of mythic power to use codespeak<sup>UI</sup>, comprehend languages, read magic, share language<sup>APG</sup>, or voluminous vocabulary<sup>UI</sup> as a spell-like ability, with a caster level equal to twice your mythic tier.

If you are a spellcaster, you can use any written spell-completion item like a scroll as if the spells they contain

were on your class list, as long as the spell level is of a level you can cast and is less than your mythic tier.

**Haunt Breaker (Su):** You are familiar with all manner of paranormal activity, gaining a bonus equal to your mythic tier on skill checks made to notice or identify a haunt. You gain a bonus equal to one-half your tier to your AC and on saving throws against any effect created by a haunt. In addition, whenever you deal damage to a haunt you can expend one use of mythic power to maximize any damage dice you roll.

If you are a medium and choose to draw a haunt into yourself, you add your mythic tier on Will saves to end the haunt's possession of you.



**Haunting Presence (Su):** In your presence, haunts become more potent and terrifying. Any haunt within 10 feet times your mythic tier has its caster level and save DCs increased by 2, while the haunt itself gains a +2 bonus on its saving throws and on the DC of caster level checks to suppress its effects with calm spirit<sup>OA</sup>. You can expend one use of mythic power as an immediate action to grant a haunt within this radius temporary hit points equal to 5 times your mythic tier. These temporary hit points persist until expended or until the next time you regain your mythic power.

If you are within 5 feet times your tier when a haunt manifests, you can expend one use of mythic power as an immediate action to make its effects more frightening. Creatures failing their save against the haunt must attempt a second Will save against the same DC or become shaken for a number of rounds equal to your tier.

**Heirloom (Ex):** You gain a legendary item that is an ancestral relic of your house, family, or culture. This functions as the legendary item universal path ability described in *Pathfinder Roleplaying Game Mythic Adventures*, but you are so protective of this item that you add your mythic tier as a bonus to CMD against disarm, steal, and sunder combat maneuvers directed at the item, and one-half your mythic tier as a bonus on saving throws made by the item. You can take this ability again at 3rd and 6th tier to grant additional abilities to your heirloom item. You can have both an heirloom and a legendary item; however, the total number of legendary abilities between the two items combined cannot exceed your mythic tier +3.

**Imprinting Hand<sup>C</sup> (Su):** By touching a foe, you can gain knowledge about it, including its weaknesses. To use this ability, you must first successfully hit a foe with an unarmed

strike, natural weapon, or melee touch attack to make contact, then use this ability is a free action. As long as the target remains within 1 mile of you, you always know the direction and approximate distance to it. If the foe has any weaknesses or vulnerabilities (including a mythic flaw), you immediately know this information.

You can maintain this connection with only one creature at a time; if you use this ability on another creature, your connection with the previous creature is lost.

**Ingathering (Su):** You can draw power to yourself more swiftly, allowing you to gather power as a swift action in order to reduce burn by 1 point, or as a move action in order to reduce burn by 2 points. If you take damage while gathering power and you spend a mythic surge to enhance the result of your concentration check, you can roll your surge die twice and select the better result.

**Insightful Mind (Ex):** Whenever an effect grants you an insight bonus, that bonus is increased by 1. If the insight bonus is granted by a psychic spell or psychic class feature you use on yourself, you can expend one use of mythic power to double the bonus instead.

**Inspire Trust (Ex):** You can inspire instant trust in those you meet. As a swift or immediate action, you can expend one use of mythic power to make a Diplomacy check to improve a non-mythic creature's attitude toward you. There is no maximum on how much its attitude can improve at once this way. If you are in combat but have not attacked the target, you must expend an additional use of mythic power and the DC is increased by the target's Hit Dice. You can't affect a target that knows you have ever attacked it.

**Irrepressible Soul<sup>G</sup> (Su):** Your true self cannot be buried beneath disguises or magical effects. Once per round as a free action, you can expend one use of mythic power to attempt to end one effect that is currently affecting you. When you use this ability, you make an additional saving throw against the effect at its original DC, even if one would not normally be allowed. This ability can end only polymorph effects, charm and compulsion effects, domination effects, illusion effects that change your appearance, and any effects that control or conceal your true identity. If you succeed at the second saving throw, the effect immediately ends.

**Kinetic Jolt (Su):** You can use your simple blast to infuse a gentle jolt of energy into an ally. This deals 1d6 points of nonlethal damage to your ally but allows a new saving

throw to immediately end one of the following conditions: confused, dazed, fascinated, frightened, panicked, shaken, staggered, or stunned. If more than one of these conditions is present, roll randomly to determine which effect allows a new saving throw. If the original effect did not allow a saving throw, you must expend one use of mythic power to allow a new saving throw (or two uses, if it was caused by a mythic effect), using the standard save DC for an ability of its type; for most monsters, this is  $10 + \frac{1}{2}$  the creature's Hit Dice + its Constitution modifier (or a different save DC at the GM's discretion).

If your ally is below 0 hit points, you can instead use this ability to immediately stabilize your ally and grant it a number of temporary hit points equal to your mythic tier.

**Kinetic Metabolism (Su):** Whenever you accept burn to enhance a wild talent that targets you, a surge of psychic energy grants you one of the following benefits that lasts until the end of your next turn: +1 luck bonus on attack rolls, +1 luck bonus on saving throws, +1 luck bonus on skill and ability checks, increase your speed by 20 feet, or increase the effect of one wild talent you use, increasing your effective kineticist level by one-half your mythic tier (minimum 1).

**Menacing Presence<sup>M</sup> (Su):** Something about you puts others on edge. You can attempt an Intimidate check to influence a creature's attitude as full-round action instead of it taking 1 minute. In combat, you can attempt an Intimidate check to demoralize an opponent as a move action. If you expend one use of mythic power, you can attempt to use Intimidate to demoralize all enemies within 30 feet as a standard action, or as a move action if using the Dazzling Display feat.

**Mighty Phantom (Ex):** Your phantom gains DR/epic equal to your mythic tier. This overlaps and does not stack with other forms of damage reduction it already gains based on your level. In addition, as a move action you can expend one use of mythic power to grant your phantom the benefits of a *heroism* spell.





**Mythic Discipline (Ex):** When determining the effects of your discipline powers, you are considered 4 levels higher. This increases the effects of powers to which you have access, but it does not grant you powers at a lower level than normal. If you have a psychic discipline power that can be used multiple times per day you gain a number of extra uses of that power equal to half your tier (minimum 1). You must have the discipline class feature to select this ability.

**Mythic Focus (Su):** You may spend 1 point of mythic power when preparing spells to gain one additional focus power from one of your occultist implements. You retain this focus power until you regain mythic power.

**Mythic Hex (Su):** When you gain this path ability you learn one witch hex. Additionally, you may spend 1 point of mythic power when using any hex you know to target a creature a second time with the same hex.

**Mythic Implements (Su):** Your occultist implements gain DR/epic equal to twice your tier. If any of your implements are destroyed, you can recreate them as a full-round action by spending 1 point of mythic power.

**Mythic Phantom (Su):** Your phantom is treated as a mythic creature with regards to spells and effects that target mythic creatures. Additionally, your phantom can use the surge ability a number of times per day equal to your tier. Its surge ability uses the same bonus die type as you do when you use your surge ability.

**Mythic Seance (Su):** When you perform a seance, you can expend a use of mythic power to channel a mythic legendary spirit. Treat your medium level as four higher when determining the benefits of that spirit, including spirit bonus, spirit surge, and spirit powers. This does not grant you access to additional spirit powers. As long as you channel that spirit, you can give the spirit 2 points of influence over you without using an action to gain a use of mythic power that lasts for 1 round. You can also expend a use of mythic power to reduce the spirit's influence over you by 1 point.

**Mythic Spirit Surge (Su):** When you use the spirit surge ability of the medium class, you add your mythic surge die in addition to your die from spirit surge.

**No One of Consequence<sup>T</sup> (Ex):** Your mythic nature is a cloak that can shield you from the minds and memories of others. Creatures struggle to recognize you, recall your appearance, remember the nature of conversations they had with you, and recount the actions you took when you were

in their presence. If a creature makes a deliberate attempt to recall details about time spent with you, it must succeed at a Will save (DC 10 + your tier + your Charisma modifier) to recall anything beyond vague details. In addition, you're under a permanent *nondetection* effect with a caster level equal to your character level plus your tier. You can end this effect at any time and can resume it as a swift action.

**None of Your Business (Su):** When a creature uses a divination effect against you, you are aware of it and can make an Intimidate check as an immediate action to demoralize the creator of the effect. If you succeed, the creator of the effect must succeed on a concentration check with a DC equal to the result of your Intimidate check or the divination spell ends. In addition, you can expend one use of your mythic power as an immediate action to use *misdirection* or *nondetection* on yourself, using character level plus your mythic tier as your caster level.

**Occult Font (Ex):** You add your mythic tier to the number of occult skill unlocks you can use each day. You can spread these additional uses across any occult skill unlocks you know. If you do not already have access to occult skill unlocks, this path ability grants you the ability to use occult skill unlocks corresponding to any skills in which you are trained. In addition, when you use a mythic surge on a skill check for an occult skill unlock, you may roll the surge die twice and select the better result.

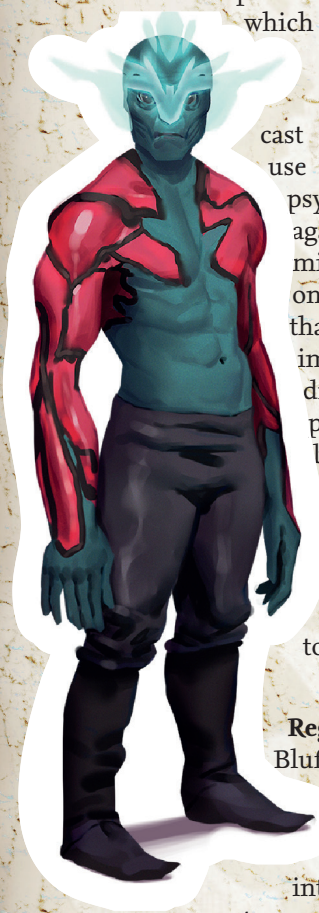
**Persuasive Countenance<sup>M</sup> (Su):** Whenever you encounter a creature whose alignment is within one step of yours, treat its attitude as one step better. If the creature's starting attitude is helpful, you can make requests of the creature with a +5 bonus on your Diplomacy or Intimidate skill check.

**Psychic Coupling (Su):** Whenever you spend a standard action, move action, or swift action to activate a discipline power, implement power, mesmerist stare, or spirit power, you can also activate an ability that uses mythic power as a free action. The mythic ability you activate must require the same action type as the other ability you activated or faster (a swift action is faster than a move action, and a move action is faster than a standard action).

**Psychic Enhancement (Ex):** Your mythic mind enhances magic items that tap into psychic power. Add one-half your tier (minimum 1) to the caster level of any spell-trigger or spell-completion item you use that creates a psychic spell effect. When using a spell-trigger item with charges, you may activate the item by expending one use of mythic power instead of one of its charges.



This ability functions even if a magic item was created as an arcane or divine magic item, as long as the spell it creates is on the class spell list of a psychic spellcasting class in which you have one or more levels.



**Psychic Penetration (Su):** When you cast a mind-affecting psychic spell or use a mind-affecting class feature of a psychic spellcasting class or kineticist against a creature that is immune to mind-affecting effects, you can expend one use of mythic power to bypass that immunity. In the case of a specific immunity, such as the immunity to direct mental control provided by protection from evil, this path ability bypasses only the immunity it grants to mind-affecting effects; it does not obviate any other portion of that spell's effect. This ability does not negate spell resistance or affect saving throws, nor does it allow you to affect mindless creatures.

**Regain Trust (Su):** When you fail a Bluff, Diplomacy, or Disguise check, you can expend one use of mythic power as an immediate action to reroll the check. If the person interacting with you is a non-mythic creature, you add your mythic tier as a bonus on this roll. You must accept the result of the second roll, even if it is worse.

If you use a mind-affecting psychic spell or class feature against a creature and it succeeds on its saving throw, you can expend one use of mythic power as an immediate action to make a Bluff check (with a bonus equal to your mythic tier if the target is a non-mythic creature) to convince the target that you were not responsible, that it was all just a joke, or otherwise harmless fun.

You also can use this path ability when you transgress a taboo, you can expend one use of mythic power as an immediate action to avoid the negative consequences of that transgression. If you violate your taboo more than once, the cost in mythic power increases by 1 for each transgression after the first. This increase persists any time you channel that same spirit, even if you choose a different taboo, though it does not apply to other spirits and their taboos. When you gain a new mythic tier, the cost for circumventing all taboos resets to 1.

**Ritualist (Ex):** You are at one with the strands of power that infuse the world and the mystic rituals required to tap into them. You gain a bonus equal to your tier on all ability checks and skill checks required to learn or perform an occult ritual<sup>OA</sup> or to tap into ley lines<sup>OA</sup>. If you fail such a check, you can expend one use of mythic power as an immediate action to reroll the save. You must accept the result of the reroll even if it is worse.

You add one-half your tier to your character level where applicable to determine duration or other effects of your rituals. You gain a +2 bonus on your own saving throws against negative effects of rituals you perform, while increasing the save DC by 2 for other creatures (unless they are allies assisting you in the ritual).

You also can perform rituals more quickly, reducing the time required by 10 minutes for each use of mythic power you expend. If already reduced to 10 minutes, you can reduce the casting time to 1 minute by expending one additional use of mythic power.

**Sensory Link<sup>A</sup> (Su):** As a standard action, you can see and hear through your familiar's eyes and ears. While using this ability, you cannot see or hear using your normal senses. You can speak through your familiar using any language you know, even if the familiar cannot normally speak. You may end the link and restore your own senses as a standard action. While linked, you can expend one use of mythic power to cast a spell and have it originate from your familiar instead of you. You must have a familiar to select this ability.

**Share My Pain (Su):** Your psyche lashes out at those that bring you pain. When a creature scores a critical threat against you, as an immediate action you can lash out against your attacker with an empathic blast that deals 1d6 points of damage times your mythic tier. The target can attempt a Will save (DC 15 + your tier) for half damage, but if the save is failed the target is also sickened with pain for 1 round. The penalties for this condition apply on the critical hit confirmation roll and subsequent damage roll. This is a mind-affecting pain effect with a maximum range of 10 feet per tier. You must have line of effect to your target but you do not need line of sight.

You also can trigger this ability when a creature affects you with any effect with the pain descriptor or with a fear effect or death effect.

**Spirit Versatility (Ex):** When you bind with a medium<sup>OA</sup> spirit you may choose one mythic path ability from the aligned mythic path (archmage path for the archmage spirit, etc). You must meet the prerequisites for this mythic path ability and may use it as if it were one of your normal mythic path powers until you are no longer bound with that spirit.

**Synchronized Bond (Su):** You gain telepathy with a range of 100 feet with any summoned creature, phantom, eidolon, animal companion, or familiar you have. In addition, when you gain this path ability, you can choose any creature you can telepathically communicate with (including a phantom). You and that ally use the higher of your two results on initiative rolls when you are both in combat and neither of you is surprised unless both of you are.

**Telekinetic Master (Su):** You can use mage hand or open/close at will as a standard action, and you can affect unattended magical objects with *mage hand*. The weight limit for these abilities increases by 5 pounds per tier. Treat your caster level as 2 levels higher when casting *levitate*, *telekinesis*, and similar spells.

**Trade Memory (Su):** As a standard action, you can expend one use of mythic power to learn one of the target's memories and show it one of yours. This is similar to share memory<sup>APG</sup> with caster level equal to your character level + your tier. You can use this ability to exchange a feat or a spell known. A creature can't exchange more than one feat or spell known this way; it can gain up to one of either and lose up to one of either. You can't take a feat from a creature with more Hit Dice than you. You can't take a spell known of a higher spell level than your tier. If a second would be gained or lost, the previous one reverts. A spell known determines its spell level according to the recipient's spell list. If it's not on the recipient's spell list, its spell level is determined as if it were a spell-like ability. A received spell can't be cast if the recipient doesn't have spell slots of a high enough level. You can't affect an unwilling target.



### 3RD-TIER MYTHIC PATH ABILITIES

You must be at least 3rd tier to select these path abilities.

**Borrowed Power (Su):** As a swift action, you can expend one use of mythic power and pick any one mythic path ability from a path other than mystic that is of a tier you have access to. You immediately gain access to this mythic path ability for a number of rounds equal to twice your mythic tier.

**Certain Sanity (Ex):** Your studies into the awful realms of madness have changed you, forcing you to purge and shield your mind from the intrusion of the unspeakable beyond. Any time you would take Intelligence, Wisdom, or Charisma damage or drain you would take is halved (to a minimum of 0). Permanent penalties to those ability scores (such as from *bestow curse*) are likewise halved, and you are immune to temporary penalties to these ability scores (such as from *touch of idiocy*). You are immune to *confusion*, *feeblemind*, *song of discord*, *insanity*, unless they are created by a mythic creature whose mythic rank or tier exceeds yours, and you gain a +4 bonus on saving throws against patterns and phantasms.

Shutting off your mind from madness, however, leaves you unable to perceive creatures with the mythos descriptor or effects they create. Such spells and creatures are described in the Gothic Campaign Compendium from Legendary Games but include creatures inspired by the writings of H.P. Lovecraft, such as aboleths, intellect devourers, great old ones, mi-go, shantaks, shoggoths, and the like. Such creatures are treated as if they had total concealment from you and you have a -20 penalty on Knowledge or Spellcraft checks made to identify such creatures or spell effects they create. This does provide you with immunity against gaze attacks or attacks requiring you to clearly see a mythos creature or its spells. If you are attacked by a mythos creature, you can dimly perceive it as if it had concealment for 1d4 rounds thereafter, though to you it appears only as a dim, threatening shape.

You can expend one use of mythic power to forgo the benefits of this ability for 24 hours, allowing you to clearly perceive mythos creatures and their spells.

**Chronokinesis (Su):** When you are affected by time stop or similar effects that alter the flow of time around you relative to their caster, as an immediate action you can expend one use of mythic power to take a single standard action at any point you choose during the effect. Using this ability requires you to accept 10 points of burn, reduced by an amount equal to your mythic tier.

**Don't Cross Me<sup>M</sup> (Ex):** Even when you're away from your thralls, they fear and obey you. When you successfully use Intimidate to make someone helpful, you can expend one

use of mythic power to cause the creature to remain helpful to you even in your absence for up to a number of days equal to your tier. At the beginning of each day, the creature may attempt a Will save; if it succeeds, this effect ends prematurely (DC equal to the result of your original Intimidate check minus 2 for each day since the creature last had direct contact with you). This is a mind-affecting fear effect.

**Ectokinesis (Su):** Your telekinetic power extends through the ether and is infused with ectoplasmic energies. You can use *telekinesis* to attempt to grapple or trip an incorporeal creature, and you gain a bonus equal to your mythic tier on combat maneuver checks (other than to grapple or trip) attempted against incorporeal creatures with *telekinesis* or any kineticist wild talent.

Whenever you use a wild talent, you can expend one use of mythic power to allow it to deal full damage against incorporeal creatures (or to negate the 50% chance for an incorporeal creature to ignore non-damaging effects). If your wild talent creates a solid barrier or obstruction, incorporeal creatures can still move through it but treat it as difficult terrain and after moving through it take a penalty equal to your mythic tier on Acrobatics and Stealth checks until the end of their turn as strands of ectoplasm cling to them before unraveling.

**Esoteric Order (Ex):** You have connections to a network of secret societies and hidden clubs and coteries with an interest in the occult. Knowing many of the tropes of such organizations and details of their rituals grants you a competence bonus equal to your tier on Bluff and Disguise checks to pass yourself off as a member of such a secret society.

In addition, when in an urban area you can spend 1 hour and one use of mythic power to gain a temporary contact<sup>UCam</sup> who is a member of a secret society who may owe you certain favors. This contact aids you for a number of days equal to your tier. Your Trust level with this contact is equal to one-half your mythic tier. If you already have a contact, you can instead expend one use of mythic power to increase that contact's Trust by one for a number of days equal to your tier.

In addition to the normal uses for contacts, you can have your contact seek out information for you, allowing you to make a Diplomacy check to gather information. Your contact spends 1d4 hours and uses your Diplomacy modifier for this check, with a +2 circumstance bonus if the check relates to psychic magic, occultism, or similar topics. You do not need to spend time or money to make the check.

You also can have your contact spread rumors about a specific named character, family, or organization, accusing them of witchcraft, involvement in the occult, membership in secret covens, and other questionable or scandalous activities. These rumors cause any creatures not already

helpful toward that creature or group to have their attitude toward them moved one step negatively. This effect lasts for a number of days equal to your tier or until the target or member of that group spends 8 hours refuting the rumors with a successful Diplomacy check (DC 10 + your Charisma modifier + your mythic tier).

Rather than seeking out the kind of information typically available with Diplomacy, you can expend one use of mythic power and have your contact research esoteric and mysterious occult lore regarding a specific question for 1d4 hours, allowing you to receive an informative but possibly cryptic answer, as if you had cast *divination* with a caster level equal to twice your mythic tier. If you are at least 6th mythic tier, you can instead expend two uses of mythic power to gain the answers to a number of questions equal to one-third your tier (as *divination*) or learn more information about a single topic (as *legend lore*).





**Essence Gathering (Su):** When you gather power, your body erupts with the power of your element. During any round in which you gather power, you may choose to gain the benefits of *elemental body I* until the beginning of your next turn. If your chosen element is something other than air, earth, fire, or water, the benefits you gain from this effect are identical to that of an air elemental if your element is gaseous, an earth elemental if it is solid, or a water elemental if it is liquid. You gain the benefits of *elemental body* as a fire elemental if your chosen element is a type of energy, though your energy resistance and the type of damage dealt by your burn attack is of the same type as your chosen energy (or the damage dealt by your simple blast, if different) rather than fire.

If you are at least 5th tier and gather energy in two consecutive rounds, you may choose to gain the benefits of *elemental body II* on the second round, lasting until the beginning of your next turn. You then gain the benefits of *elemental body I* for one additional round and then return to your normal body.

If you are at least 7th tier and gather energy in three consecutive rounds, you may choose to gain the benefits of *elemental body III* on the third round, lasting until the beginning of your next turn. You then gain the effects of *elemental body II* for one round and then *elemental body I* for one round before returning to normal.

If you are at least 9th tier and gather energy in four consecutive rounds, you may choose to gain the benefits of *elemental body IV* on the fourth round, lasting until the beginning of your next turn. You then gain the effects of *elemental body III*, *elemental body II*, and *elemental body I* for one round each before returning to normal.

In addition to the above, during any round in which you gather power, you can expend one use of mythic power to extend the duration of your *elemental body* for a number of minutes equal to your tier.

**Ghost Breaker (Su):** Your flesh is the bane of ghosts and spirits. Incorporeal creatures cannot pass through your body, though they can use Acrobatics as normal to move through your space. If you have a natural armor bonus to AC, one-half of that bonus applies against attacks made by incorporeal creatures. Your natural weapons and unarmed strikes are considered magical weapons for the purpose of attacking incorporeal creatures.

You can expend one use of mythic power as a swift action to grant a single weapon you wield (including your unarmed strike or a natural weapon) the ghost touch property for a number of minutes equal to your tier, or you can grant the ghost touch property to all weapons you wield, including all natural weapons, ammunition, double weapons, and so on, for a number of rounds equal to your tier.

In addition, you can expend one use of mythic power as a standard action to imbue your armor or your shield with the

ghost touch property for a number of minutes equal to your tier. If you expend to uses of mythic power, you can grant the ghost touch property to both your armor and your shield.

**Greater Mythic Seance (Su):** When you channel one or more mythic legendary spirits, you gain a 1st-tier path ability from a matching mythic path (archmage, champion, guardian, hierophant, marshal, or trickster). You must have the mythic seance path ability to choose this path ability.

**Harmonious Chakra (Su):** You can tap into the serpent-fire ki with unparalleled grace to draw power through your chakras<sup>OA</sup>. You add your tier to your character level to determine which chakras you can open and on saving throws you make to open and maintain your chakras. If you expend a mythic surge on a chakra saving throw, it applies to both your Fortitude and Will saving throw for that round.

In addition, you gain a pool of ki points equal to your tier that are usable only to open and maintain your chakras. Any effects that you create through your chakras are considered mythic effects, and non-mythic creatures take a -2 penalty on saving throws to resist them.

**Haunted Mansion (Su):** You gain increased control over the physical and spiritual world around you when haunts are nearby, drawing upon their spiritual energies to sow terror. As long as a haunt is within 10 feet times your tier, you can use *dancing lights*, *ghost sound*, *mage hand*, *open/close*, and *prestidigitation* at will, and activating any of these spell-like abilities is a swift action. In addition, you can expend two uses of mythic power to use *animate objects*, *mirage arcana*, or *symbol of fear* as a spell-like ability, with a caster level equal to your mythic tier plus the caster level of the haunt. A *symbol of fear* created in this way lasts for a number of hours equal to your mythic tier or until triggered. Effects that you create with this ability have a maximum range of 10 feet times your level away from the haunt you use to create them.

If you are within 5 feet times your tier when a haunt manifests, you can expend one use of mythic power as an immediate action to intensify the terror of its appearance. Creatures with line of sight to the haunt take a -1 penalty on saving throws against fear effects and harmful emotion effects for the next 24 hours (-2 if they are not mythic creatures). In addition, the next time they go to sleep they must succeed on a Will save against the haunt's save DC or be affected as *nightmare* spell. Each time a creature fails its save against the nightmare, the penalty on saving throws persists for another 24 hours and the creature must save again the next time it sleeps or have another *nightmare*, though the save DC decreases by 1 for each night after the first (or by 2 per night for mythic creatures).

You must have the haunting presence path ability to select this ability.



**Just a Fake (Su):** You are a master counterfeiter, gaining a bonus equal to your mythic tier on Craft or Linguistics checks made to create forgeries. You can expend one use of mythic power to use instant fake<sup>UI</sup> as a spell-like ability, with a caster level equal to twice your tier.

In addition, when a creature disarms, steals, sunders, or otherwise damages or removes an item you are wearing, wielding, or carrying, as an immediate action you can switch the affected item with another item of similar size and shape.

Using this ability requires you to expend one use of mythic power if you already have a similar item in hand, two uses of mythic power if it is worn or carried on your person and you have a free hand, or three uses of mythic power if it is worn or carried and you do not have a free hand. You can increase the cost in mythic power by one to exchange an object of a different size or shape, such as a dagger instead of a sword, a wand instead of a staff, or a hat instead of a cloak.

If you have a mesmerist trick implanted on yourself, you can expend that trick in place of one use of mythic power when using this ability.

**Look at Me! (Su):** Your garish garb and compelling gaze inescapably draw the eye of everyone around you. You are so distracting that all creatures within 10 feet plus 5 feet per mythic tier of you that have line of sight to you are treated as dazzled against every creature other than you. Creatures are so captivated by you that they find it hard to concentrate on other tasks, taking a penalty equal to one-half your mythic tier on concentration checks, Sense Motive checks, and saving throws to disbelieve illusions.

If you are a mesmerist target an affected creature with your hypnotic stare, that creature becomes so fixated upon you that it takes your bold stare penalty to its AC as well as on Will saves.

This functions like a gaze weapon (though it does not interfere with a mesmerist's hypnotic stare or other stares), and creatures can avoid its effects by closing their eyes. They also can avert their gaze, which gives them a 50% chance to avoid its effects but grants you concealment against them. This is a mind-affecting compulsion. You can suppress or resume the effects as a swift or move action.



**Pentrakinesis (Ex):** When you use a blast wild talent against a creature whose damage reduction or energy resistance would apply against it, you reduce that damage reduction or energy resistance by an amount equal to your tier. This has no effect against creatures with immunity to the type of damage your blast wild talent deals.

If you expend one use of mythic power when using any wild talent that deals hit point damage, it ignores 5 points of damage reduction or energy resistance, plus an additional 5 points for every two mythic tiers you possess.

**Phrenic Flexibility (Su):** You add one-half your mythic tier to your phrenic pool. In addition, each day you can expend one use of mythic power to temporarily gain access to a phrenic amplification you do not normally possess. You retain access to this amplification until the next time you regain mythic power.

**Possess Companion<sup>G</sup> (Su):** You can expend one use of mythic power to project your soul from your body and into your animal companion, cohort, eidolon, familiar, or bonded mount as if possessing that creature with the magic jar spell. Unlike with magic jar, the companion creature's soul remains within its body, allowing you to know what it knows and share its memories. This effect lasts until you end it as a standard action.

**Psychic Duelist (Su):** You are a master of psychic dueling. You can expend one use of mythic power to cast instigate psychic duel<sup>OA</sup> or two uses of mythic power to use mindscape door<sup>OA</sup> as a spell-like ability (caster level equals twice your mythic tier). If you already can cast either spell, you add one-half your tier to your caster level whenever you cast it, and you also can cast the mythic version of that spell.

Whenever you begin a psychic duel, you gain an additional number of manifestation points equal to one-half your tier, or equal to your mythic tier if your opponent in the psychic duel is not a mythic creature.

**Psychic Metamancy (Su):** As a swift action, you can expend one use of mythic power to enhance any psychic spells you cast for a number of rounds equal to your mythic tier with any one metamagic feat you know. The feat you select must not increase the level of the spell by more than 1 level. Once you trigger this path ability, any psychic spells you cast, including spells from a spell-trigger or spell-completion item, gain the benefit of that metamagic feat without increasing their level or their casting time. If you use this ability again, the previous use of the ability immediately ends (though this does not affect spells already cast).

You can select this ability more than once. Each time you select it, the maximum level increase of the metamagic feat you select increases by 1, up to a maximum of 4. You must expend a number of uses of mythic power equal to the spell level increase of the metamagic feat you choose in order to trigger this power.

**Pushback (Su):** Whenever you are attacked in melee, you can expend one use of mythic power as an immediate action to target your attacker with a simple blast, which gains the additional effect of the pushing infusion<sup>OA</sup> wild talent. If your attacker is not a mythic creature, you add your mythic tier as a bonus on your combat maneuver check to bull rush it away from you. This simple blast affects only your attacker and does not provoke attacks of opportunity. You may accept burn to increase the maximum distance your attacker is pushed back. An attacker pushed farther away from you than its reach cannot attack you unless it is able to move.



**Rending the Veil (Su):** When you draw into the well of your mind, the visions you conjure forth are tainted with the trans-spatial nightmares dimensions you have glimpsed beyond the stars. The caster level and save DC of fear, confusion, and insanity effects that you create are each increased by 1 (by 2 against non-mythic creatures). In addition, you can expend one use of mythic power when using a spell or spell-like ability of the illusion school to infuse it with this awfulness, causing creatures that fail their saving throw (other than a save to disbelieve) become shaken for 1 round per level of the spell. If the illusion does not allow a saving throw, creatures must attempt a Will save against the normal DC for a spell of that level to avoid being shaken.

If the effect of the spell already causes targets to become shaken, this duration stacks with the duration of the effect rather than increasing the degree of fear. Creatures immune to fear are immune to this effect, as are creatures that succeed on their saving throw against your illusions. Creatures with a saving throw bonus specific to fear effects do not apply this bonus to avoid being shaken by your illusions but are shaken for only half the normal duration.

**Reverse Scrying<sup>A</sup> (Su):** When you notice a scrying sensor created by a scrying magical effect, you can expend one use of mythic power as a standard action to use that sensor to observe its creator. If the initial scrying effect allows the target a saving throw, the sensor's creator can attempt a saving throw with a DC equal to 10 plus double your tier to realize you are attempting to observe it and block this attempt. If you act strangely once you notice the sensor, its creator might realize you're aware of it; at the GM's discretion, you may need to attempt a Bluff check against the creator's Sense Motive. If your reverse scrying goes unnoticed, you can expend an additional use of mythic power to control what the caster perceives, as if you had cast false vision with a duration of concentration and a caster level equal to double your tier.

**Shared Seance (Su):** Whenever you grant your seance boon to your allies, you may spend 1 point of mythic power to temporarily grant one of your mythic path powers to that ally for 24 hours. When you grant an ally one of your mythic powers, they may use it as though with your mythic tier and any uses of mythic power are drawn from your reserves. Once you share a mythic path ability with an ally, you may not use it until after the 24 hours has elapsed. You may use this ability among multiple allies, but its effects do not stack.

**Shield of Knowledge (Su):** Whenever you must make a saving throw against a spell or spell-like ability, you may spend 1 point of mythic power as an immediate action to use your Spellcraft skill bonus in place of your saving throw bonus against this effect. If you pass the save, you gain an insight bonus to Knowledge (arcana) checks equal to your mythic tier for 1 minute.

**Spirit Swap (Su):** As a full-round action, you can expend mythic power to exchange the spirit you have channeled with your daily séance for a different spirit. You must expend a number of uses of mythic power equal to the spirit's current influence over you. If you are not in an appropriate location for the new spirit, you must spend one additional use of mythic power to channel it. You must immediately select a new taboo appropriate to your new spirit, and your influence penalty changes to reflect the new spirit.

The next time you channel the spirit you sent away to gain a new spirit, it regains the same influence over you at the time you sent it away rather than having its influence reset to 0.

**Split Phantom (Su):** When you manifest your phantom fully, you may expend one use of your mythic power in order to harbor a portion of your phantom in your consciousness (as the shared consciousness class feature) or to partially manifest it either ectoplasmically or incorporeally (as the bonded manifestation class feature) at the same time. You gain the benefits of your shared consciousness or bonded manifestation while your phantom is manifested. Your fully manifested phantom takes a -1 penalty on attack and damage rolls, skill and ability checks, and saving throws while split in this way.

**Taboo (Su):** As a standard action, you can expend one use of mythic power to force a number of creatures within 10 feet times your mythic tier to share the taboo you have chosen for the day. They can attempt to resist the taboo with a successful Will save (DC 10 + your mythic tier + your Charisma modifier), but if the save fails they are affected by the same taboo for a number of hours equal to your mythic tier. They are aware of the taboo you shared with them, and if they break it they take a -2 penalty on attack and damage rolls, skill and ability checks, and saving throws for 1 hour.

As long as you do not break your taboo, you gain a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks against creatures sharing your taboo, and any charm, compulsion, or fear effect you use upon creatures sharing your taboo takes effect at 2 levels higher. This applies to both beneficial and harmful effects of these types.

## 6TH-TIER MITHIC PATH ABILITIES

You must be at least 6th tier to select these path abilities.

**Direct Control (Su):** When you fail a Will save against a mind-affecting effect, you may spend 1 point of mythic power as a free action to negate the effect. However, for the duration of the effect you are controlled by your mythic patron (and are controlled by the GM), who has full use of your knowledge and abilities. Your patron will act in your best interests and keep you from harm, but it disregards the needs of your allies unless it directly impacts you.

**Interdiction (Su):** As an immediate action, you can expend one use of mythic power to grant any creature within 10 feet per mythic tier immunity to mind-affecting effects until the end of your next turn. Alternatively, you can expend two uses of mythic power as an immediate action to grant all allies within 5 feet plus 5 feet per mythic tier immunity to mind-affecting effects until the end of your next turn. If an effect would normally bypass immunity to mind-affecting effects, it only does so if it is a mythic effect created by a mythic creature whose rank or tier exceeds yours.

**Kinetic Fury (Su):** You can use your telekinetic powers to catch and hurl massive objects, seizing control of nearby items for a number of minutes equal to your mythic tier. While your kinetic fury persists, you gain a deflection bonus to AC equal to your mythic tier. You also gain the rock throwing<sup>B1</sup> and rock catching<sup>B1</sup> universal monster abilities, adding your mythic tier as a bonus on attack rolls with rocks and on saving throws to catch rocks and similar projectiles. As a standard action, you can hurl a rock and infuse it

with your simple blast, adding the damage from that blast to the damage dealt by your rock.

You are treated as a creature size larger than your actual size for the purpose of these abilities.

In addition to the above benefits, you gain the foe throw<sup>OA</sup> and pushing infusion<sup>OA</sup> infusion as long as your kinetic fury persists.



**Kinetic Rail (Su):** As a swift action, you can expend one use of mythic power or accept 10 points of burn to transform your body into the pure essence of your chosen kineticist element. If you accept burn, the amount of this burn is reduced by an amount equal to one-half your mythic tier. In this form, you can travel up to 10 feet per mythic tier in a straight line in any direction, dealing 1d6 points of damage of the same type dealt by your simple blast to creatures and objects in your path, though they may attempt a Reflex save (DC 10 + your Constitution modifier + your mythic tier) for half damage. This movement does not provoke attacks of opportunity and you can move through the space of creatures and through solid barriers if you deal enough damage to bypass their hardness and hit points; if not, your movement stops.

**Mindstrike (Su):** You can expend one use of mythic power to transform yourself into pure thought as a swift action, moving up to 10 feet in any direction and reappearing adjacent to a non-mindless creature within that range. You must be aware of the target but do not need line of sight or line of effect as long as you know your target's location. This movement is instantaneous and does not provoke attacks of opportunity but is not a teleportation effect. You can move through solid objects or creatures without impediment, but not through barriers made of force or that block the passage of magic or living creatures, such as an *antilife shell*, *antimagic field*, or *prismatic sphere*.

When you arrive adjacent to the target you can make one melee attack at your highest attack bonus. This attack is resolved as a melee touch attack, and if the attack hits the target is dazed for 1 round unless it succeeds on a Will save (DC 10 + your Constitution modifier + your mythic tier). The dazing effect is mind-affecting.

If you target a creature using *mind blank* or an equivalent effect, you may choose to expend one additional use of mythic power in order to attempt to dispel the *mind blank*, making substituting a Constitution check with a bonus equal to your mythic tier (or twice your mythic tier, if the target is a non-mythic creature) in place of a caster level check. If this check succeeds, the *mind blank* is dispelled and your mindstrike attack is resolved normally. If it fails, your mindstrike attack also fails.

**Omnikinesis (Su):** You can use *telekinesis* to perform any combat maneuver, not just bull rush, disarm, grapple, and trip maneuvers. In addition, if you expend one use of mythic power you can use the same combat maneuver simultaneously on a number of targets equal to one-half your mythic tier, making separate combat maneuver checks against each target. If you use a mythic surge to enhance your combat maneuver check, the result of the surge die applies on all combat maneuver checks you make with your *telekinesis* until the beginning of

your next turn.

You can forgo one or more combat maneuver checks to which you would be entitled, keeping that telekinetic energy in reserve to use defensively. If you are attacked before the beginning of your next turn, you can expend one of these reserved maneuvers to attempt to block the attack by making a combat maneuver check. If the result of your check equals or exceeds the result of your attacker's attack roll, the attack is deflected harmlessly. If the attacking creature is more than one size larger than you, you must expend an additional reserved maneuver for each additional size category your attacker is larger than you. This includes ranged attacks against you, such as giant-hurled boulders.

You can block rays and ranged touch attacks with omnikinesis, in addition to normal ranged attacks. Using omnikinesis to deflect an attack does not require an action, but you cannot attempt to block the same attack more than once. You must be aware of an attack to block it, and you cannot block area effects or effects which do not require attack rolls.

**Overcome Curse<sup>H</sup> (Su):** You are immune to curse effects. For example, *bestow curse* has no effect on you, and you can handle, carry, or discard a cursed magic item without harm. If a cursed item has useful functions and a cursed effect (such as *armor of arrow attraction*) or drawback (such as a *mace of blood*), you are immune to the cursed effect and drawback, and can still use its other abilities. If a cursed item works normally for a period of time before its curse triggers (such as *gauntlets of fumbling*), the item stops working for you when the curse would normally trigger. If you're an oracle, you can ignore the negative effects of your oracle's curse.

**Sanctum<sup>A</sup> (Su):** You gain access to your own personal extradimensional sanctum. By concentrating for 1 minute without interruption, you conjure the door to your own personal sanctum, similar to create mindscape<sup>OA</sup>, but with the following differences. The sanctum takes up a space equal to six 20-foot cubes per tier, shapeable when you first create it as if it were a spell whose area or effect is shapeable. The sanctum is permanent and persistent, so you can store objects within the sanctum and retrieve them on future visits. The sanctum includes one unseen servant per tier. When you conjure the sanctum's door, you decide which creatures can see and use it (to all other creatures it's invisible and impermeable). The door remains until you dismiss it—a standard action with unlimited range as long as you are on the same plane as the door. If you dismiss the door while you are outside the sanctum, all creatures other than your familiar are immediately shunted outside. Conjuring the door automatically dismisses any other active door. As a full-round action, your familiar can enter or leave the sanctum from any square adjacent to you, without using the conjured door. The patron of your mythic power

automatically knows when you create a sanctum and can never be prevented from entering it. You may summon your patron – if they are willing -- once per day in your sanctum by expending 1 point of mythic power for 1 hour per mythic tier.

**Spiritual Echo (Su):** When targeted by a single-target or ray spell or spell-like ability, you can expend one use of mythic power as an immediate action to replace yourself with a spiritual duplicate and teleport to any open square within 30 feet of your current position. You are unaffected by the effect and may then choose to redirect this effect using your spiritual echo's location as the effect's point of origin and the original caster's caster level and save DC. Your spiritual echo disappears when you redirect the effect, or otherwise choose not to. Using this ability requires a line of effect to the square into which you teleport.

**Superior Mythic Seance (Su):** When you channel one or more mythic legendary spirits, you gain a 1st- or 3rd-tier path ability from a matching mythic path (archmage, champion, guardian, hierophant, marshal, or trickster). This is in addition to the 1st-tier path ability you gain from the greater mythic seance path ability. You must have the mythic seance and greater mythic seance path abilities to choose this path ability.

**Trade Fates (Su):** As a swift action, you can expend one use of mythic power to exchange bodies with a creature, as mind swap<sup>OA</sup>. If you are at least 9th tier, this ability can instead function as greater mind swap<sup>OA</sup>. Treat your caster level as your character level + your mythic tier. If the target is non-mythic, you can choose to expend two uses of mythic power to instead trade locations and identities for the same duration. In the latter case, non-mythic creatures remember you as having always had the target's role in their lives and remember the target always having your role in their lives. Altered memories fill in the gaps as best they can to make the swap seem sensible, but if it is

hard to do so, they receive a Will saving throw to remember the truth when the strangeness is pointed out specifically. The save DC is 10 + 1/2 your character level + your tier.

**Unfathomable Knowledge (Su):** By spending 1 point of mythic power as a swift action, you may consult the collective memory of the universe to obtain vast wisdom on a single topic. Treat this as the results of the vision spell, except you suffer no ill effects. You gain an insight bonus on all Knowledge checks equal to your mythic tier for 1 minute per tier after using this ability.



## MYTHIC BUILDS

When selecting your mystic's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations about what it means to be truly bound to a greater power.

**Ghostwalker:** You are a student of the spirit world, able to see and speak with the dead as if they still endured, and this may drive you to close connection with spirits from beyond the grave, especially with your ancestors and patrons from your past. Of course, being surrounded by ghosts also might drive you into an ectocidal wrath that wishes nothing but to bust in and kill the dead forever; if you cannot escape them, certainly they never will escape from you!

*1st-Tier Path Abilities* boundless spirituality, deadspeaker, enduring armor, exorcist, haunt breaker, mighty phantom, mythic phantom, mythic séance; *3rd-Tier Path Abilities* ectokinesis, ghost breaker, greater mythic séance, shared séance, split phantom; *6th-Tier Path Abilities* spiritual echo, superior mythic séance.

**Mentalist:** You are a true master of the mind. Whether your power springs from a towering intellect, an indomitable will, or an unconquerable psyche, you can read others like a book and make your thoughts theirs. You could ply the weak-willed for your amusement and enrichment and make your name a legend, or you issue a mental call to ally with heroes of like mind to protect a world that hates and fears what it does not understand.

*1st-Tier Path Abilities* adamantine mind, imprinting hand, insightful mind, inspire trust, menacing presence, mythic discipline, occult font, persuasive countenance, psychic coupling, psychic penetration, regain trust, sensory link, synchronized bond, trade memory; *3rd-Tier Path Abilities* don't



cross me, look at me!, phrenic flexibility, possess companion, psychic duelist, psychic metamancy, reverse scrying; *6th-Tier Path Abilities* direct control, interdiction, trade fates.

**Occult Scholar:** You delve deeply into secrets man was not meant to know, and while your grip on reality may be tenuous you know there is a vast universe and unspeakable secrets hidden across the deeps of time and the gulfs of space. You will never stop searching for clues from the past, present, or future that will once more open up the mysteries of the universe to you.

*1st-Tier Path Abilities* binding inscription, curio collector, curse-bearer, deadspeaker, flexible focus, forbidden writings, haunting presence, heirloom, mythic focus, mythic hex, mythic implements, mythic séance, none of your business, psychic enhancement, ritualist; *3rd-Tier Path Abilities* certain sanity, esoteric order, haunted mansion, just a fake, psychic metamancy, rending the veil, shield of knowledge, taboo; *6th-Tier Path Abilities* overcome curse, sanctum.

**Open Soul:** Your soul is not wholly your own, as you have mastered the sublime simplicity of becoming but one strand in an omniversal tapestry. Your awakening makes you a living antenna for spiritual energies and connections, and your mind, body, and spirit are in constant communion with one another and the infinite reflections across the multiverse.

*1st-Tier Path Abilities* boundless spirituality, collective unconscious, empathic healing, flash of omniscience, haunting presence, irrepressible soul, mythic spirit surge, ritualist, share my pain, spirit versatility; *3rd-Tier Path Abilities* borrowed power, harmonious chakra, reverse scrying, spirit swap; *6th-Tier Path Abilities* mindstrike, spiritual echo, unfathomable knowledge.

**Ultrakinetic:** Your mental powers go far beyond the realm of pure thought, feeling and shaping the fundamental essences and energies of reality. You are not bound by the meager manipulations of those that struggle with the simplest tasks of matter manipulation; all the universe is clay in your hands if you can but reach out and grasp it.

*1st-Tier Path Abilities* dual focus, durable kinetics, enduring armor, ingathering, kinetic jolt, kinetic metabolism, telekinetic master; *3rd-Tier Path Abilities* chronokinesis, ectokinesis, essence gathering, pentrakinesis, pushback; *6th-Tier Path Abilities* kinetic fury, kinetic rail, omnikinesis.

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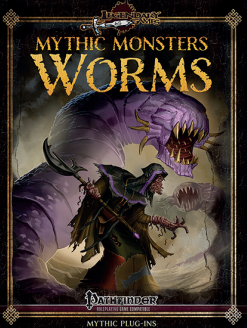
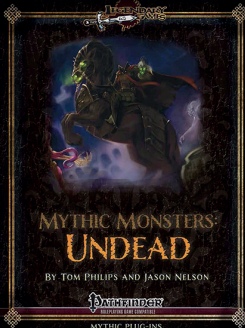
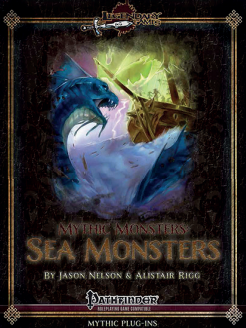
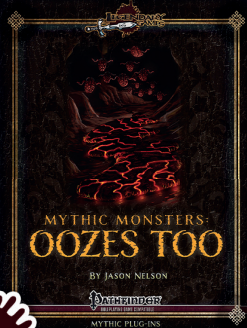
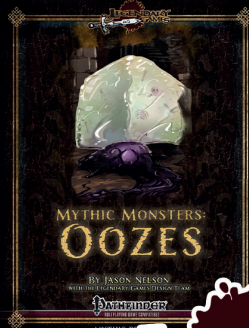
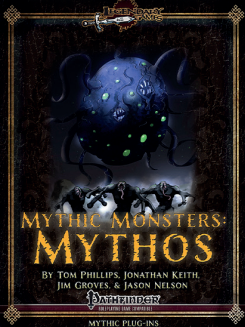
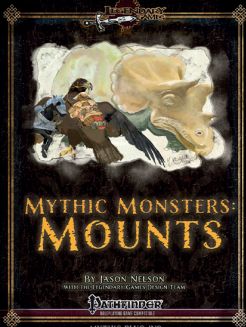
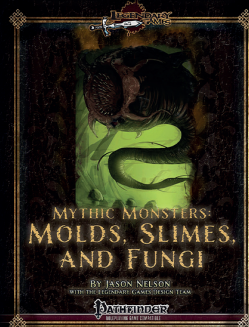
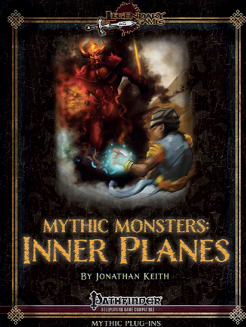
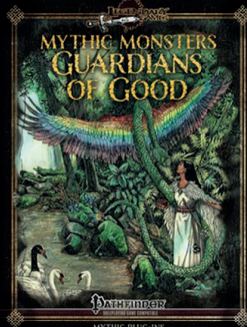
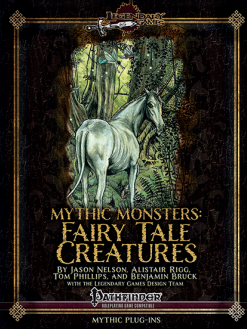
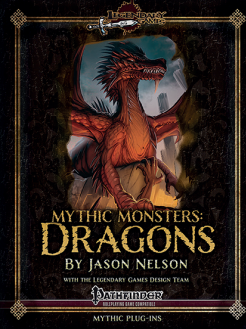
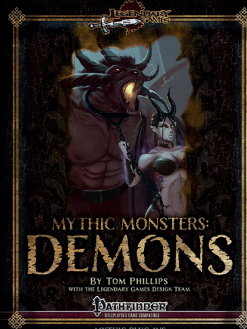
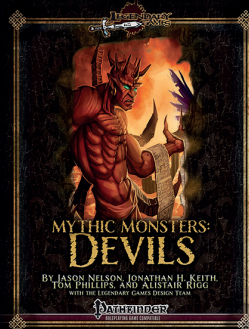
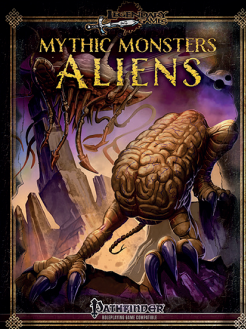
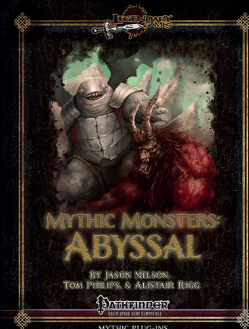
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