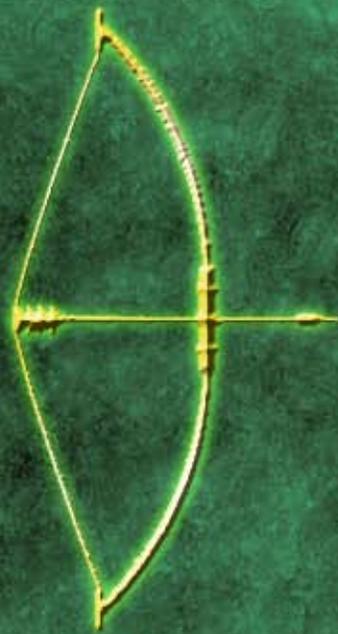


# Mythic Mastery

## Mythic Archery



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## Introduction

This book presents a number of different options for mythic characters. Included are several new universal path abilities, which can be selected by mythic characters of any mythic path, as well as a number of mythic versions of existing archery-related feats, and finally, two new legendary item abilities.

## New Universal Path Abilities

The following section presents a number of new archery-themed universal path abilities.

### 1<sup>st</sup>-Tier Universal Path Abilities

You may select these path abilities at any tier.

**Close-Quarters Archery (Ex):** You do not provoke attacks of opportunity for making ranged attacks, even if you are threatened by an enemy when you do so. Additionally, whenever you make a ranged attack while adjacent to the target of the attack, you may expend one daily use of mythic power. If you do, then the target is denied his Dexterity bonus to AC for the purposes of that attack.

**Pepper With Arrows (Ex):** Whenever you hit a creature with a ranged attack while that creature is moving towards you (including if the creature is using the run or charge actions), that creature must succeed on a Fortitude save (DC 5 + the damage dealt) or be stopped by the impact of your projectile. Creatures stopped in this way end their movement halfway to their destination. They can move again in the same round, if they have the actions to do so.

**Ranged Bull Rush (Ex):** Your ranged attacks can push back your target with the force of the blow. Whenever you hit a target with an attack made with a projectile weapon, you may spend a daily use of mythic power. If you do, then in addition to dealing damage, as normal, you may also make a bull rush combat maneuver. You can bull rush opponents of any size in this way, but suffer a -4 penalty on your combat maneuver check for each size category that the target is larger than Small. Regardless of the opponent's size, you gain a bonus on the combat maneuver check equal to the amount of damage dealt by the attack, as well as a bonus equal to your mythic tier. Apply your Dexterity modifier, rather than your Strength modifier, to determine your CMB for the purposes of this ability. You cannot choose to move with the target. This ability otherwise functions as a normal bull rush attempt.

**Ranged Sunder (Ex):** You can perform the sunder combat maneuver with ranged weapons. Use your Dexterity modifier in place of your Strength modifier when determining your CMB for the purposes of this ability. Additionally, by expending a daily use of mythic power, you can cause all sunder attempts you make with ranged weapons until the beginning of your next turn to ignore an amount of hardness equal to your mythic tier (*for example, if used by a 3<sup>rd</sup>-tier character, he would treat all objects as though their hardness were 3 lower than they actually were*).

**Ranged Trip (Ex):** Your ranged attacks can knock an opponent's legs out from under him. When you hit a target with an attack made with a projectile weapon, you may spend a daily use of mythic power. If you do, then in addition to dealing damage, as normal, you may also make a trip combat maneuver. You can trip opponents of any size in this way, but suffer a -4 penalty on your combat maneuver check for each size category that the target is larger than Small. Regardless of the opponent's size, you gain a bonus on the combat maneuver check equal to the amount of damage dealt by the attack, as well as a bonus equal to your mythic tier. Apply your Dexterity modifier, rather than your Strength modifier, to determine your CMB for the purposes of this ability. You cannot be knocked prone as a result of this ability. This ability otherwise functions as a normal trip attempt.

**Warning Shot (Ex):** Whenever you make a ranged attack with a projectile weapon, you can choose to make it a warning shot, instead, deliberately aiming a fraction of an inch away from the target, delivering a clear warning. The target must succeed on a Will save (DC 10 + 1/2 your base attack bonus + your mythic tier) or be shaken for 1 minute. Whenever you use this ability (but before you know the result of the target's Will save) you may choose to expend a daily use of mythic power. If you do, then if the target fails his Will save, he is frightened for 1 minute, instead.

### 3<sup>rd</sup>-Tier Universal Path Abilities

You must be at least 3<sup>rd</sup> tier to select these path abilities.

**Arrow Pin (Ex):** You can fire a projectile through a target's gear or body and into a nearby wall or other object, pinning the target in place. As a standard action, make a single ranged attack with a projectile weapon that deals piercing damage. If the attack hits, and the target is adjacent to a structure to which he could conceivably be pinned (such as a wall, a large piece of furniture, etc.), compare the amount of damage dealt by the attack to the hardness of that object. If the amount of damage that the attack inflicted on the victim exceeds the object's hardness by 5 or more, then the target is pinned to the object. A creature pinned in this way cannot move from his square, but can otherwise act normally. The creature can escape with a successful Strength or Escape Artist check (DC equal to 10 + twice your mythic tier), or can automatically escape by spending 10 minutes working the projectile free.

Whenever you use this ability, if the attack hits, you may choose to expend a single daily use of mythic power. If you do, then the projectile pierces one of the target's hands, and he is unable to use that hand for as long as he remains pinned in this way.

**Lightning Strikes Twice (Ex):** You have uncanny aim with ranged weapons, and if you are able to strike a target once, you can ensure that you successfully hit it again. Whenever you make an attack with a ranged weapon, if the last attack that you made with that ranged weapon was made against the same target, and that attack hit, then you may choose to expend a use of mythic power as a free action. If you do, then the attack automatically hits the target, regardless of the target's AC and any miss chance

that the target may possess (this does not allow you to hit targets that are otherwise incapable of being hit, such as if they are completely out of range or there is an obstacle that prevents your attack from reaching them). Roll the attack roll normally to determine if the attack is a critical threat. You cannot use this ability more than once per turn.

**Reactionary Shot (Ex):** By expending a daily use of mythic power, you can ready an action as a swift action once per turn, as long as the action that you ready is to make an attack with a ranged weapon that you are currently holding and do not need to reload.

## New Mythic Feats

The following section provides a number of archery-themed feats for mythic characters.

### **Disrupting Shot (Mythic)**

*You know how to use arrows to keep spellcasters from completing their spells.*

**Prerequisite:** Disrupting Shot<sup>APG</sup>.

**Benefit:** Whenever you use the Disrupting Shot feat, you can do so at any distance from the target, and the DC of the

concentration check is increased to be equal to 10 + twice the damage dealt + the spell level, unless that is lower than the result would be if you were using the normal increase from Disrupting Shot.

### **Focused Shot (Mythic)**

*You are able to apply deadly focus to your aim in more difficult situations.*

**Prerequisite:** Focused Shot<sup>APG</sup>.

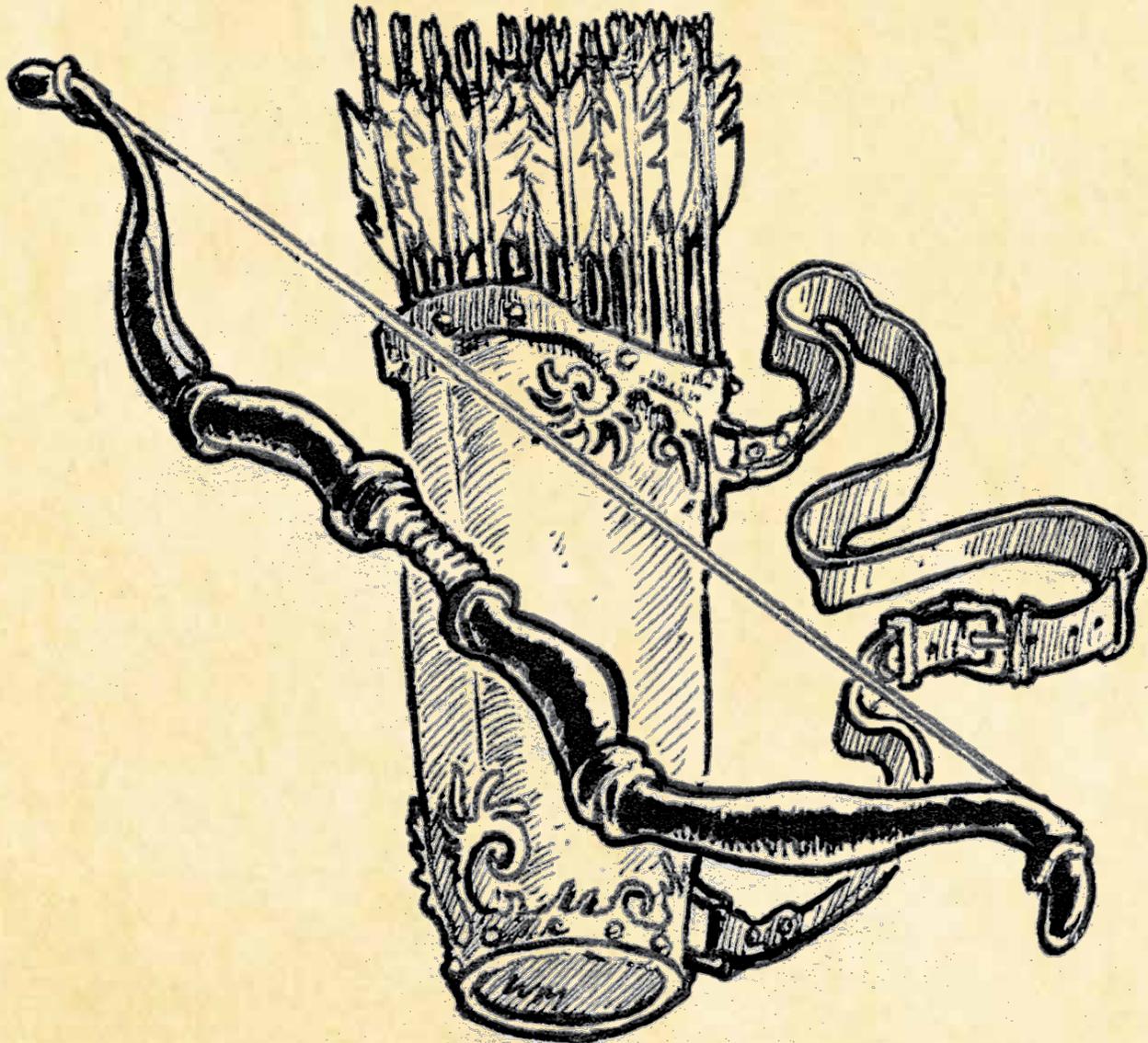
**Benefit:** Whenever you use the Focused Shot feat, you can do so at any distance from the target, and the extra damage is dealt regardless of whether or not the target is immune to critical hits and sneak attacks.

### **Improved Precise Shot (Mythic)**

*Your projectiles almost always find their mark.*

**Prerequisite:** Improved Precise Shot.

**Benefit:** Your ranged attacks treat total concealment as though it were normal concealment (granting a 20% miss chance). You must still be able to pinpoint the creature's location in order to hit it. Additionally, you can fire your projectiles in such a way that they can potentially bypass even total cover, either by going around the obstacle in a



roundabout, ricocheting fashion, or by punching through the obstacle, leaving a tiny arrow hole behind. Either way, an attack made against a creature with total cover only succeeds on a natural 20, and in such cases, it is not a critical threat.

### Parting Shot (Mythic)

*You can attack while retreating with virtually no additional effort.*

**Prerequisite:** Parting Shot<sup>APG</sup>.

**Benefit:** Whenever you use the Parting Shot feat, if you choose to move at least 15 feet less than the maximum amount of movement available to you when using the withdraw action, then that use of the Parting Shot feat does not count against the normal limit of using the ability only once per encounter. Additionally, you can expend a daily use of mythic power in order to use the Parting Shot feat normally (moving the entire distance available to you) without having it count against the normal limit of using the ability only once per encounter.

### Precise Shot (Mythic)

*Not only can you overcome the difficulties of firing into a melee, you can use it to your advantage.*

**Prerequisite:** Precise Shot.

**Benefit:** Whenever you make a ranged attack against a creature that one of your allies is currently flanking, you are treated as flanking that target as well for the purposes of that attack. Additionally, your allies never provide cover to the targets of your ranged attacks, even if their positioning would normally cause them to do so.

### Prone Shooter (Mythic)

*You are able to use the ground to stabilize your crossbow or firearm for a more accurate shot.*

**Prerequisite:** Prone Shooter<sup>UC</sup>.

**Benefit:** You gain a +4 bonus on attack rolls made to fire a crossbow or firearm while prone. Additionally, you can use other projectile weapons while prone, though you suffer a -2 penalty on attack rolls made with such weapons while prone.

### Snap Shot (Mythic)

*You can make attacks of opportunity with ranged weapons at greater distances.*

**Prerequisite:** Snap Shot<sup>UC</sup>.

**Benefit:** For the purposes of Snap Shot, you threaten squares within 10 feet of you, rather than within 5 feet of you. Additionally, by expending a daily use of mythic power as a move action, you can threaten squares within 30 feet of you until the end of your next turn.

## Legendary Item Abilities

The following archery-themed legendary abilities can be added to a legendary item.

**Arrowstorm:** As a full-round action, by expending two uses of legendary power, the item's wielder can fire numerous projectiles that come raining down on a small area. The rain of projectiles fills a 10-foot-radius area, automatically

dealing damage to each creature in the area as though they had been hit three times by the item (*for example, if the item would normally deal 1d8+2 points of damage, each creature would suffer 3d8+6*). A successful Reflex save (DC 10 + the wielder's mythic tier + the wielder's Dexterity modifier) halves this damage. This ability can only be applied to projectile weapons, and only if they are minor or major artifacts.

**Windwake:** As a standard action, the item's wielder can fire a projectile that alters the wind in its wake. This ability affects a line 15 feet wide and 120 feet long, and can have one of two effects: either calming the winds, or creating a powerful gust. When used to calm the winds, the wind speed in the affected area is reduced to 0 for 1 minute. If a spell or other magical effect is already altering the wind in the affected area, the item's wielder makes a caster level check (the caster level for this effect is equal to twice the wielder's mythic tier, minimum 1) versus a DC equal to 10 + the original effect's caster level. If he succeeds, then the calm winds overpower the previous effect. Otherwise, the ability fails. Alternatively, when used to create a powerful gust of wind, this functions as the *gust of wind* spell (caster level equal to twice the wielder's mythic tier, minimum 1), except it affects the entire area. Each use of this ability, whether to calm the wind or create a powerful gust, expends one use of legendary power. This ability can only be applied to projectile weapons, and only if they are minor or major artifacts.



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# Unlock Your Mythic Potential!

From Legolas to Robin Hood, the fantasy genre is full of incredibly talented archers and the amazing stunts that they perform with their bows and arrows. If you felt that *Mythic Adventures* didn't quite satiate your need for mythic levels of marksmanship, then this is the book for you.

*Mythic Mastery: Mythic Archery* provides mythic characters with new options to improve their archery skills in three different ways. Included are nine new universal path abilities for mythic characters: six that are available to characters of any mythic tier, and three that are for characters of 3rd tier or above. The book also provides mythic upgrades for 7 archery-related feats, including *Disrupting Shot*, *Focused Shot*, and *Precise Shot*. Finally, the book introduces two new abilities for legendary items, a new type of magic item introduced in *Mythic Adventures*.

Whether you're blackening the sky with arrows all by yourself, firing arrows which can calm or enrage the winds, delivering terrifyingly-close warning shots, or simply pinning your foes to nearby objects with your arrows, *Mythic Mastery: Mythic Archery* is full of ways to take your ranged combat skills to the next level.

The *Mythic Mastery* series of products builds and expands on the rules for mythic characters introduced in *Mythic Adventures*. Each *Mythic Mastery* provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in *Mythic Mastery* products requires the use of mythic characters and a mythic adventure, others, such as those focused on exploring mythic monsters, can be used in games of every sort.

