



MYTHIC OPTIONS

CORE MYTHIC CLASS FEATURES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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While there are numerous mythic spells and a long list of mythic feats to help mythic characters develop their amazing powers, the actual class features of each class do not have mythic upgrades available. There are heroic path abilities that tie into some class abilities and common skills, but no upgrades for the classes' main abilities and talents themselves. This is unfortunate, because many characters focus much more on their core class abilities and powers than on feats. To alleviate this lack, in this section, we offer mythic upgrades for every class feature and talent for all the official core classes from the core rulebook. This allows characters to focus on classic abilities, such as armor mastery, evasion, uncanny dodge, and even bloodlines, domains, and arcane schools.

GAINING MYTHIC CLASS FEATURES

A mythic class feature is considered a 1st tier universal path ability, or may be taken in place of a mythic feat. You must have a class feature in order to gain its mythic version. A mythic class feature cannot be taken more than once unless it says otherwise.

MYTHIC BARBARIAN CLASS FEATURES

Mythic barbarians are masters of survival and possess legendary rages.

Mythic Fast Movement: The barbarian adds the additional 10 feet from fast movement to all her forms of movement, even temporary movement (such as gaining flight through a *fly* spell). In the case of movement based on the barbarian's normal speed (such as making a Climb check to move 1/4 the barbarian's speed), the additional movement is added both to the barbarian's normal speed and again after all other calculations. Thus an unarmored human barbarian with a 40 speed (30 feet, +10 feet for fast movement) can make a Climb check to climb 20 feet; 10 feet (1/4 of her 40 foot speed) +10 feet for mythic fast movement.

Mythic Rage: As the champion path ability of the same name.

Mythic Uncanny Dodge: As the mythic rogue class feature of the same name (see below).

Mythic Trap Sense: When the barbarian makes a successful saving throw against a trap, she takes no damage from that trap.



Mythic Improved Uncanny Dodge: The barbarian adds half her mythic tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

Mythic Damage Resistance: The barbarian applies DR she gains from the barbarian class to all damage she takes, from any source. This stacks with other damage-reducing abilities, such as energy resistance.

Mythic Greater Rage: The barbarian adds half her tier (minimum +1) to all weapon damage done while raging.

Mythic Indomitable Will: A number of times per day equal to half her mythic tier (minimum 1/day), as a free or immediate action, the barbarian may choose to be immune to a single mind-affecting effect while she is raging.

Mythic Tireless Rage: A number of times per day equal to half her mythic tier (minimum 1/day), as a free or immediate action the barbarian may choose to end any fatigued or exhausted condition she is suffering.

Mythic Mighty Rage: The barbarian confirms all critical threats when raging. If the barbarian also has the mighty swing rage power, once per rage she may turn any successful attack roll into a critical hit.

MYTHIC RAGE POWERS

To take a mythic rage power, a barbarian must have the non-mythic version of the rage power. No mythic rage power may be taken more than once.

Mythic Animal Fury: The barbarian's bite attack gained from animal fury does not suffer a -5 penalty to attack rolls, and the damage die is calculated as if the barbarian was one size category larger.

Mythic Clear Mind: The barbarian may use clear mind a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

Mythic Fearless Rage: While raging, the barbarian's fearless rage ability also applies to all her allies within 60 feet who can see and hear her.

Mythic Increased Damage Reduction: The barbarian's increased damage reduction always applies, even when she is not raging.

Mythic Guarded Stance: The barbarian adds a number of rounds equal to her mythic tier to the duration of her guarded stance.

Mythic Internal Fortitude: The barbarian is immune to the sickened and nauseated conditions, even when she is not raging.

Mythic Intimidating Glare: The barbarian adds her mythic tier to Intimidate checks made with intimidating glare.

Mythic Knockback: The barbarian adds double her mythic tier to the bull rush CMB check made as part of the Knockback ability.

Mythic Low-Light Vision: The barbarian gains low-light vision, even when not raging. When she is raging, her senses become so acute that she always treats an area as if it was at least dimly illuminated. A *darkness* spell negates this ability, but only if its spell level is greater than the barbarian's mythic tier.

Mythic Mighty Swing: The barbarian may use mighty swing a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

Mythic Moment of Clarity: The barbarian may use moment of clarity a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

Mythic Night Vision: The barbarian gains darkvision 60 feet, even when not raging. When raging, her darkvision penetrates all darkness, even magic darkness, to a range of 10 feet.

Mythic No Escape: The barbarian may use no escape a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

Mythic Powerful Blow: The barbarian may use powerful blow a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

Mythic Quick Reflexes: A number of times per rage, equal to half her mythic tier (minimum 1/rage), the barbarian may take a second attack of opportunity against a target for moving out of a space the barbarian threatens, even if the barbarian has already made such an attack for that reason in the same round. The target must move out of a second threatened space to provoke this second attack of opportunity. This counts against the barbarian's maximum number of attacks of opportunity per round.

Mythic Raging Climber: The barbarian gains this rage power's bonus to skill checks, even when not raging.

Mythic Raging Leaper: The barbarian gains this rage power's bonus to skill checks, even when not raging.

Mythic Raging Swimmer: The barbarian gains this rage power's bonus to skill checks, even when not raging.

Mythic Renewed Vigor: The barbarian may use this ability a number of additional times per day equal to half her mythic tier (minimum +1/day), but no more than once per rage.

Mythic Rolling Dodge: The barbarian adds a number of rounds equal to her mythic tier to the duration of her rolling dodge.

Mythic Roused Anger: While raging, the barbarian adds half her mythic tier (minimum +1) to attack rolls made against creatures that use abilities that require the barbarian to make a saving throw or be fatigued or exhausted.



Mythic Scent: The barbarian gains the scent ability, even when not raging.

Mythic Strength Surge: The barbarian may use strength surge a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

Mythic Superstition: While raging, a number of times per day equal to half her mythic tier (minimum 1/day), if the barbarian successfully makes a saving throw against a spell, supernatural ability, or spell ability, she may immediately take an attack against the creature that used the ability, as a free action.

Mythic Surprise Accuracy: The barbarian may use surprise accuracy a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

Mythic Swift Foot: The barbarian always gains the benefit of swift foot, even when not raging, and it applies to all her forms of movement (as mythic fast movement).

Mythic Terrifying Howl: The barbarian may use terrifying howl as a swift action, rather than a standard action.

Mythic Unexpected Strike: The barbarian may use unexpected strike a number of additional times per rage equal to half her mythic tier (minimum +1/rage).

MYTHIC BARD CLASS FEATURES

A mythic bard may choose to have mythic bardic performance, or to have specific types of performance be mythic (such as mythic countersong or mythic inspire competence), or both. Each is treated as a separate mythic class feature – selecting mythic bardic performance only gives you the advantages listed under that entry, below. Each specific form of mythic performance must be selected as its own ability, and a bard may select any type of performance he has access to as a mythic class feature whether or not he has also selected the mythic bardic performance option.

Mythic Spell List: The bard can add one witch spell of a spell level he can cast to his bard class spell list. (He must still select it as a spell known if he wishes to be able to cast it.) If he is mythic tier 3, he can add one wizard spell of a spell level he can cast to his bard class spell list. If he is mythic tier 6, he can add one druid spell of a spell level he can cast to his bard class spell list. This mythic class feature may be selected more

than once. Each time it is selected, it adds another appropriate spell to the bard's class spell list.

Mythic Bardic Knowledge: The bard adds his mythic tier to all Knowledge checks.

Mythic Bardic Performance: The bard can begin a mythic bardic performance as a free or immediate action. Maintaining a mythic bardic performance is also a free action. This acts as a normal bardic performance, but the bard does not need to be able to perform. The music, words, or visuals needed for the performance appear around the bard through sheer mythic power. As long as he can take mental actions, the can use his mythic performance. He can maintain a mythic performance while also using normal bardic performance, even if using an ability to have multiple bardic performances at once (even if those abilities normally don't stack with other methods of maintaining multiple performances, such as *virtuoso performance*). The bard can perform a number of rounds of mythic bardic performance per day equal to his mythic tier. No item or ability that grants additional rounds of bardic performance can extend this number. However, all other options that apply to bardic performances (such as Lingering Performance) also apply to mythic bardic performance.

Mythic Countersong: The bard can expend one round of bardic performance as a standard action to attempt to counterspell any spell with verbal components. This works as if the bard was counterspelling using *dispel magic*, but only applies to spells with verbal components and only against targets able to see and hear the bard.

Mythic Distraction: The bard can expend one round of bardic performance as a standard action to attempt to distract a foe from noticing anything else. The target must be within 30 feet and able to see and hear the bard. The bard makes a Perform check opposed by the target's Perception check or level check (whichever is higher). If the bard wins this opposed check, the target is flat-footed and does not count as an observer for purposes of other creatures making Stealth checks until the beginning of the creature's next round. This form of distracting performance cannot be maintained, but it can be repeated. Each additional use on the same target each day gives the bard a -1 penalty to the opposed Perform check.

Mythic Fascinate: The bard may attempt to use fascinate even against targets distracted by nearby

combat or similar dangers, though they receive a +5 bonus to their saving throws. Obvious dangers do not break the fascinate, but targets do receive an immediate saving throw against it with a +5 bonus whenever a new obvious threat appears.

Mythic Inspire Courage: The bard's inspire courage bonus applies to all saving throws and damage dealt, including damage from spells and other abilities used by the bard and his allies.

Mythic Inspire Competence: The bard may expend 20 rounds of bardic performance and two minutes of time to inspire competence in the skill check an ally makes that takes up to 8 hours (such as a Craft check). If the check takes even longer than a day, the bard may use this ability each day to grant the bonus to the eventual skill check made.

Mythic Suggestion: The suggestion need not be worded to sound reasonable (though asking the creature to do some obviously harmful act still automatically negates the effect of the spell.) and the suggested course of action can include tasks that require up to 1 day per bard level.

Mythic Dirge of Doom: The bard's dirge of doom stacks normally with other fear effects (allowing it to cause creatures to become frightened or panicked).

Mythic Inspire Greatness: The number of bonus Hit Dice and value of the competence bonuses granted by the bard's inspire greatness increases by 1/3 the bard's mythic tier. The bard must be at least mythic tier 3 to select this mythic class feature.

Mythic Soothing Performance: The bard's performances can literally bring the dead to life. When using soothing performance, as a free action the bard may expend an additional 10 rounds of bardic performance to have a creature within range of his performance be affected as if the bard had cast *breath of life* on the target. This functions as long as the bard began the soothing performance within 1 round of the target's death. The *breath of life* heals damage equal to the normal amount for the spell plus the healing of the bard's soothing performance. The bard may affect multiple targets at once, but must expend 10 rounds of bardic performance for each.

Mythic Frightening Tune: The bard increases the radius of his frightening tune by 5 feet per mythic tier. If a creature rolls a natural 1 on its saving throw against a mythic frightening tune, it dies of fear.

Mythic Inspire Heroics: Targets of the bard's inspire heroics that have a mythic tier lower than the bard's (including creatures with no mythic tier) are treated as having a mythic tier equal to half that of the bard (minimum mythic tier 1) for purposes of abilities that affect creatures differently depending on their mythic tier. Affected creatures with a mythic tier at least equal to the bard's gain a +1 bonus to their mythic tier for the same purposes.

Mythic Mass Suggestion: The bard gains a number of follower slots equal to those he would gain if he had the Leadership feat, and adds his mythic tier to his Leadership score for this calculation. If a creature fails a save against the bard's mass suggestion performance, and the bard has an open follower slot of at least the level of the creature, the bard may turn that creature into a follower. Creatures with natural Hit Dice treat each natural Hit Die as two character levels for purpose of what level follower slot they use. If a follower is killed, or leaves due to mistreatment, the follower slot does not become vacant – the only way for the bard to gain new follower slots is to increase his Leadership score.

Mythic Deadly Performance: The bard adds his mythic tier to the saving throw of his deadly performance. If the target makes its save but has fewer mythic tiers than the bard, add the different in mythic tiers to the number of rounds the target is staggered.

Mythic Cantrips: The bard adds his mythic tier to the number of cantrips he knows.

Mythic Versatile Performance: The bard selects one skill he has already selected with versatile performance. He may select a second skill with the same key ability score to associate to the same Performance skill, and use the Performance skill in place of the new associated skill bonus. For example, a bard who has selected to associate Acrobatics with Perform (dance) may select any other Dex-based skill to also be associated with Perform (dance).

Mythic versatile performance may be selected a number of times equal to the number of skills the bard has selected with the versatile performance class feature.

Mythic Well-Versed: The bard becomes immune to bardic performance, sonic, and language-dependent effects from non-mythic sources.

Mythic Lore Master: The bard adds his mythic tier to all Knowledge checks (including when he takes 10 or takes 20).

Mythic Jack of All Trades: The bard treats all skills as if he had a minimum number of ranks in the skill equal to his mythic tier (to a maximum of half his level). If the bard already has a number of ranks in a skill equal to or greater than his tier, this ability has no effect on that skill.

MYTHIC CLERIC CLASS FEATURES

Mythic clerics are powerful and renowned representatives of their deities, often with access to all of their god's available domains.

Mythic Aura: The cleric adds her mythic tier to the strength of her aura for all aspects of alignment where her own alignment and her deity's alignment match. Additionally, for one aspect of her alignment that matches, she gains SR equal to 5 + her tier + her class level against spells with the opposing descriptor. If the selected alignment is neutral the cleric may choose one opposing alignment—once this decision is made it cannot be changed.

For example, Xasha is a neutral good 10th level tier 4 cleric of a neutral good goddess. Xasha adds her tier to her level to determine the strength of her good aura. She also chooses to gain SR based on her Good alignment matching that of her deity, giving her SR 19 against spells with the evil descriptor.

Mythic Orisons: The cleric adds her mythic tier to the number of orisons she can prepare each day.

Mythic Spell List: The cleric can add one paladin spell of a spell level she can cast to her cleric class spell list. If she is mythic tier 3, she can add one spell from a domain available through her god to her cleric class spell list (even if it is not a domain she has selected). If she is mythic tier 6, she can add one inquisitor or druid spell of a spell level she can cast to her cleric class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the cleric's class spell list.

Mythic Channel Energy: The cleric adds her tier to all damage dealt or healed with her channel energy ability.

Mythic Domain (Power): The cleric infuses her connection to divide power with her mythic energies. She adds her mythic tier to her cleric level when determining the effectiveness and duration of any domain powers (though this does not impact

what domain powers or spells she has access to at each class level). If the cleric has more than two domains, this mythic class feature only increases the power of 2 of them, selected when the mythic class feature is taken. (A cleric with more than two domains may take this mythic class feature more than once, applying it to 2 more domains she has each time it is taken).

Additionally, if a domain grants a power that deals 1d6 points of damage + 1 point for every two class levels the cleric possesses, it deals an additional 1d6 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10.

If a domain grants a power that can be used 3 or more times per day, and the number of times per day does not add her class level or half her class level, the cleric adds her tier to the number of times per day it can be used. If it grants an ability that can be used once or twice per day, the cleric gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10.

Some domains gain other specific benefits when selected with mythic domain (power), as noted below.

MYTHIC AIR DOMAIN

At 6th level, the cleric can see through fog, mist, and smoke (including magic fog, mist, and smoke), ignoring any concealment such effects normally grant.

MYTHIC ANIMAL DOMAIN

At 4th level, the cleric adds her mythic tier to her effective druid level when determining the abilities of her animal companion. This cannot exceed her total cleric level.

MYTHIC DEATH DOMAIN

At 8th level the cleric gains a bonus equal to her mythic tier against all death effects, and takes no effect from a death effect she successfully makes a saving throw against.

MYTHIC EARTH DOMAIN

At 6th level the cleric gains DR 1/-. This increases to DR 2/- at 12th level, and DR 3/- at 20th level.

MYTHIC FIRE DOMAIN

At 8th level, the cleric can give a weapon touched the *flaming* special weapon quality for a number of rounds equal to 1/2 her cleric level. This does not stack with any similar effects already on the weapon. She can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th.

MYTHIC HEALING DOMAIN

At 1st level, the cleric's rebuke death ability heals an additional number of hp equal to her mythic tier.

At 6th level, her healer's blessing does stack with the Empower Spell feat.

MYTHIC KNOWLEDGE DOMAIN

At 1st level, the cleric adds her mythic tier to the effective Knowledge check of her lore keeper ability.

MYTHIC NOBILITY DOMAIN

At 8th level, the cleric adds her mythic tier to her Leadership score.

MYTHIC RUNE DOMAIN

At 8th level, the cleric can attack an instantaneous spell with a radius to her blast rune. This spell affects its normal area when the blast rune is triggered, centered on the blast rune.

MYTHIC SUN DOMAIN

At 1st level, whenever the cleric channels positive energy to harm undead creatures, she adds her mythic tier to the damage dealt.

MYTHIC TRAVEL DOMAIN

At 8th level, the cleric adds 10 feet per mythic tier per day to the distance she can dimensional hop.

MYTHIC WATER DOMAIN

At 8th level, the cleric can breathe water as easily as air.

MYTHIC WEATHER DOMAIN

At 8th level, the cleric adds her mythic tier to the number of lightning bolts she can call down each day.



Mythic Domain (Selection): The cleric may select an additional domain from her deity's list of possible domains. This does not increase the number of domain spell slots she gains, but it does give her more domain spells to choose from when preparing a domain spell.

This mythic class feature can be selected more than once, but not more than enough times to have access to all of a deity's domains.

Mythic Domain (Spell Slots): The cleric gains an additional domain spell slot for each spell level, 1st-9th, to a maximum of her mythic tier -1. If the cleric cannot yet prepare spells of an extra domain slot's level, she cannot yet use the additional domain slot for any purpose.

Mythic Spontaneous Casting: The cleric can channel stored spell energy into domain spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any spell from her domains of the same spell level or lower, up to a spell level equal to her mythic tier -1. Thus a tier 2 cleric of 7th level can sacrifice any prepared spell of first level or higher to cast a domain spell of the same or lower level, to a maximum of a 2nd level domain spell (based on her tier).

Mythic Bonus Languages: The cleric gains a number of bonus languages equal to her tier.

MYTHIC DRUID CLASS FEATURES

Mythic druids are forces of nature no less feared than storms, earthquakes, and wild fires.

Mythic Spell List: The druid can add one ranger spell of a spell level she can cast to her druid class spell list. If she is mythic tier 3, she can add one spell from a domain available through nature's bond of a spell level she can cast, to her druid class spell list. If she is mythic tier 6, she can add one cleric spell of a spell level she can cast to her druid class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the druid's class spell list.

Mythic Spontaneous Casting: The druid selects one spell of a level she can cast from her class spell list. She can now cast this spell spontaneously, as she does *summon nature's ally* spells. This mythic class feature may be selected more than once. Each time

it is selected, it adds another appropriate spell to the druid's list of spells that may be cast spontaneously.

Mythic Orisons: The druid adds her mythic tier to the number of orisons she can prepare each day.

Mythic Bonus Languages: The druid can select a number of creature types equal to her Wisdom modifier. If she selects humanoids she must specify a subtype (elf, human, and so on). If she selects outsider, she must specify an alignment. The druid can speak to and understand any creature of the selected types as if she was under the effects of a *tongues* spell.

Mythic Nature's Bond: The druid's bond to nature is so strong, it can grant multiple benefits. If the druid has already selected the animal companion nature's bond, she can also select a domain. If she selects the animal domain, she may end up with two animal companions, in which case all feats and abilities that grant animal companions apply to only one companion each time they are selected. Such feats and abilities may be selected multiple times (once per animal companion) applying to a different companion each time, even if they can't normally be selected more than once.

If the druid has already selected the domain nature's bond, she may either select a second domain (requiring her to decide which domain spells to prepare each day from among those available to her at each spell level, as a cleric does), or select an animal companion.

Alternatively, a druid with an animal companion may choose to receive a mythic animal companion (see below), while a druid who has gained a domain may choose to gain a mythic domain (see below).

Mythic Animal Companion: The druid's animal companion gains a portion of the druid's mythic power. The animal companion gains the hard to kill base mythic ability. If the druid is mythic tier 3, the animal companion also gains the amazing initiative base mythic ability. If the druid is mythic tier 5, the animal companion also gains the recuperation base mythic ability. If the druid is mythic tier 7, the animal companion also gains the mythic saves base mythic ability. If the druid is mythic tier 9, the animal companion also gains the immortal base mythic ability.

Mythic Domain: The druid infuses her connection to divide power with her mythic energies. This acts as the mythic domain (power) cleric mythic class feature.

Mythic Nature Sense: Whenever the druid takes 10 on a Knowledge (nature) or Survival skill check, she gains a +10 bonus to the total.

Mythic Wild Empathy: The bard may use her wild empathy on animals, elementals, fey, humanoids, magical beasts, monstrous humanoids, and plants. If the creature affected does not have an Intelligence of 2 or more, she takes a -10 penalty to her wild empathy check. Creatures affected by the wild empathy with an Intelligence of 1 or no Intelligence score do not attack the druid if friendly, and actively defend her if helpful, but cannot be given any directions.

Mythic Woodland Stride: The druid's woodland stride allows her to move freely through any naturally occurring difficult terrain. Additionally, thorns, briars, and overgrown areas that have been magically manipulated to impede motion have no affect on her unless they are from a mythic source.

Mythic Trackless Step: The druid may choose to have any creature within 30 feet of her, per mythic tier, not leave a trail.

Mythic Resist Nature's Lure: The druid gains a +4 bonus on saving throws against supernatural abilities, spells, and spell-like abilities from creatures of the animal, elemental, fey, magical beast, and plant type. This replaces the +4 bonus gained from resist nature's lure.

Mythic Wild Shape: When the druid uses wild shape, she may choose to gain any one feat possessed by the form she takes, if she meets its prerequisites. She retains use of this feat only while in the appropriate form. At mythic tier 3, she gains two feats, and may use one as a prerequisite for the other. At mythic tier 6, she gains three feats, and at mythic tier 9 she gains four feats.

Instead of a feat, a druid may gain a +2 inherent bonus to an ability score. She must select an ability score that is lower than that of the form she has taken.

Mythic Venom Immunity: As a swift or immediate action, the druid can absorb a poison used against her. This requires making a successful saving throw of the type and DC normally required by the poison (though the druid is still immune if she fails this save). The druid may then add this poison to the next natural bite attack she makes (normally from being in wild shape) within 1 minute per level. The druid may use this ability a number of times per day equal to her mythic tier.



Mythic A Thousand Faces: A thousand faces now works regardless of what form the druid is in.

Mythic Timeless Body: Any penalties the druid accrued from age are eliminated. The druid's maximum lifespan increases to 999 years or double the maximum lifespan of a creature of her race, whichever is longer.

MYTHIC FIGHTER CLASS FEATURES

Mythic fighters are paragons of combat in all forms, often adapting to overcome foes who have previously defeated them.

Mythic Bonus Combat Feat: The fighter's mastery of combat feats is unmatched. Once each day, as a full-round action, he may change one combat feat he has selected. In essence, he loses one bonus feat, and gains a new bonus feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of combat feats the fighter has. Each time it is selected, it allows him to swap out a combat feat one additional time per day. He may swap out the same feat multiple times, or swap out different combat feats.

Mythic Bravery (Ex): Not only is the fighter extremely brave, but also, his steadfast nature can unnerve those who seek to daunt him. The fighter is never frightened or panicked. If circumstances would normally result in him being frightened or panicked, he is instead shaken for the same duration. This is true even if he is already shaken, and a new fear effect applies to the fighter.

If a creature attempts to demoralize the fighter (such as with the Intimidate skill) and fails, or tries to affect him with a fear effect that allows a saving throw, and he succeeds at his save, the fighter may expend one use of mythic power as a swift or immediate action to force that creature to make a Will save (DC 10 +1/2 fighter level + mythic tier + bravery bonus) or be shaken for a number of rounds equal to the fighter's level + mythic tier. This is a mind-affecting fear effect.



Mythic Armor Training (Ex): The fighter has learned how to use his armor to help him avoid damage from most sources. The knowledge that he has this protection gives the fighter greater confidence and resolve.

When the fighter is wearing armor he adds his armor training bonus to any Reflex or Will save he makes (+1 at 3rd level, +2 at 7th, and so on). He also adds it to any Intimidate or Sense Motive check he makes while wearing armor.

Mythic Weapon Training (Ex): The fighter is amazingly accurate and effective with the weapons for which he has received weapon training. When using a weapon from a group for which he has weapon training, whenever the fighter adds a mythic surge to his attack roll, he also adds the same value to the damage done on a successful attack.

Additionally, the fighter may add a mythic surge to an attack roll with such a weapon without expending one use of mythic power. The fighter may do this a number of times per day equal to the number of weapon groups he has selected with weapon training (once per day at 5th, twice per day at 9th, and so on).

The fighter must have the weapon training class feature to take this mythic class feature.

Mythic Armor Mastery (Ex): The fighter's armor is almost a second skin, a part of him that can be sacrificed to save himself. If an attack, spell, or effect would kill the fighter while he is wearing armor or carrying a shield, as a free action he may negate the damage or effect and give his armor or shield the broken condition. The fighter cannot sacrifice armor or a shield with the broken condition to activate this mythic ability.

The fighter cannot sacrifice armor or a shield with the broken condition to activate this mythic ability.

Mythic Weapon Mastery (Ex): The fighter is the ultimate wielder of the weapon he has selected for weapon mastery. When wielding this weapon, if the fighter makes an attack roll against a foe that hits its AC, and any defense or effect prevents the fighter from dealing full damage to the target (including conditions and effects that create a percentile miss chance, DR, etherealness, incorporeality, mirror image, and any other effect that would prevent a successful attack roll from dealing full damage), as a



free action, he may expend one use of mythic power to attempt to bypass the effect and deal full damage.

If the effect the fighter wishes to bypass is non-mythic, he automatically succeeds. If the effect is from a mythic source, he makes a mythic tier check (1d20 + mythic tier) against a DC of 10 + the mythic tier of the source of the ability he wishes to bypass.

MYTHIC MONK CLASS FEATURES

Mythic monks grow to be grand masters who establish their own schools of philosophy and combat.

Mythic AC Bonus: The monk adds his mythic tier to his monk level for purposes of determining his AC bonus.

Mythic Flurry of Blows: The monk may add the extra attacks gained from flurry of blows to the single melee attack he gains as an attack action. At mythic tiers 1-5 this is limited to a single extra attack from flurry of blows. At mythic tier 6-9, a monk of 8th or

higher level may add two extra attacks from flurry of blows to a single melee attack taken as an attack action. At mythic tier 10, a monk of 8th or higher level may add three extra attacks from flurry of blows to a single melee attack taken as an attack action.

This does not allow a monk to gain extra attacks from any other source when taking an attack action, and any abilities or attack options that normally apply to only a single attack (such as a charge taken as a partial action, or Vital Strike) do not apply to the additional attacks gained from flurry of blows.

Mythic Unarmed Strike: The monk may deal his unarmed damage dice in place of his weapon damage dice whenever he deals damage with a monk weapon. This does not change any other aspect of the attack (such as threat range).

Mythic Bonus Feat: Once each day, as a full-round action, the monk may change one bonus feat he has selected from his list of available combat feats. In essence, he loses one bonus feat, and gains a new

bonus feat from his list of available combat feats to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number of bonus combat feats the monk has. Each time it is selected, it allows him to swap out a bonus feat one additional time per day. He may swap out the same feat multiple times, or swap out different bonus feats.

Mythic Stunning Fist: The monk adds his mythic tier to his monk level when determining how many times per day he may use his stunning fist, and what conditions he may apply to targets of such attacks.

Mythic Evasion: The monk is a master of evading attacks. When the monk takes damage, he may expend a use of mythic power to halve the amount of damage he takes. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the ranger failed to save against. Thus the ranger could use mythic evasion to halve the damage you take from a poison if he failed his save, but not any damage the poison deals after its initial effect.

Mythic Fast Movement: The monk adds the additional 10 feet from fast movement to all his forms of movement, even temporary movement (such as gaining flight through a *fly* spell). In the case of movement based on the monk's normal speed (such as making a Climb check to move 1/4 the monk's speed), the additional movement is added both to the monk's normal speed, and again after all other calculations. Thus, an unarmored human monk with a 40 speed (30 feet, +10 feet for fast movement) can make a Climb check to climb 20 feet; 10 feet (1/4 of her 40 foot speed) +10 feet for mythic fast movement.

Mythic Maneuver Training: As long as he is in his normal form, the monk adds his mythic tier to his Combat maneuver Bonus. If the monk's size or shape changes, he does not gain this bonus.

Mythic Still Mind: The monk adds his mythic tier to saving throws against enchantment spells and effects.

Mythic Ki Pool: The monk may expend one use of mythic power to fuel abilities that require ki points without spending a ki point. Once per day the monk may expend 3 points from his ki pool as a free action to recover one use of mythic power.

Mythic Slow Fall: The monk's slow fall works even when not within arm's reach of a wall.

Mythic High Jump: The monk adds his mythic tier to all Acrobatics checks made to jump.

Mythic Purity of Body: As a standard action, the monk may expend one use of mythic power to grant an adjacent ally immunity as the purity of body class feature, for a number of hours equal to his mythic tier.

Mythic Wholeness of Body (Su): The monk can heal himself a number of points of ability damage equal to his mythic tier by expending two points from his ki pool.

Mythic Improved Evasion: As the rogue mythic class feature of the same name (see below).

Mythic Diamond Body: As a standard action, the monk may expend one use of mythic power to grant an adjacent ally immunity as the diamond body class feature, for a number of minutes equal to his mythic tier.

Mythic Abundant Step: The monk may use abundant step as a swift action, rather than a move action.

Mythic Diamond Soul: Once per day, the monk may designate a number of creatures equal to his Wisdom bonus who, for the next 24 hours, bypass his SR when casting spells that note they are (helpless) on either the saving throw or SR line of the spell.

Mythic Quivering Palm: The monk may use his quivering palm a second time each day. If he is mythic tier 6 or higher, can use quivering palm a third time each day.

Mythic Timeless Body: The monk removes any penalties he already suffers from age, and his maximum lifespan is extended by a number of centuries equal to his mythic tier.

Mythic Tongue of the Sun and the Moon: The monk gains telepathy, as the telepathy universal monster ability, with a range of 100 feet per mythic tier.

Mythic Empty Body: The monk's empty body ability costs only 1 point from his ki pool.

Mythic Perfect Self: The monk can cast *plane shift* as a supernatural ability by expending 1 point from his ki pool.

MYTHIC PALADIN CLASS FEATURES

Mythic paladins are icons of virtue, able to turn the tide of battle against the most monstrous of foes.

Mythic Aura of Good: The paladin may expend one use of mythic power to gain an aura of menace (as the ability of creatures of the archon subtype) for a number of minutes equal to her mythic tier. The save DC is $10 + \frac{1}{2}$ the paladin's level $+ \frac{1}{2}$ the paladin's mythic tier + the paladin's Charisma bonus. The paladin does not gain the racial bonus to DC a true archon gains.

Mythic Detect Evil: The paladin may use her *detect evil* ability as a swift action.

Mythic Smite Evil: If the paladin strikes a creature that is not evil with a smite evil attack, the paladin becomes aware the creature is not evil and may choose to deal no damage with the attack. If the paladin chooses to do this, the smite evil ends and does not count against the paladin's number of smite evils per day.

Mythic Divine Grace: As a standard action, the paladin may expend one use of mythic power to grant an adjacent ally a bonus to saving throws equal to her Charisma bonus (as the divine grace class feature), for a number of rounds equal to her mythic tier.

Mythic Lay on Hands: The paladin may expend one use of mythic power to lay on hands an adjacent creature as a swift action.

Mythic Aura of Courage: The range of paladin's aura of courage extends an additional five feet per mythic tier, and functions even if the paladin is unconscious (and for 24 hours after her death).

Mythic Divine Health: As a standard action, the paladin may expend one use of mythic power to grant an adjacent ally immunity as the divine health class feature, for a number of hours equal to her mythic tier.

Mythic Mercy: When the paladin uses her lay on hands, as a swift action, she may expend one use of mythic power to change her current mercies. She may switch any mercy she has for another mercy available to her at the same or lower level. The new selection of mercies last until she changes them again, or she next regains daily uses of lay on hands.

Mythic Channel Energy: As the cleric mythic class feature of the same name (see above).

Mythic Spell List: The paladin can add one cleric spell of a spell level she can cast to her paladin class spell list. If she is mythic tier 5 she can add one inquisitor or ranger spell of a spell level she can cast to her paladin class spell list.



This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the paladin's class spell list.

Mythic Divine Bond: The paladin's bond to her god is so strong, it can grant multiple benefits. If the paladin has already selected the steed divine bond, she can also select the weapon divine bond. If she selects the weapon divine bond, she can also select the steed divine bond.

Alternatively, a paladin with a steed divine bond may choose to receive a mythic steed (see below), while a paladin with the weapon divine bond may select the mythic weapon divine bond (see below).

Mythic Steed: The paladin's steed gains a portion of her mythic power. The steed gains the hard to kill base mythic ability. If the paladin is mythic tier 3, the steed also gains the amazing initiative base mythic ability. If the paladin is mythic tier 5, the steed also gains the recuperation base mythic ability. If the paladin is mythic tier 7, the steed also gains the mythic saves base mythic ability. If the paladin is mythic tier 9, the steed also gains the immortal base mythic ability.

Mythic Weapon Divine Bond: The paladin infuses her connection to divine power with her mythic energies. She adds her mythic tier to her paladin level when determining the effectiveness and duration of her divine weapon bond. Additionally, she may expend one use of mythic power to grant the *bane* weapon property to her bonded weapon (consuming an amount of bonus equal to the property's cost, as normal with a divine weapon bond).

Mythic Aura of Resolve: The range of paladin's aura of resolve extends an additional five feet per mythic tier, and functions even if the paladin is unconscious (and for 24 hours after her death).

Mythic Aura of Justice: The range of paladin's aura of justice extends an additional five feet per mythic tier, and she may choose to active it by expending one use of mythic power.

Mythic Aura of Faith: The range of paladin's aura of faith extends an additional five feet per mythic tier, and causes weapons affected to strike as good and cold iron (as well as whatever material they are actually made of).

Mythic Aura of Resolve: The range of paladin's aura of righteousness extends an additional five feet per mythic tier, and functions even if the paladin is unconscious (and for 24 hours after her death).

Mythic Holy Champion: The paladin's DR become DR 10/–, and the *banishment* function of her smite evil does not end the smite evil ability (though it gains only one *banishment* effect per foe).

MYTHIC RANGER CLASS FEATURES

Mythic rangers can cross any terrain, and hunt any foe.

Mythic Favored Enemy: The ranger adds half his favored enemy bonus to his saving throws against spells and abilities from favored enemies, and to his AC against attacks made by favored enemies to confirm critical threats.

Mythic Track: Whenever the ranger takes 10 on a Survival skill check to follow tracks, he gains a +10 bonus to the total.

Mythic Wild Empathy: As the druid mythic class feature of the same name.

Mythic Combat Style Feat: The ranger's mastery of his selected combat style is unmatched. Once each day, as a full-round action, he may change one bonus feat he has selected from his combat style. In essence, he loses one bonus feat, and gains a new bonus feat from his combat style to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number of bonus combat style feats the ranger has. Each time it is selected, it allows him to swap out a bonus combat style feat one additional time per day. He may swap out the same feat multiple times, or swap out different bonus combat feats.

Mythic Endurance: The ranger is immune to nonlethal damage from extreme heat and cold, and the penalties of the fatigued condition. He can still be fatigued (causing him to become exhausted if he gains a second fatigued condition), but does not suffer any drawbacks from the fatigued condition.

Mythic Favored Terrain: The ranger gains a bonus to movement in his favored terrain, equal to +5 feet to all movement types for every +2 favored terrain bonus he gains in that terrain.

Mythic Hunter's Bond: The ranger's power as a hunter is so strong, it can grant multiple benefits. If the ranger has already selected the animal companion nature's bond, he may gain a bond with his allied companions. If he already has a bond with his allied companions, he may gain an animal companion.

Alternatively, a ranger can make his existing hunter's bond stronger, gaining one of the mythic hunter's bonds below.

Mythic Allied Companion Bond: When the ranger takes a move action to grant half his favored enemy bonus to his allies, they also count as mythic creatures for purposes of how spells and abilities from those favored enemies affect them.

Mythic Animal Companion Bond: As the druid mythic class feature (see above). A ranger must have an animal companion to select this mythic class feature.

Mythic Spell List: The ranger can add one druid spell of a spell level he can cast to his ranger class spell list. If he is mythic tier 5 he can add one paladin (if lawful good), antipaladin (if chaotic evil), or inquisitor (for any other alignment) spell of a spell level he can cast, to his ranger class spell list.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the ranger's class spell list.

Mythic Woodland Stride: As the druid mythic class feature of the same name (see above).

Mythic Swift Tracker: The ranger never takes penalties to tracking based on movement, even if mounted or flying.

Mythic Evasion: The ranger is a master of evading attacks. When a ranger takes damage, he may expend a use of mythic power to halve the amount of damage he takes. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the ranger failed to save against. Thus the ranger could use mythic evasion to halve the damage you take from a poison if he failed his save, but not any damage the poison deals after its initial effect.

Mythic Quarry: The ranger adds half his mythic tier (minimum +1) to the number of creatures he may have designated as a quarry at a time. If the ranger has a current quarry, he still must wait an hour to designate a new quarry.

Mythic Camouflage: When in a favored terrain, if the ranger is in circumstances that allow him to make a Stealth check, he may also become *invisible*



(as the spell) as a free action. His invisibility lasts until he attacks (per the spell's definition of an attack), or he is no longer in a circumstance that allows a Stealth check.

Mythic Improved Evasion: As the rogue mythic class feature of the same name (see below).

Mythic Hide in Plain Sight: When in favored terrain, the ranger can cast *improved invisibility* at will, using his ranger level as its caster level. A ranger must have mythic camouflage to select this mythic class feature.

Mythic Improved Quarry: The ranger adds half his mythic tier (minimum +1) to Survival checks and attack rolls made against his quarry. If he also has mythic quarry (see above), he can add a new quarry after 10 minutes, up to his maximum number of designated quarries.

Mythic Master Hunter: The ranger adds half his mythic tier (minimum +1) to the save DC of attacks made using the master hunter ability.

MYTHIC ROGUE CLASS FEATURES

Mythic rogues are the source of urban legends and fairy tales of clever and mischievous heroes.

Mythic Evasion (Ex): The rogue is a master of evading attacks. When the rogue takes damage she may expend a use of mythic power to halve the amount of damage she takes. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the rogue failed to save against. Thus the rogue could use mythic evasion to halve the damage she takes from a poison if she fails her save, but not any damage the poison deals after its initial effect.

Mythic Improved Uncanny Dodge (Ex): The rogue adds half her tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

Mythic Sneak Attack (Ex): The rogue is an expert at creating situations where she can make an unexpected attack. Her first attack each round targeting a non-mythic creature is a sneak attack, even if the creature is not flanked or denied its Dex to AC. Additionally, when the rogue sneak attacks a creature that is immune to sneak attacks (such as an elemental) or negates sneak attack damage (such as a target with *armor of fortification*), she may expend one use of mythic power to still deal her sneak attack damage to the creature.

Mythic Trap Sense (Ex): The rogue's ability to sense traps even allows her to position and warn allies so they are less likely to be damaged by traps. All allies within 60 feet of the rogue that she can see gain the benefits of her trap sense class feature. Additionally, she adds her tier to her AC against attacks made by traps, and to any saving throw she makes against a trap's attack or effects.

Mythic Trapfinder (Ex): The rogue has an amazingly sharp eye for details. She may search for something (such as a trap or hidden creature) as a swift action.

Mythic Uncanny Dodge (Ex): Against attacks from non-mythic sources, the rogue is never considered to be flat-footed or to have lost her Dex bonus to AC unless she is helpless.

MYTHIC TALENTS

To take a mythic talent, a rogue must have the non-mythic version of the talent. No mythic talent may be taken more than once.

Mythic Bleeding Attack (Ex): The rogue adds half her tier to the amount of bleed damage she inflicts with bleeding attack (minimum +1), and adds her full tier to the DC of the Heal check required to stop the bleed.

Mythic Combat Trick: The rogue gains a bonus combat feat. She adds her tier to her fighter level for purposes of meeting this feat's prerequisites. (Thus a rogue with mythic tier 4 could take Weapon Specialization, if she also had Weapon Focus).

Mythic Fast Stealth (Ex): If people are observing the rogue using any of their senses, and the observers are momentarily distracted (such as by a Bluff check), the rogue can attempt a Stealth check if she can get to an unobserved place of some kind without taking the normal -10 penalty for having to move quickly.

If the rogue is sniping (having already successfully used Stealth at least 10 feet from her target) and she makes one ranged attack and then immediately use Stealth again, she takes only a -10 penalty on her Stealth check to maintain her obscured location (rather than the normal -20).

Mythic Finesse Rogue (Ex): The rogue adds her Dexterity bonus to damage instead of her Strength bonus when attacking with any melee weapon to which Weapon Finesse applies.

Mythic Ledge Walker (Ex): The rogue need not make an Acrobatics check to avoid being knocked prone after taking damage when moving along a narrow surface, nor even to move along the narrow surface. The rogue treats narrow surfaces as normal terrain.

Mythic Major Magic (Sp): The rogue gains an additional number of 1st-level sorcerer/wizard spells equal to half her mythic tier (minimum +1). Each may be cast twice per day, following the rules for the major magic talent.

A rogue must have the mythic minor magic talent to take the mythic major magic talent.

Mythic Minor Magic (Sp): The rogue may cast the 0-level spell she gained through minor magic an unlimited number of times per day.

Mythic Quick Disable (Ex): The rogue can disable any trap as a full round action. If she also has the astounding disable trickster path ability, she can disable a device as a move action, or in place of a melee attack.

Mythic Resiliency (Ex): As an immediate or swift action, the rogue may expend a use of mythic power to use the resiliency talent, even if she has already used it that day. Additionally, any time she uses resiliency, she adds her tier to the number of temporary hit points gained.

Mythic Rogue Crawl (Ex): The rogue may move normally while prone, and does not have a –4 penalty on melee attack rolls or to AC against melee attacks when prone.

Mythic Slow Reaction (Su): The rogue adds half her tier (minimum +1) to the number of rounds during which a foe hit by her sneak attack cannot make attacks of opportunity. Additionally, she may expend a use of mythic power to force a foe hit by her sneak attack to attempt a Fortitude save (DC 10 +rogue's Int bonus + rogue's mythic tier) or also be *slowed* for this duration (as the spell).

Mythic Stand Up (Ex): Neither the rogue, nor any allies adjacent to her, provokes an attack of opportunity by standing from prone.

Mythic Surprise Attack (Ex): Non-mythic targets are considered flat-footed to the rogue until the end of the rogue's turn in the first full round of combat.

Mythic Trap Spotter (Ex): If an ally the rogue can see, who is within 60 feet of her, comes within 10 feet of a trap, she receives an immediate Perception check to notice the trap. This check is made in secret by the GM. If successful, the rogue notices the trap before the ally can trigger it, and may shout a warning as a free action (even if it is not the rogue's turn).

Mythic Weapon Training (Ex): The rogue's Weapon Focus feat applies to all weapons she gains proficiency with as a rogue.

MYTHIC ADVANCED TALENTS

To take a mythic advanced talent, a rogue must have the non-mythic version of the talent. No mythic advanced talent may be taken more than once.

Mythic Crippling Strike (Ex):* When the rogue uses her crippling strike talent, she may choose to deal 4 points of Strength damage, 4 points of Dexterity damage or 2 points of Strength and 2 points of Dexterity damage.

Mythic Defensive Roll (Ex): The rogue adds half her tier (minimum +1) to Reflex saves made as part of her defensive roll. If the rogue successfully



uses her defensive roll advanced talent, she takes no damage from the attack she used it against. Additionally, she may expend 2 uses of mythic power to use her defensive roll even if she has already used it that day.

Mythic Dispelling Attack (Su):* When the rogue uses her dispelling attack, it applies to every spell on her target. A rogue must have the major magic rogue talent and mythic major magic talent before choosing mythic dispelling attack.

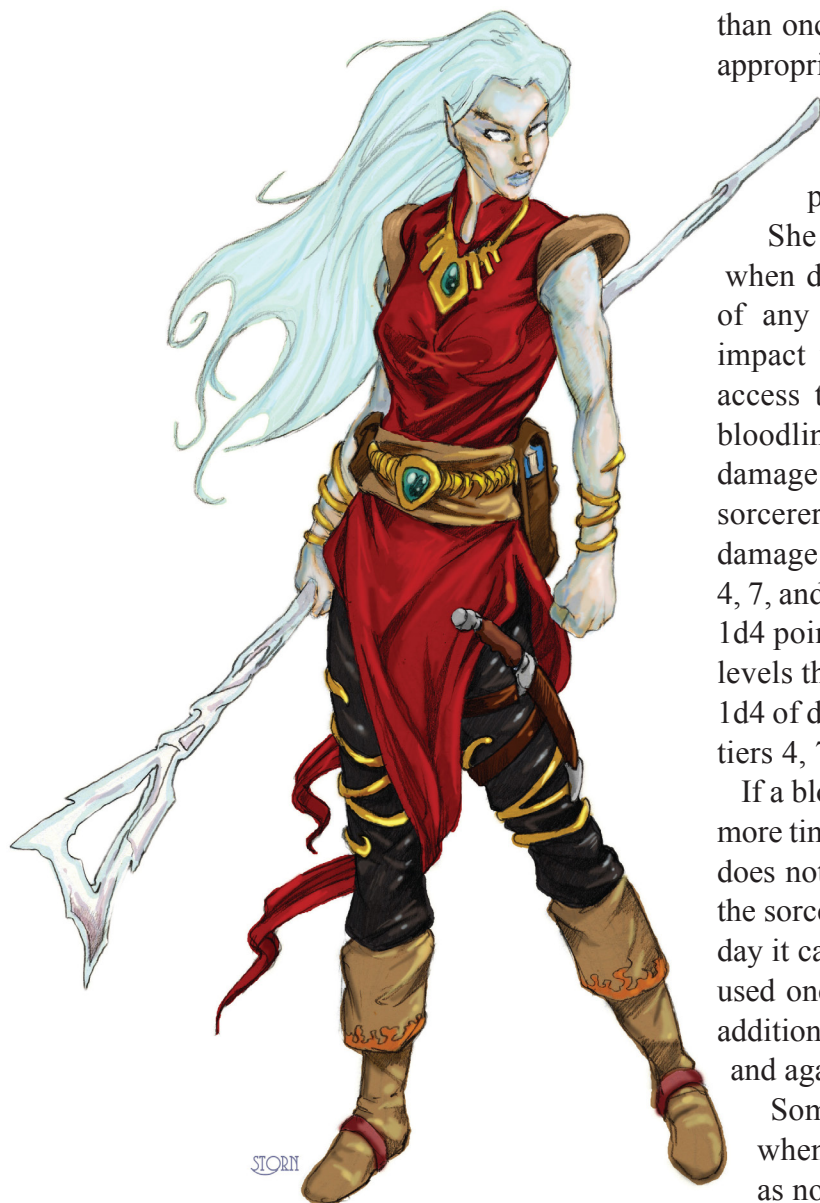
Mythic Improved Evasion (Ex): On a failed Reflex save the rogue takes only 10% of an effect's damage. Additionally, she only takes half damage

from any area attack, even if it does not allow a Reflex save. A rogue must have the mythic evasion class feature before choosing the mythic improved evasion advanced talent.

Mythic Opportunist (Ex): The rogue may continue to use the opportunity talent as long as she has attacks of opportunity left – she is not limited to only using opportunity once per round.

Mythic Skill Mastery (Ex): When the rogue takes 10 with a skill she has skill mastery for, she adds her tier to the result.

Mythic Slippery Mind (Ex): If a rogue with mythic slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again once per round. After her first additional attempt, the DC increases by a successive +1 on each additional attempt thereafter (+1 on her 3rd attempt, +2 on her 4th attempt, and so on).



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Mythic Feat: The rogue may select a mythic feat. Treat her mythic tier as being 2 higher for purposes of meeting this feat's prerequisites, and for any tier-related calculations made for this feat.

MYTHIC SORCERER CLASS FEATURES

Mythic sorcerers grow to be more than human, and often establish dynasties that build and rule kingdoms.

Mythic Spell List: The sorcerer can add one witch spell of a spell level she can cast, to her sorcerer class spell list. If she is mythic tier 5 she can add one bard or summoner spell of a spell level she can cast, to her sorcerer class spell list. She must still choose the spell as a spell known (counting normally against her maximum spells known) to be able to cast the spell.

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the sorcerer's class spell list.

Mythic Bloodline (Power): The sorcerer infuses her connection to the powers of her blood with mythic energies. She adds her mythic tier to her sorcerer level when determining the effectiveness and duration of any bloodline power (though this does not impact what bloodline powers or spells she has access to at each class level). Additionally, if a bloodline grants a power that deals 1d6 points of damage + 1 point for every two class levels the sorcerer possesses, it deals an additional 1d6 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10. If a bloodline grants a power that deals 1d4 points of damage + 1 point for every two class levels the sorcerer possesses, it deals an additional 1d4 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10.

If a bloodline grants a power that can be used 3 or more times per day, and the number of times per day does not add her class level or half her class level, the sorcerer adds her tier to the number of times per day it can be used. If it grants an ability that can be used once or twice per day, the sorcerer gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10.

Some bloodlines gain other specific benefits when selected with mythic bloodline (power), as noted below.

MYTHIC ABERRANT BLOODLINE

At 1st level, the sorcerer's bloodline arcana stacks with Extend Spell.

At 9th level, the sorcerer adds her mythic tier to her % chance to ignore any critical hit or sneak attack scored against her.

At 11th level, the sorcerer's actual reach increases by 5 feet, extending her threatened area. At 17th level, the sorcerer's actual reach increases by another 10 feet. These increases do not stack with the extra reach gained from long limbs only when making a melee touch attack.

MYTHIC ABYSSAL BLOODLINE

At 3rd level, the sorcerer gains resist acid, cold, and fire equal to 1/2 her mythic tier (minimum resist 1). At 9th level, it is equal to her mythic tier. This stacks with any other resist to acid, cold, or fire she has.

MYTHIC ARCANE BLOODLINE

At 1st level, the sorcerer's bloodline arcana stacks with Heighten Spell.

The arcane bond the sorcerer selects acts as the mythic arcane bond wizard mythic class feature.

At 9th, 13th, and 17th level, the sorcerer may choose to add a witch or magus spell with new arcana, rather than a wizard spell.

MYTHIC CELESTIAL BLOODLINE

At 3rd level, the sorcerer gains a +2 bonus to saves against poison. This increases to +4 at 9th level.

MYTHIC DESTINED BLOODLINE

At 1st level, the luck bonus to saves gained from the bloodline arcana lasts for 2 rounds. At mythic tier 5, it lasts for 3 rounds. At mythic tier 10, it lasts for 4 rounds.

At 3rd level, the luck bonus to AC against attacks the sorcerer is unaware of increases by 1. It increases by another 1 at mythic tier 4, 7, and 10.

MYTHIC DRACONIC BLOODLINE

At 1st level, the sorcerer adds her mythic tier to damage done by spells she casts with an energy descriptor that matches her draconic bloodline's energy type.

At 3rd level, the sorcerer gains a +2 bonus to saves against paralysis and sleep. This increases to +4 at 9th level, and +6 at 15th level.

MYTHIC ELEMENTAL BLOODLINE

At 1st level, whenever the sorcerer casts a spell with an energy descriptor that matches her elemental bloodline's energy type, that spell deals +1 point of damage per die rolled.

At 3rd level, whenever the sorcerer is affected by a spell that deals damage that matches the sorcerer's elemental bloodline type, and the spell has a caster level no lower than the sorcerer's character level -2, if the spell does not successfully harm the sorcerer the sorcerer gains a +1 bonus to caster level for a number of rounds equal to half the spell's spell level. At mythic tier 6, if the spell is mythic and does not damage the sorcerer, the caster level bonus is +2.

MYTHIC FEY BLOODLINE

At 1st level, the sorcerer adds half her mythic tier (minimum +1) to her caster level when casting spells of the compulsion subschool.

At 3rd level, the sorcerer's woodland stride even works in undergrowth that has been magically manipulated, as long as the magic is not mythic.

At 15th level, the sorcerer can roll twice when attempting to overcome spell resistance, and use the best of the two results, rather than rerolling such rolls at will.

MYTHIC INFERNAL BLOODLINE

At 1st level, the sorcerer adds half her mythic tier (minimum +1) to her caster level when casting spells of the charm subschool.

At 3rd level and higher, the sorcerer's infernal resistance grants her resist cold of the same amount as resist fire.

At 20th level, the sorcerer gains cold resist 20.

MYTHIC UNDEAD BLOODLINE

At 1st level, the sorcerer treats all undead as humanoids for purposes of what spells can affect them.

At 3rd level, the sorcerer gains a +2 bonus to saves against paralysis and sleep. This increases to +4 at 9th level, and +6 at 15th level.

Mythic Bloodline (Selection): The sorcerer may select an additional bloodline. Each day when she regains uses of the spells per day, she must select which bonus bloodline spell she knows at each spell level she has access to, selecting from the bloodline spells of all her bloodlines. This selection remains until she next regains spells per day. When she gains a bonus bloodline feat, she may select it from all her bonus feats from all bloodlines.

Mythic Spontaneous Casting: The sorcerer does not take additional time to cast spontaneous metamagic spells.

Mythic Cantrips: The sorcerer adds her mythic tier to the number of cantrips she knows.

Mythic Eschew Materials: The sorcerer gains the Mythic Eschew Materials feat.

Mythic Bloodline Feat: The power of the sorcerer's bloodline is augmented by the mythic abilities. Once each day, as a full-round action, she may change one bloodline feat she has selected from all her bloodlines. In essence, she loses one bonus feat, and gains a new bonus feat from a bloodline to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number

of bloodline feats the sorcerer has. Each time it is selected, it allows her to swap out a bloodline feat one additional time per day. She may swap out the same feat multiple times, or swap out different bloodline feats.

MYTHIC WIZARD CLASS FEATURES

Mythic wizards are scholars without peer, and advisors to the most powerful mortals in their worlds.

Mythic Skill Points: The wizard gains 1 additional skill point per level, which must be spent on Craft, Knowledge, or Profession.

Mythic Skills: The wizard adds half his mythic tier (minimum +1) to all Craft, Knowledge, and Profession skills in has at least one rank in.

Mythic Spell List: The wizard can add one witch spell of a spell level he can cast, to his wizard class spell list. If he is mythic tier 5 he can add one bard or summoner spell of a spell level he can cast, to his wizard class spell list. If he is mythic tier 10 he can add one spell from any class list of a spell level he can cast, to his wizard class spell list. He must still take time and make a roll to learn the spell, but he is considered to always have access a source of the spell (as if he had another spellcaster's spellbook with the spell in it).

This mythic class feature may be selected more than once. Each time it is selected, it adds another appropriate spell to the wizard's class spell list.

Mythic Arcane Bond: The wizard's arcane powers are greatly augmented by his mythic abilities, allowing his arcane bond to grant multiple benefits. If the wizard has already selected a familiar, he may also gain a bonded object. If he already has a bonded object, he may gain a familiar.



Alternatively, a wizard can make his existing arcane bond stronger, gaining one of the mythic arcane bonds below.

Mythic Bonded Object: The wizard suffers no penalties to cast spells when his bonded object is not worn or in hand. However, when it is worn or in hand, the wizard's caster level (for purposes of the effectiveness of spells and caster level checks) is increased by 2.

Mythic Familiar: The wizard's familiar is considered a mythic creature with a mythic tier equal to half its master's (minimum tier 1). The wizard may choose to have any spell he casts originate and calculate its range from his familiar, rather than from himself. He must either be able to see his familiar, or have line of effect to his familiar, to cast spells in this way.

Mythic Scribe Scroll: The wizard gains the Mythic Scribe Scroll feat.

Mythic Arcane School: Each day, before preparing spells, the wizard selects one arcane school to specialize in, and two opposed schools. (Alternately, the wizard may specialize in the universalist school, in which case, no opposed schools are selected). The wizard retains selected specialized and opposed schools until he first prepares spells the next day.

When the wizard prepares spells, he may use his additional spell slots gained for specialization to prepare spells from the school he has specialized in for the day, and must expend higher-level spell slots to prepare schools from his opposed schools for the day. If any of those spells are still prepared when he next changes his school specialization, the prepared spells are dismissed and new spells must be prepared in those slots.

Mythic Cantrips: The wizard adds his mythic tier to the number of cantrips he can prepare.

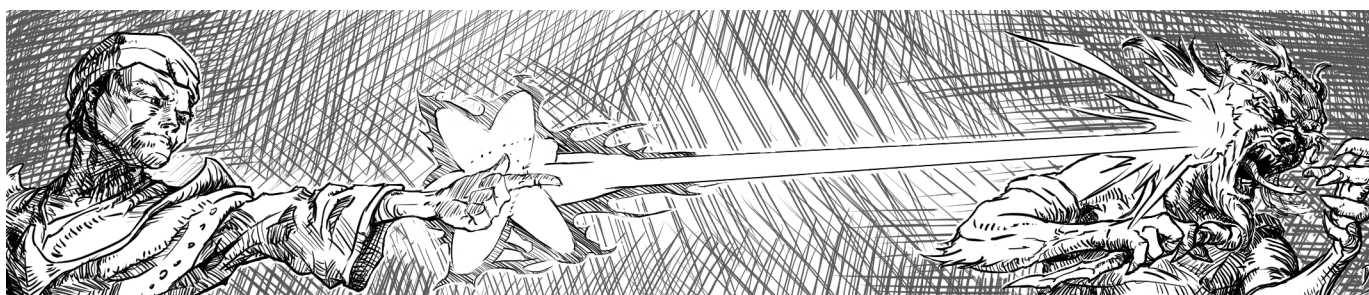
Mythic Bonus Languages: The wizard gains a number of bonus languages equal to his tier.

Mythic Bonus Feats: The wizard's mastery of magic feats is unmatched. Once each day as a full-round action he may change one metamagic or item creation feat he has selected. In essence, he loses one metamagic or item creation feat, and gains a new metamagic or item creation feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

This mythic class feature may be selected more than once, but not more times than the total number of metamagic or item creation feats the wizard has. Each time it is selected, it allows him to swap out a metamagic or item creation feat one additional time per day. He may swap out the same feat multiple times, or swap out different metamagic or item creation feats.

Mythic Spellbooks: The wizard creates one spellbook that contains the secret knowledge of a specific arcane school. If the wizard prepares spells from this spellbook when he first prepares spells for the day, he gains all the advantages of a specialist wizard of the selected arcane school. The wizard can only possess one such spellbook at a time, and no other wizard may learn or prepare spells from it. If it is destroyed, the wizard can create it without access to a spellbook containing the same spells by re-scribing all the spells it contained. It must contain at least one spell of every spell level the wizard can cast.

A wizard must have the mythic arcane school class feature before he can take this mythic class feature. A wizard may take this mythic class feature more than once. Each time, it allows him to create a new spellbook with the secrets to another arcane school. No matter how many arcane schools he specializes in on a given day, he always has two (and only two) opposition school (determined each day when he prepares his spells). A wizard may never be specialized in an arcane school he has selected as an opposition school.



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