



MYTHIC OPTIONS

MYTHIC BASE 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, we presented mythic upgrades for every class feature and talent for all the official core classes from the core rulebook in **Mythic Options: Core Mythic Class Features**. This allowed characters to focus on classic abilities, such as armor mastery, evasion, uncanny dodge, and even bloodlines, domains, and arcane schools.

In addition to the core classes, new base and "alternate" classes were introduced in *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Magic*. For mythic campaigns allows these classes and mythic class features, in this volume we present mythic upgrades for every class feature of every alternate and base class, covering all the abilities each class receives in the book it is first introduced.

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 ALCHEMIST CLASS FEATURES

Mythic alchemists bend the rules of reality, and sometimes of common sense.

MYTHIC ALCHEMY

As a standard action, the alchemist can expend one use of mythic power to create any one extract without expending any of his daily allotment of extracts. The extract must be on the alchemist class formula list, must be of a level that he can create, and must have a casting time of "1 standard action" (or less). The alchemist doesn't need to have the formula prepared, nor does it need to be on his list of formulas known. When creating an extract in this way, the alchemist treats his caster level as 2 levels higher for the purpose



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of any effect dependent on level. The alchemist may can apply any metamagic feats he knows to this extract, but its total adjusted level cannot be greater than that of the highest-level extract he can create.

MYTHIC BOMB

As a standard action, the alchemist can expend one use of mythic power to create any one bomb without expending any of his daily allotment of bombs. He doesn't need to have the discoveries used to create the bomb, but they must be discoveries he meets all the prerequisites for. When creating a bomb in this way, he treats his alchemist level as 2 levels higher for the purpose of any effect dependent on level. The alchemist still cannot apply more than one discovery listed with an asterisk* to this bomb.

MYTHIC BREW POTION

Once per day the alchemist can expend one use of mythic power and one use per day of bombs to create a magic potion as a standard action. The alchemist must spend the normal gp cost of material for this potion, and still must make a successful Craft (alchemy) check as normal for potion creation.

MYTHIC MUTAGEN

Each time the alchemist uses a mutagen, he gains a special surging power he can call on once during the duration of that mutagen. The surging power may be used one of three ways, determined when he uses it.

Surging Attack (Ex): As a swift action, the alchemist may make a ranged attack at his highest attack bonus. This is in addition to any other attacks he makes this round. When making this attack, he ignores the target's cover and any concealment other than total cover, and adds his mythic tier to the attack roll. Damage from this attack bypasses all damage reduction.

Surging Charge (Ex): As a swift action, the alchemist may move up to his speed. At any point during this movement, he may make a single melee or ranged attack at his highest attack bonus, adding his tier to the attack roll. This is in addition to any other attacks he makes this round. Damage from this attack bypasses all damage reduction.

Surging Attack (Ex): As a swift action, the alchemist may make a melee attack at his highest attack bonus. This is in addition to any other attacks he makes this round. When making a sudden attack, he rolls twice and takes the better result, adding his tier to the attack roll. Damage from this attack bypasses all damage reduction.

MYTHIC THROW ANYTHING

The alchemist increases the range increment of his bombs, and anything else he throws, by 5 feet per mythic tier. The alchemist may throw objects ten range increments (rather than the normal 5).

MYTHIC DISCOVERIES

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

Mythic Acid Bomb: The alchemist can cause any bomb he throws to inflict acid damage (rather than its normal damage type), or have its damage deal two different damage types (each dealing half the bomb's total damage), and make one of them acid. When the alchemist throws a bomb or alchemical weapon that deals acid damage (and no other damage type), he adds his mythic tier to the damage dealt (both on a direct hit and to splash damage). If it deals only half acid damage (and half a different damage type), he adds half his mythic tier.

Mythic Combine Extracts: The alchemist can add a third extract to his combined extract. The third extract must have a level no greater than half the level of the lowest-level other extract.

Mythic Concentrate Poison: The alchemist's concentrated poisons do not go bad after an hour, and instead last until used.

Mythic Concussive Bomb: The alchemist can cause any bomb he throws to inflict sonic damage (rather than its normal damage type), or have its damage deal two different damage types (each dealing half the bomb's total damage), and make one of them sonic. This does not reduce the damage die of the bomb.

Mythic Delayed Bomb: The alchemist's delayed bombs can be delayed up to 24 hours, and he may have a number of delayed bombs at one time equal to 1 + his mythic tier.

Mythic Dilution: Through the power of the alchemical "law of similars," the alchemist actually makes poisons stronger when he dilutes them. The alchemist may increase the save DC of a diluted poison by 1, or add +1 to one type of damage it inflicts. The same choice must be made for both doses that result from a diluted poison.

Mythic Dispelling Bomb: The alchemist may select a number of creatures in the dispelling bomb's splash area to also be subject to a targeted dispel. This number is equal to the alchemist's mythic tier.

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Mythic Elixir of Life: The alchemist may use his elixir of life on other living creatures, which affects them the same way it does when he drinks it himself. Additionally, the alchemist adds his mythic tier to the number of days an imbibed elixir of life remains active in a living creature.

Mythic Enhance Potion: The alchemist adds his mythic tier to both the number of times per day he may use the enhance potion discovery, and the caster level of potions enhanced by this discovery.

Mythic Eternal Potion: The alchemist may have a number of permanent effects at one time equal to $1 + \frac{1}{2}$ his mythic tier (minimum of two total effects).

Mythic Explosive Bomb:* The alchemist's bombs may have a splash radius of up to 10 feet plus 5 feet per 3 mythic tiers (rounding all fractions up) rather than 5 feet. The alchemist may choose the radius each time he throws a bomb.

Mythic Extend Potion: The alchemist's extend potion now applies to extracts.

Mythic Fast Bombs: The alchemist may now throw a bomb as an attack of opportunity (though this provokes an attack of opportunity unless he was some way to make ranged attacks without doing so). The creature that provokes the attack of opportunity is the target of the bomb, which follows normal splash damage rules.

Mythic Feral Mutagen: The alchemist is treated as being one size category larger when determining the damage of his natural attacks from feral mutagen. At mythic tier 6 or higher, he is treated as being two size categories larger.

Mythic Force Bomb:* The alchemist's force bombs deal $1d6 + 1$ damage per die, rather than $1d4$.

Mythic Frost Bomb:* The alchemist can cause any bomb he throws to inflict cold damage (rather than its normal damage type), or have its damage deal two different damage types (each dealing half the bomb's total damage), and make one of them cold. When the alchemist throws a bomb or alchemical weapon that deals cold damage (and no other damage type) he adds his mythic tier to the damage dealt (both on a direct hit and to splash damage). If it deals only half cold damage (and half a different damage type), he adds half his mythic tier.

Mythic Grand Mutagen: The alchemist no longer takes a -2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists.

Mythic Mythic Greater Mutagen: The alchemist's mutagen now grants a $+6$ alchemical bonus to two physical ability scores (Strength, Dexterity, or Constitution).

Mythic Infuse Mutagen: The alchemist may create a number of persistent mutagens without paying a gp cost or taking Intelligence damage, to a maximum number at one time equal to $1 +$ his mythic tier (minimum 2).

Mythic Inferno Bomb: The alchemist can now combine inferno bomb with other discoveries that have an asterisk*.

Mythic Infusion: The alchemist may create a number of persistent extracts equal to half his mythic tier (minimum 1) that do not continue to occupy one of the alchemist's daily extract slots.

Mythic Madness Bomb: Targets that take a direct hit from a madness bomb must make a Will save ($DC\ 10 + \frac{1}{2}$ alchemist level + alchemist Int bonus) or be confused for as long as they have wisdom damage from the bomb.

Mythic Poison Bomb:* The effects of the smoke created by an alchemist's bomb add half the alchemists' mythic tier (minimum $+1$) to the hit die range of each effect. Thus a poison bomb from a tier 4 alchemist adds 2 HD to each effect range, automatically killing any living creature with 5 or fewer HD with no save (rather than 3 HD or less). A living creature with 6 to 8 HD is slain unless it succeeds on a Fortitude save (in which case it takes $1d4$ points of Constitution damage on your turn each round while in the cloud). A living creature with more than 8 HD takes $1d4$ points of Constitution damage on the alchemist's turn each round while in the cloud (a successful Fortitude save halves this damage).

Mythic Precise Bombs: The alchemist may exclude any number of targets from the splash damage from his bombs, even if his attack misses.

Mythic Shock Bomb:* The alchemist can cause any bomb he throws to inflict electricity damage (rather than its normal damage type), or have its damage deal two different damage types (each dealing half the bomb's total damage), and make one of them electricity. When the alchemist throws a bomb or alchemical weapon that deals electricity damage (and no other damage type) he adds his

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mythic tier to the damage dealt (both on a direct hit and to splash damage). If it deals only half electricity damage (and half a different damage type), he adds half his mythic tier.

*Mythic Smoke Bomb**: The alchemist's smoke bombs can now act as *solid fog*.

Mythic Sticky Bomb: The alchemist adds half his mythic tier (minimum +1) to the number of rounds his sticky bomb's effects continue to damage creatures.

Mythic Sticky Poison: The alchemist adds half his mythic tier (minimum +1) to the number of strikes a weapon he poisons remains poisoned.

*Mythic Stink Bomb**: The target of a direct hit from the alchemist's stink bomb is affected by *nauseating trail* (*Pathfinder RPG Advanced Class Guide*) at the alchemist's caster level. He is still subject to the stinking bomb's nauseating effect.

MYTHIC POISON RESISTANCE (Ex)

The alchemist is completely immune to poison. At 10th level, he can also confer immunity to any one creature that he applies an elixir to. This creature remains immune until the alchemist grants immunity to a new creature.

MYTHIC POISON USE (Ex)

The save DC of any poison the alchemist applies to a weapon is increased by 1.

MYTHIC SWIFT ALCHEMY (Ex)

The alchemist can create alchemical items in 10% of the normal time.

MYTHIC SWIFT POISONING (Ex)

Anytime the alchemist makes an attack with a weapon he could poison (including attacks of opportunity), he may poison that weapon as a free action.

MYTHIC PERSISTENT MUTAGEN (Su)

The alchemist's mutagens last an additional number of hours equal to his mythic tier.

MYTHIC INSTANT ALCHEMY (Ex)

The alchemist can create alchemical items as a move action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

MYTHIC GRAND DISCOVERY (Su)

The alchemist can select an additional grand discovery.

MYTHIC CAVALIER CLASS FEATURES

Mythic cavaliers are the legendary knights of legend and fables.

MYTHIC CHALLENGE

When the cavalier challenges a foe, he gains SR against that foe equal to his mythic tier plus his class level.

MYTHIC MOUNT

The cavalier's mount gains a portion of the cavalier's mythic power. The mount gains the hard to kill base mythic ability. If the cavalier is mythic tier 3, the mount also gains the amazing initiative base mythic ability. If the cavalier is mythic tier 5, the mount also gains the recuperation base mythic ability. If the cavalier is mythic tier 7, the mount also gains the mythic saves base mythic ability. If the cavalier is mythic tier 9, the mount also gains the immortal base mythic ability.

Alternatively, if the campaign allows the Leadership feat and cohorts, the cavalier may gain an unusual creature as a mount. The creature must be large and strong enough to carry the cavalier, and approximately quadrupedal or winged quadrupedal. The mount must have a CR at least two lower than the highest level cohort the cavalier could have if it the cavalier had Leadership, loses any summoning or calling ability it has, any spells or spell-like ability it has of a level higher than 1/3 the cavalier's mythic tier, and any spell, spell-like ability, or supernatural ability it has, can be used a maximum number of times per day equal to half the cavalier's mythic tier.

The GM has final discretion on what creatures make appropriate mounts.

MYTHIC ORDER

The cavalier gains a second order. He must follow all the edicts of both orders, or lose the benefits of the challenge ability from both orders. Such a cavalier is often referred to as a Knight-Captain of both orders.

Alternatively, the cavalier may gain a mythic connection to his existing cavalier order. Such a cavalier is often known as a Grand Knight of his order. The cavalier adds his mythic tier to his level when determining the order's benefits to his challenge ability, and gains additional benefits as outlined below.

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Mythic Order of the Cockatrice: At 2nd level the cavalier can use Dazzling Display as a move action. At 15th level he can use moment of triumph twice per day.

Mythic Order of the Dragon: At 2nd level the cavalier can aid another as a free action a number of times per day equal to his mythic tier. At 15th level he can use act as one twice per combat.

Mythic Order of the Lion: At 2nd level the cavalier can use lion's call as a swift action a number of times per day equal to his mythic tier. At 15th level he can use shield of the liege after an attack roll has been made a number of times per day equal to his mythic tier.

Mythic Order of the Shield: At 2nd level the cavalier adds his mythic tier to his class level when determining the effectiveness of resolute. At 15th level he can use protect the meek without being staggered a number of times per day equal to his mythic tier.

Mythic Order of the Star: At 2nd level the cavalier can use calling (for any type of check) an additional number of times per day equal to his mythic tier. At 15th level any successful attack he makes using retribution, is a critical threat, though he needs to roll normally to confirm it as a critical hit.

Mythic Order of the Sword: At 2nd level the cavalier adds half his mythic tier to the morale bonus from by my honor. At 15th level he can use knight's challenge twice per day.

MYTHIC TACTICIAN

The cavalier adds his mythic tier to his class level when determining the effect of his tactician ability, and the ability's range increases to 60 feet.

MYTHIC CAVALIER'S CHARGE

The threat range of the first attack the cavalier makes as part of a charge is increased by 1, after all other calculations. For example, a cavalier with a greatsword and Improved Critical (greatsword) would normally have a threat range of 17–20, but this increases to 16–20 on the first attack of a charge. (This ability stacks with mighty charge in the same way it stacks with Improved Critical.)

MYTHIC EXPERT TRAINER

The cavalier adds his mythic tier to the maximum number of tricks he can teach an animal.



MYTHIC BANNER

The cavalier adds his mythic tier to his class level when determining the effect of his banner ability, and the ability's range increases to 120 feet.

MYTHIC BONUS COMBAT FEAT

The cavalier's mastery of combat feats is legendary. 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 bonus combat feats the cavalier 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 GREATER TACTICIAN

When the cavalier uses his tactician ability, he may grant allies any two of his appropriate teamwork feats.

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MYTHIC MIGHTY CHARGE

The cavalier adds his mythic tier to his combat maneuver check to perform a free bull rush, disarm, sunder, or trip combat maneuver on a successful charge attack.

MYTHIC DEMANDING CHALLENGE

As long as the cavalier threatens the target of his challenge, the target suffers a penalty equal to half the cavalier's mythic tier (minimum -1) on attacks it makes against anyone other than the cavalier.

MYTHIC GREATER BANNER

The cavalier can, as a swift action, wave his banner to grant allies a new saving throw. Allies may benefit from this effect twice per day.

MYTHIC MASTER TACTICIAN

Once each day, as a full-round action, the cavalier may change one teamwork feat he has selected. In essence, he loses one teamwork feat, and gains a new teamwork feat to replace it, as if he had retrained the feat. He may not swap out any feat he is using as a prerequisite.

MYTHIC SUPREME CHARGE

Once per day, when the cavalier successfully hits a target with a charge attack, he can force the target to make a fortitude save (DC 10 +1/2 cavalier's level + cavalier's Cha modifier), or die.

MYTHIC GUNSLINGER CLASS FEATURES

Mythic gunslingers are deadly ranged combatants and amazingly tough hombres.

MYTHIC GUNSMITH

The gunslinger can make whole on a firearm at will. Once per round, any firearm she holds that is damaged receives a make whole as a free action.

MYTHIC GRIT

When the gunslinger expends a point of mythic power, she regains one point of grit. This cannot exceed the gunslinger's normal maximum grit.

MYTHIC DEEDS

Some of the gunslinger's deeds are better than those of a non-mythic gunslinger, as detailed below. When this mythic class feature is selected, the gunslinger selects 3 deeds it applies to. Once this selection is



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made, it cannot be changed. She may select deeds she does not yet have access to, but in that case, she cannot use the mythic version of the deed until she gains the normal version. This mythic class feature may be selected more than once. Each time, it applies to 3 new selected deeds.

Mythic Deadeye: When the gunslinger uses the deadeye ability, she does not take the -2 penalty on attack rolls for each range increment beyond the first.

Mythic Gunslinger's Dodge: The movement the gunslinger gains from the gunslinger's dodge ability does not provoke attacks of opportunity.

Mythic Quick Clear: The gunslinger can use the quick clear ability as a move action, or a swift action if she spends 1 grit point.

Mythic Gunslinger Initiative: The gunslinger initiative ability functions if the gunslinger has at least 1 grit point or a use of mythic power remaining, and if she has the Quick Draw feat, her hands are free and unrestrained, and the firearms are not hidden. She can draw one or two firearms as part of the initiative check.

Mythic Pistol-Whip: The gunslinger threatens adjacent spaces when she has a firearm in hand. If a foe provokes an attack of opportunity, she may use the pistol-whip deed for her attack of opportunity without spending 1 grit. (This does not allow her to make a ranged attack as an attack of opportunity).

Mythic Utility Shot: The utility shot ability functions if the gunslinger has at least 1 grit point or a use of mythic power remaining.

Mythic Dead Shot: The gunslinger may use the dead shot deed if she has at least 1 grit, but does not have to expend grit to do so.

Mythic Startling Shot: Anytime the gunslinger hits a foe with a firearm attack, she may spend 1 grit point to intentionally miss it and cause that creature to become flat-footed until the start of its next turn.

Mythic Targeting: The gunslinger may make any firearm attack a targeting attack without taking extra time to do so, but must spend 1 grit for each attack.

Mythic Bleeding Wound: The gunslinger's bleeding wound ability deals double bleed or ability score damage.

Mythic Expert Loading: When the gunslinger uses the expert loading ability, her weapon does not gain the broken condition.

Mythic Lightning Reload: As long as the gunslinger has at least 1 grit point, she can reload firearms with the same hand in which she is holding it (rather than requiring two hands).

Mythic Evasive: When the gunslinger has at least 1 grit point and 1 use of mythic power, she gains the benefit of mythic evasion (as the rogue mythic class feature).

Mythic Menacing Shot: The gunslinger adds half her mythic tier (minimum +1) to the save DC of menacing shot.

Mythic Slinger's Luck: When the gunslinger uses the slinger's luck ability, she rolls two dice on her reroll and takes the better of those results.

Mythic Cheat Death: The gunslinger can use the cheat death ability by expending one point of mythic power, rather than all her remaining grit points.

Mythic Death's Shot: The gunslinger adds a third of her mythic tier (minimum +1) to the save DC of the death's shot ability.

Mythic Stunning Shot: The gunslinger adds a third of her mythic tier (minimum +1) to the save DC of the stunning shot ability.

MYTHIC NIMBLE

The gunslinger adds her mythic tier to her level to determine the bonus of the nimble ability, and she does not lose this dodge bonus when flat-footed or a foe successfully feints against her.

MYTHIC BONUS FEAT

Once each day, as a full-round action, the gunslinger may change one combat or grit feat she has selected. In essence, she loses one bonus feat, and gains a new bonus feat to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

MYTHIC GUN TRAINING

The gunslinger adds one third of her mythic tier (minimum +1) to damage with firearms she has selected with gun training, and when she misfires with those types of firearms the misfire value increases by only 1.

MYTHIC TRUE GRIT

The gunslinger may expend one use of mythic power to select two additional deeds to gain the benefit of true grit for one hour.

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MYTHIC INQUISITOR CLASS FEATURES

Mythic inquisitors are the feared enforcers and huntsmen of the gods.

MYTHIC SPELL LIST

The inquisitor can add one cleric spell of a spell level she can cast to her inquisitor class spell list. If she is mythic tier 3, she can add one spell from the ranger class spell list of a spell level she can cast, to her inquisitor class spell list. If she is mythic tier 6, she can add one druid spell of a spell level she can cast to her inquisitor 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 inquisitor's class spell list.



MYTHIC DOMAIN (POWER)

The inquisitor infuses her connection to divide power with her mythic energies. She adds her mythic tier to her inquisitor 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 inquisitor 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 inquisitor 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 inquisitor possesses, it deals an additional d6 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 equal, and the number of times per day does not add her class level or half her class level, the inquisitor 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 inquisitor 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 inquisitor can see through fog, mist, and smoke (including magic fog mist and spoke), ignoring any concealment such effects normally grant.

Mythic Animal Domain: At 4th level the inquisitor adds her mythic tier to her effective druid level when determining the abilities of her animal companion. This cannot exceed her total inquisitor level.

Mythic Death Domain: At 8th level the inquisitor 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 inquisitor gains DR 1/-. This increases to DR 2/- at 12th level, and DR 3/- at 20th level.

Mythic Fire Domain: At 8th level, the inquisitor can give a weapon touched the

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flaming special weapon quality for a number of rounds equal to 1/2 her inquisitor 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 an additional time per day for every four levels beyond 8th.

Mythic Healing Domain: At 1st level the inquisitor'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 inquisitor adds her mythic tier to the effective Knowledge check of her lore keeper ability.

Mythic Nobility Domain: At 8th level the inquisitor adds her mythic tier to her Leadership score.

Mythic Rune Domain: At 8th level the inquisitor 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 inquisitor channels positive energy to harm undead creatures, she adds her mythic tier to the damage dealt.

Mythic Travel Domain: At 8th level the inquisitor adds 10 feet per mythic tier per day to the distance she can dimensional hop.

Mythic Water Domain: At 8th level the inquisitor can breathe water as easily as air.

Mythic Weather Domain: At 8th level the inquisitor adds her mythic tier to the number of lightning bolts she can call down each day.

MYTHIC DOMAIN (SELECTION)

The inquisitor 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 JUDGMENT

When using her judgment class feature, the inquisitor may, as a standard action, expend a use of mythic power to grant an adjacent ally the power of her judgments. The ally gains the bonuses of the judgment or judgments the inquisitor is using, but gains bonuses of only half the inquisitor's class level. The ally cannot also be using judgment, from any source. If the inquisitor changes what judgments

she is using, this also changes what judgments the ally is using.

Alternatively, when this mythic class feature is selected the inquisitor may boost the power of one specific judgment of hers, gaining the benefit outlined below. Once made, this choice cannot be changed.

Destruction: The inquisitor's damage bonus from destruction is doubled.

Healing: The inquisitor gains regeneration rather than healing.

Justice: If the inquisitor's attacks suffer a % miss chance for any reason, it is reduced by 5% per +1 bonus she gains from this judgment.

Piercing: The inquisitor gains a bonus to the save DCs of her spells equal to half the bonus granted by this judgment (minimum +1 DC).

Protection: The inquisitor gains a luck bonus to CMD equal to the bonus granted by this judgment.

Purity: Whenever the inquisitor makes a saving throw against an ability or effect by 5 or more, it does not affect her at all (rather than having a reduced effect, such as saving for half damage, or requiring multiple saves to end, such as with some poisons).

Resiliency: The inquisitor's DR becomes DR/—, and is doubled against the attacks of creatures she has identified with a Knowledge check.

Resistance: The inquisitor's resistance applies to all energy types.

Smiting: The inquisitor selects one specific alignment, or creature type. Once this choice is made, it cannot be changed. When smiting, her attacks bypass all DR, of every type, against creatures of the selected alignment or type.

MYTHIC MONSTER LORE

If the inquisitor correctly identifies a monster with the appropriate Knowledge skill, she gains a +2 favored enemy bonus against it (as the ranger class ability). At mythic tier 3 this becomes a +4 favored enemy bonus. At mythic tier 6 this becomes a +6 favored enemy bonus. At mythic tier 9 this becomes a +8 favored enemy bonus. The bonuses last 24 hours, after which, another successful Knowledge check is required (even if there is no additional information to gain).

MYTHIC ORISONS

The inquisitor adds her mythic tier to the number of orisons she can prepare each day.

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MYTHIC STERN GAZE

The inquisitor can make Intimidate checks as a move action, and Sense Motive checks as swift actions.

MYTHIC CUNNING INITIATIVE

The inquisitor rolls initiative checks twice, and takes the best result. On a surprise round, she may expend a use of mythic power to take a full round of actions (rather than only a standard action).

MYTHIC DETECT ALIGNMENT

When the inquisitor uses this ability, she gains information each round as if she had maintained the ability for three rounds.

MYTHIC TRACK

Whenever the inquisitor takes 10 on a Survival skill check to follow tracks, she gains a +10 bonus to the total.

MYTHIC SOLO TACTICS

All allies adjacent to the inquisitor actually gain the use of her teamwork feats as long as they remain adjacent.

MYTHIC TEAMWORK FEAT

The inquisitor can change any teamwork feat she has (rather than only the most recent one taken), and adds her mythic tier to the number of times per day she can use this ability.

MYTHIC BANE

Every weapon the inquisitor wields is treated as bane against any creature it is used to attack.

MYTHIC DETECT LIES

The inquisitor can use her discern lies ability once per round as a free action, even when it is not her turn. She can focus on a number of creatures at a time equal to 1 + half her mythic tier (minimum 2 total creatures). She adds her mythic tier to the number of rounds per day she may use this ability.

MYTHIC SECOND JUDGMENT

The inquisitor may expend a point of mythic power to add one to the number of judgments she can have active at the same time for one combat.

MYTHIC STALWART

The inquisitor's stalwart ability applies even when she is helpless, and even in heavy armor.

MYTHIC GREATER BANE

Whenever an inquisitor uses her bane ability, the weapon's additional enhancement bonus is +4 for bane, rather than +2, and it is considered epic for purposes of bypassing damage reduction.

MYTHIC EXPLOIT WEAKNESS

When the inquisitor scores a critical hit against a creature, it's fast healing and regenerations top functioning for a number of rounds equal to half her mythic tier (minimum 1 round).

MYTHIC THIRD JUDGMENT

Once each round as a free action the inquisitor may change all her judgments to different judgments.

MYTHIC SLAYER

When the inquisitor selects a judgment to gain her slayer bonus, she also adds her mythic tier (in addition to slayer's +5) to her effective inquisitor level for the purposes of determining the bonus granted by this judgment.

MYTHIC TRUE JUDGMENT

The inquisitor may use judgment once every round. She may expend a use of mythic power to use true judgment on a target, even if she has already done so within 24 hours.

MYTHIC MAGUS CLASS FEATURES

The mythic magus is a cunning combatant and spectacular spellcaster.

MYTHIC SPELL LIST

The magus can add one witch spell of a spell level he can cast to his magus class spell list. If he is mythic tier 5 he can add one bard spell of a spell level he can cast to his magus class spell list. If he is mythic tier 10 he can add one summoner spell of a spell level he can cast to his magus class spell list. He must still take time to scribe the spell into a spellbook and make a roll to learn the spell, but he is considered to always have access to 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 magus' class spell list.

MYTHIC ARCANE POOL

At mythic tier 1, the magus adds one of the following to his list of arcane pool weapon special abilities: *allying*, *conductive*, *corrosive*, *corrosive burst*, *defending*, *ghost touch*, *menacing*, *merciful*, *mighty cleaving*, *vicious*. Once selected, it cannot be changed. The magus adds another weapon special ability at each mythic tier beyond tier 1. If the magus

MYTHIC BASE CLASS FEATURES



is mythic tier 5, he may select one of the following: *adaptive, advancing, anchoring, called, countering, courageous, furious, glorious, guardian, impact, impervious, seaborne, thundering, vicious, wounding*. If the magus is mythic tier 10, he may select one of the following: *anarchic* (if chaotic), *axiomatic* (if lawful), *bane, heartseeker, holy* (if good), *negating, unholy* (if evil).

MYTHIC SPELL COMBAT

The magus can use a hand wielding a weapon to fulfill somatic components.

MYTHIC SPELLSTRIKE

The magus can use spellstrike to deliver spells with a defined target or number of targets (rather than an area) that are not touch spells. Only a single target struck by the magus' weapon is affected, even if the spell normally affects multiple targets.

MYTHIC MAGUS ARCANA (SELECTION)

Once each day, as a full-round action, the magus may change one magus arcana he has selected. In essence, he loses one magus arcana, and gains a new magus arcana to replace it, as if he had retrained the ability. He may not swap out any magus arcana he is using as a prerequisite.

MYTHIC MAGUS ARCANA (POWER)

The magus may make one magus arcana he has selected mythically powerful. Each magus arcana has its own specific benefits, detailed below.

Mythic Arcane Accuracy: Arcane accuracy's bonus lasts a number of rounds equal to the magus' mythic tier.

Mythic Broad Study: The magus selects another one of his spellcasting classes that suffers arcane spell failure, for which he has already taken broad study. The magus can cast arcane spells from that class' spell list without suffering the normal chances of arcane spell failure under any circumstances he would not suffer ASF for casting a magus spell.

Mythic Close Range: If the magus delivers a ray spell that targets more than one creature (such as *scorching ray*) as a melee touch spell. On a successful attack roll the target is hit with all the attacks from that spell.

Mythic Concentrate: The magus can use the concentrate ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

Mythic Critical Strike: The magus can use the critical strike ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

Mythic Dispelling Strike: At mythic tier 1, the magus adds *dispelling* to his list of arcane pool weapon special abilities. At mythic tier 3 he adds *dispelling burst*, at tier 5 he adds *phase locking*, at tier 7 *nullifying*, and at tier 9 *spellstealing*.

MYTHIC OPTIONS

Mythic Empowered Magic: The magus can use the empowered magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

Mythic Familiar: The magus gains a mythic familiar, as the option for the mythic arcane bond wizard class feature.

Mythic Hasted Assault: The magus can expend 1 point from his arcane pool as a swift action to use haste as a supernatural ability.

Mythic Maneuver Mastery: The magus adds his mythic tier to his CMD against any maneuver he has selected with maneuver mastery.

Mythic Maximized Magic: The magus can use the maximized magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

Mythic Pool Strike: The magus adds his mythic tier to damage done with pool strike.

Mythic Quickened Magic: The magus can use the quickened magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

Mythic Reflection: The magus adds half his mythic tier (minimum +1) to the level of spell he can reflect by expending a specific number of points from his arcane pool. For example, a tier 6 magus expending 1 point from his mythic pool for reflection could reflect a 4th level spell (1 arcane pool +3 for 1/2 his tier).

Mythic Silent Magic: The magus can use the silent magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

Mythic Spell Blending: The magus doubles the number of wizard spells gained with the spell binding ability.

Mythic Spell Shield: The spell shield arcana's bonus lasts a number of rounds equal to the magus' mythic tier.

Mythic Still Magic: The magus can use the still magic ability an additional number of times per day equal to 1/2 his mythic tier (minimum +1/day).

Mythic Wand Mastery: Whenever the magus uses a wand, he calculates its caster level based on his caster level or the wand's, whichever is higher.

Mythic Wand Wielder: The magus can activate a magic item with a command word in place of casting a spell when using spell combat.

MYTHIC SPELL RECALL

As a swift action, the magus may prepare any spell he knows into an empty spell slot by expending a number of points from his arcane pool equal to the spell's level (minimum 1). He may apply metamagic feats to spells prepared this way.

MYTHIC BONUS FEAT

Once each day, as a full-round action, the magus may change one combat, item creation, or metamagic 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.

MYTHIC KNOWLEDGE POOL

The magus may use the knowledge pool ability with wizard spells, as well as magus spells.

MYTHIC MEDIUM ARMOR

The magus is proficient with all shields (except tower shields), and suffers no arcane spell failure for magus spells while using such shields. The magus may use a hand carrying a shield to fulfill somatic components.

MYTHIC IMPROVED SPELL COMBAT

The magus adds half his mythic tier (minimum +1) to concentration checks made to cast defensively.

MYTHIC FIGHTER TRAINING

The magus counts 1/2 his total magus level as his monk level for the purpose of qualifying for feats. If he has levels in monk, these levels stack. For purposes of feat prerequisites, he treats all his ability scores as being their true value, or 10 + his mythic tier, whichever is higher.

MYTHIC IMPROVED SPELL RECALL

When the magus casts a spell, as a free action, he may expend one point of mythic power for the spell to remain prepared, as if he had not cast it.

MYTHIC HEAVY ARMOR

The magus is proficient with all tower shields, and suffers no arcane spell failure for magus spells while using such shields. The magus may use a hand carrying a tower shield to fulfill somatic components.

MYTHIC GREATER SPELL COMBAT

The magus applies the bonus gained from greater spell combat to all concentration check he makes before the start of his next turn.

MYTHIC COUNTERSTRIKE

The magus may expend a point of mythic power to take an attack of opportunity gained from counterstrike before the spell provoking it is cast, potentially disrupting that spell.

MYTHIC BASE CLASS FEATURES

MYTHIC GREATER SPELL ACCESS

The magus learns and places 14 more spells into his spellbook as magus spells. He may select these from any spell list. If they are wizard spells, he gains them as spells of the same level. If they are arcane spells from other classes, he gains them as spells 1 level higher than their normal spell level. If they are spells from any other class, he gains them as spells 2 level higher than their normal spell level. He gains two of each of the following spell levels (using his modified spell level for non-wizard spells): 0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level. He can ignore the somatic component of these spells, casting them without the normal chance of spell failure.

MYTHIC TRUE MAGUS

Whenever the magus uses spell combat, and his spell targets the same creature as his melee attacks, he gains all the following benefits: increase the DC to resist the spell by +2, gain a +2 circumstance bonus on any checks made to overcome spell resistance, and gain a +2 circumstance bonus on all attack rolls made against the target during his turn.

MYTHIC ORACLE CLASS FEATURES

Mythic oracles are the voices of the gods.

MYTHIC SPELL LIST

The oracle can add one druid spell of a spell level she can cast to her oracle class spell list. If she is mythic tier 4 she can add one inquisitor spell of a spell level she can cast to her oracle class spell list. If she is mythic tier 8 she can add one witch spell of a spell level she can cast to her oracle 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 oracle's class spell list.

MYTHIC MYSTERY (POWER)

The oracle infuses her connection to divine beings with mythic energies. She adds half

her mythic tier as a bonus to all checks made with skills gained from her revelation (minimum +1), and her full mythic tier to her oracle level when determining the effectiveness and duration of any revelation (though this does not impact what revelation abilities or spells she has access to at each class level).

Additionally, if a revelation 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 revelation grants a power that deals 1d4 points of damage + 1 point for every two class levels the oracle possesses, it deals an additional 1d4 of damage at mythic tier 1, and again at mythic tiers 4, 7, and 10.



MYTHIC OPTIONS

If a revelation 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 oracle 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 oracle gains one additional use per day of the ability at mythic tier 5, and again at mythic tier 10. Some revelations gain other specific benefits when the oracle has mythic mystery, as noted below.

Mythic Battle Mystery

Resiliency: The oracle gains 1 hit point per level.

Skill at Arms: At mythic tier 1 the oracle gains proficiency with one exotic weapon. Once this choice is made it cannot be changed. The oracle gains proficiency with an additional exotic weapon at each tier after 1.

War Sight: When the oracle rolls for initiative on multiple dice, she can give any die result she does not use to an ally within 60 feet. The ally may use the oracle's die result or the ally's own, but the ally always uses his own initiative modifier.

Weapon Mastery: At mythic tier 1 the oracle's weapon mastery revelation applies to an additional weapon of her choice. Once this selection is made it cannot be changed. The oracle applies weapon mastery to an additional weapon at mythic tiers 4, 7, and 10.

Final Revelation: The oracle selects one weapon. With this weapon, the oracle uses her class level as her base attack bonus.

Mythic Bones Mystery

Near Death: The near death revelation's bonuses are doubled. Whenever the oracle makes a successful save against an effect she gains a near death bonus to, she is totally immune to the effect.

Resist Life: The oracle adds her mythic tier to her channel resistance.

Final Revelation: Once per round the oracle can cast *cause light wounds* or *cure light wounds* as a free action. No individual creature can be targeted by either spell more than once per 24 hours.

Mythic Flames Mystery

Burning Magic: The oracle adds half her mythic tier (minimum +1) to the damage done by 1st level and higher fire spells.

Cinder Dance: Once per day the oracle can teleport from one fire source to another. This

functions as *tree stride*, but she can only teleport from one fire large enough to engulf the oracle to another. All such fires are treated as "any coniferous tree" for purposes of *tree stride*.

Gaze of Flames: The oracle cannot be dazzled.

Molten Skin: The oracle gains resist cold resistance equal to half her resist fire.

Mythic Heavens Mystery

Awesome Display: The oracle adds half her mythic tier (minimum +1) to her effective Charisma bonus when determining the effectiveness of this ability.

Final Revelation: Should the oracle die, she is reborn 1 day later in the form of a star child, who matures over the course of 7 hours. Treat this as the *reincarnate* spell, with the oracle able to select her incarnation.

Mythic Life Mystery

Healing Hands: The oracle may treat a number of additional people at once with the Heal skill equal to half her mythic tier (minimum +1).

Life Link: The oracle adds +1 to the healing she provides each round to linked creature, but does not take any additional damage for doing so. This increases to +2 at mythic tier 5, and +3 at mythic tier 10.

Lifesense: This works as blindsight, rather than blindsense.

Safe Curing: The safe curing ability applies to all spells that restore ability scores, remove conditions, remove negative levels, or grant bonuses to saving throws.

Final Revelation: Ability damage and drain cannot reduce the oracle below 1+mythic tier in any ability score.

Mythic Lore Mystery

Lore Keeper: The oracle adds half her mythic tier (minimum +1) to her effective Charisma bonus when determining the effectiveness of the lore keeper ability.

Sidestep Secret: The oracle uses her Charisma in place of her Dexterity when calculating her CMD.

Spontaneous Symbolology: The oracle may cast spells she gains access it with this revelation without expending a spell slot a number of times per day equal to half her mythic tier (minimum 1/day).

Whirlwind Lesson: If the oracle studies a tome with a student, the benefits to both oracle and student are permanent.

Final Revelation: The oracle may use the final revelation's *wish* twice per day.

MYTHIC BASE CLASS FEATURES

Mythic Nature Mystery

Erosion Touch: The oracle adds her mythic tier to damage done with the erosion touch ability.

Friend to the Animals: The oracle gains all *summon nature's ally* spells of the appropriate level as bonus spells known.

Nature's Whispers: The oracle may use her Charisma bonus in place of her Dexterity bonus for Reflex saves.

Spirit of Nature: If the oracle's level + mythic tier is 25 or higher, her fast healing acts as regeneration instead.

Final Revelation: The oracle's cocoon takes only 1 hour to transform her.

Mythic Stone Mystery

Acid Skin: The oracle may expend a point of mythic power to grant acid resist or immunity equal to revelation to an ally for 8 hours.

Clobbering Strike: The oracle may choose to bull rush or sunder, rather than trip.

Rock Throwing: The oracle can throw rocks as if she was one size category larger. If she is mythic tier 5, she may throw rocks as if two categories larger.

Stone Stability: The oracle adds her mythic tier to her CMD against bull rush, drag, reposition, and trip maneuvers.

Final Revelation: The oracle adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of feats she may add to acid or earth spells without increasing the level or casting time: bouncing spell, disruptive spell, ectoplasmic spell, focused spell, intensified spell, lingering spell, piercing spell, selective spell, toppling spell. Once a metamagic feat is selected for this final revelation, it cannot be changed.

Mythic Waves Mystery

Fluid Nature: For purposes of feat prerequisites, the oracle treats her Dexterity as being equal to her Charisma score plus her mythic tier.

Freezing Spell: The oracle adds half her mythic tier (minimum +1) to the number of rounds creatures are *slowed* by this ability.

Icy Skin: The oracle may expend a point of mythic power to grant cold resist or immunity equal to revelation to an ally for 8 hours.

Final Revelation: The oracle adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of feats she may add to cold or water spells without increasing the level or casting time: bouncing spell, disruptive spell, ectoplasmic spell, focused spell, intensified spell, lingering spell,

piercing spell, selective spell, toppling spell. Once a metamagic feat is selected for this final revelation, it cannot be changed.

Mythic Wind Mystery

Air Barrier: The oracle adds her mythic tier to the % miss chance granted by this ability.

Spark Skin: The oracle may spend a point of mythic power to grant electricity resist or immunity equal to revelation to an ally for 8 hours.

Vortex Spells: The duration of the staggered condition is doubled.

Final Revelation: The oracle adds one of the following metamagic feats per 2 mythic tiers (minimum 1) to the list of feats she may add to air or electricity spells without increasing the level or casting time: bouncing spell, disruptive spell, ectoplasmic spell, focused spell, intensified spell, lingering spell, piercing spell, selective spell, toppling spell. Once a metamagic feat is selected for this final revelation, it cannot be changed.

MYTHIC ORACLE'S CURSE

The oracle adds her mythic tier to her class level for purposes of determining how her curse functions. She may expend a point of mythic power to suspect both the benefits and drawbacks of her curse (or all her curses, if she has more than one) for a number of minutes equal to her mythic tier.

MYTHIC CANTRIPS

The oracle adds her mythic tier to the number of orisons she knows.

MYTHIC SUMMONER CLASS FEATURES

The mythic summoner is master and ally of his own private demigod.

MYTHIC SPELL LIST

The summoner can add one bard spell of a spell level he can cast to his summoner class spell list. If he is mythic tier 5 he can add one magus spell of a spell level he can cast to his summoner class spell list. If he is mythic tier 10 he can add one witch spell of a spell level he can cast to his summoner class spell list. He must still choose the spell as a spell known (counting normally against his 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 summoner's class spell list.

MYTHIC OPTIONS



MYTHIC CANTRIPS

The summoner adds his mythic tier to the number of cantrips he knows.

MYTHIC EIDOLON

The summoner's eidolon gains a portion of the summoner's mythic power, and can expend uses of the summoner's mythic power for some purposes. The eidolon gains the hard to kill base mythic ability. If the summoner is mythic tier 3, the eidolon also gains the amazing initiative base mythic ability. If the summoner is mythic tier 5, the eidolon also gains the recuperation base mythic ability. If the summoner is mythic tier 7, the eidolon also gains the mythic saves base mythic ability. If the summoner is mythic tier 9, the eidolon also gains the unstoppable base mythic ability.

MYTHIC LIFE LINK

The eidolon can be any distance from the summoner and remain at full strength, as long as it remains on the same plane.

MYTHIC SUMMON MONSTER I

The summoner can use his *summon monster* spell-like ability for *summon nature's ally* spells of the same level.

MYTHIC BOND SENSES

The summoner can use the bond senses ability as a move action, and adds his mythic tier to his class level to determine how many rounds per day he may use it.

MYTHIC SHIELD ALLY

This ability (and greater shield ally) function even if the summoner's eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

MYTHIC MAKER'S CALL

This ability functions as *greater teleport*, rather than *dimension door*.

MYTHIC TRANSPOSITION

When the summoner is immobilized, knocked unconscious, or killed, he may expend a use of mythic power to use his transposition ability. If he does this when unconscious or killed, his eidolon remains for one round per mythic tier.

MYTHIC ASPECT

When the summoner uses aspect or greater aspect, his eidolon does not lose any evolution points. The summoner himself can still never have more evolution points at a time than are granted by a single use of aspect or greater aspect (as appropriate).

MYTHIC GREATER SHIELD ALLY

If the eidolon grants its shield ally or greater shield ally bonuses to an ally or the summoner, the eidolon also gains the same bonuses.

MYTHIC LIFE BOND

As an immediate or swift action, when the summoner is affected by a spell or effect, he may expend a use of mythic power to transfer the entirety of the spell or effect's impact on him (all penalties, conditions, damage, changes of mental state, and so on) to his eidolon. His eidolon cannot be called or summoned by any means for 10 minutes after this ability is used.

MYTHIC BASE CLASS FEATURES

MYTHIC MERGE FORMS

The summoner adds his mythic tier to the number of rounds per day he may use this ability, and if ejected from the merged form, the summoner takes no damage and is not stunned for 1 round.

MYTHIC GREATER ASPECT

The summoner can expend a use of mythic power to grant one ally within 30 feet 6 points from his eidolon's evolution pool for 1 minute per mythic tier. The eidolon loses 3 points from its evolution pool during this time, unless the summoner has the mythic aspect class feature.

MYTHIC TWIN EIDOLON

The summoner adds his mythic tier to the number of minutes per day he can use this ability.

MYTHIC WITCH CLASS FEATURES

Mythic witches are power agents for mysterious patrons that grant them world-shaking power.

MYTHIC SPELL LIST

The witch can add one druid spell of a spell level she can cast to her witch class spell list. If she is mythic tier 5 she can add one wizard spell of a spell level she can cast to her witch class spell list. If she is mythic tier 10 she can add one spell from the cleric class list of a spell level she can cast to her witch class spell list. She must still take time and make a roll for her familiar to learn the spell.

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

MYTHIC HEX (POWER)

The witch empowers one of her hexes with additional mythic power. Once this choice is made, it cannot be changed. If a creature cannot normally benefit from a hex it has already benefitted from for 24 hours (or once per day), or be targeted by it again for 24 hours (or once per day) after having been targeted, the

witch can ignore that restriction on each mythic hex, a number of times per day equal to her mythic tier. Some mythic hexes have additional benefits, as detailed below.

Mythic Blight: The witch can have a number of additional blights in effect at a time equal to half her mythic tier (minimum +1).

Mythic Cackle: The witch's familiar can cackle as a standard action, which functions as if the witch had cackled.

Mythic Cauldron: The witch receives poison use, as the assassin class feature.

Mythic Coven: The witch counts as two hags for the purpose of joining a hag's coven, and the coven need not contain one actual hag.

Mythic Disguise: The witch adds her mythic tier to the hours she can use the disguise ability each day.

Evil Eye: The witch adds half her mythic tier to her Intelligence modifier (minimum +1) for purposes of determining the evil eye ability's duration.



MYTHIC OPTIONS

Flight: The witch adds her mythic tier to her class level for purposes of determining the flight ability's duration.

Tongues: The witch gains truespeech.

Ward: The witch can have a number of additional wards in effect at a time equal to half her mythic tier (minimum +1).

MYTHIC HEX (SELECTION)

Once each day, as a full-round action, the witch may change one hex (but not mythic hex, major hex, or grand hex) she has selected. In essence, she loses one hex, and gains a new hex to replace it, as if she had retrained the class feature. She may not swap out any hex she is using as a prerequisite.

MYTHIC FAMILIAR

The witch's familiar becomes mythic, as the option for the mythic arcane bond wizard class feature.

MYTHIC MAJOR HEX (POWER)

As mythic hex, with some major hexes gaining special bonuses as detailed below.

Mythic Hag's Eye: The witch adds her mythic tier to her class level for purposes of determining the hag's eye ability's duration.

Mythic Nightmares: The witch can use *dream* as a spell-like ability once per day.

Mythic Retribution: The witch adds half her mythic tier to her Intelligence modifier (minimum +1) for purposes of determining the retribution ability's duration.

Mythic Vision: As a full-round action the witch can grant another creature touched a vision of the immediate future. This acts as if the other creature cast *divination*, using the witch's level as the caster level.

Mythic Waxen Image: The witch adds half her mythic tier to her Intelligence modifier (minimum +1) for purposes of determining how often the witch can use the waxen image before it melts.

Mythic Weather Control: This hex takes 10 minutes to use. The witch can use it one additional time per day (plus another at mythic tier 5, and yet another at mythic tier 10).

MYTHIC MAJOR HEX (SELECTION)

Once each day, as a full-round action, the witch may change one major hex (but not mythic hex, hex, or grand hex) she has selected. In essence, she loses one major hex, and gains a new major hex to replace it, as if she had retrained the class feature. She may not swap out any major hex she is using as a prerequisite. A witch may select a hex to replace

her major hex, and it is treated as a major hex for purposes of all the mythic hex selection class features (allowing her to replace it with major hexes using this ability, but not with mythic hex).

MYTHIC GRAND HEX (POWER)

As mythic hex, with some grands gaining special bonuses as detailed below.

Life Giver: This functions as *true resurrection*, but it does not require a material component.

Natural Disaster: The witch does not need to concentrate on the natural disaster hex. The witch can use it one additional time per day (plus another at mythic tier 5, and yet another at mythic tier 10).

MYTHIC GRAND HEX (SELECTION)

Once each day, as a full-round action, the witch may change one grand hex (but not hex, mythic hex, or major hex) she has selected. In essence, she loses one grand hex, and gains a new grand hex to replace it, as if she had retrained the class feature. She may not swap out any grand hex she is using as a prerequisite. A witch may select a hex or major hex to replace her grand hex, and it is treated as a grand hex for purposes of all the mythic hex selection class features (allowing her to replace it with other hexes using this ability, but not with mythic hex or mythic major hex).

ALTERNATE CLASS MYTHIC POWERS

In addition to new base classes, three alternate classes exist—the antipaladin (alternate paladin), ninja (alternate rogue), and samurai (alternate cavalier). Mythic upgrades to the class features of each are presented below.

MYTHIC ANTIPALADIN CLASS FEATURES

Mythic antipaladins are forces of pure, unadulterated evil unbound by even the normal restrictions of their kind.

MYTHIC AURA OF EVIL

The antipaladin is beyond such petty concerns as order and chaos, he exists purely to delve into and explore every form and flavor of evil. At each antipaladin level,

MYTHIC BASE CLASS FEATURES

the antipaladin selects an evil alignment. As long as he keeps to that alignment for the entire level, he may ignore the code of conduct that binds lesser antipaladins. If he violates his alignment seriously enough his alignment shifts, this counts as violating his antipaladin code. The antipaladin must regain his antipaladin powers and gain a new level before he can use his mythic aura of evil again. As long as he has his antipaladin powers, the antipaladin is free to change to a new evil alignment when he gains a new level, even if doing so would violate his original alignment.

MYTHIC DETECT GOOD

The antipaladin can not only find good, but can also hide from it. He has a permanent *nondetection*, with a caster level equal to his antipaladin level plus mythic tier, against all effects that reveal his alignment or thoughts.

MYTHIC SMITE GOOD

The antipaladin is not affected by any nonmythic ability used by the target of his smite good power that has specific effects on evil creatures. This applies to class features (such as smite evil), spells (such as *holy smite*), spell-like abilities, supernatural abilities, and even weapon abilities (such as the benefits of a *holy* weapon). Mythic versions of such abilities and items work normally.

MYTHIC UNHOLY RESISTANCE

As a swift or immediate action the antipaladin may expend one use of mythic power to increase his bonus from unholy grace by an amount equal to his Strength bonus (as the divine grace class feature), for one round.

MYTHIC TOUCH OF CORRUPTION

The antipaladin may expend one use of mythic power to use touch of corruption on an adjacent creature as a swift action.

MYTHIC AURA OF COWARDICE

The range of antipaladin's aura of cowardice extends an additional five feet per mythic tier, and creatures within it suffering a fear effect are also sickened for the same duration.



MYTHIC PLAGUE BRINGER

The antipaladin radiates a palpably sickly aura that causes all enemies within 10 feet to take a –4 penalty on saving throws against disease. Creatures that are normally immune to disease lose that immunity while within 10 feet of an antipaladin with this ability. This ability functions only while the antipaladin remains conscious, not if he is unconscious or dead.

MYTHIC CRUELTY

When the antipaladin uses his touch of corruption, as a swift action he may expend one use of mythic power to change her current cruelties. He may switch any cruelty he has for another cruelty available to him at the same or lower level. The new selection of cruelties last until he changes them again, or he next regains daily uses of touch of corruption.

MYTHIC OPTIONS

MYTHIC CHANNEL NEGATIVE ENERGY

The antipaladin adds his tier to all damage dealt or healed with his channel negative energy ability.

MYTHIC SPELL LIST

The antipaladin gains one vile spell niche. When the antipaladin kills a creature, he may make a special character level check (1d20 + character level + Charisma modifier), against a DC of 10 + target's caster level. If he succeeds, he learns all the spells known or spells prepared by the dead creature. The antipaladin may use vile spell niche to add any one divine spell, of a spell level he can cast, from the dead creature's spells to his antipaladin spell list. He still must prepare the spell normally to be able to use it. If the antipaladin is mythic tier 5 or higher, he can use his vile spell niche to add one arcane spell of a spell level he can cast to his antipaladin class spell list.

Spells added to his antipaladin spell list with vile spell niches continue to be treated as antipaladin spells until the antipaladin kills a new creature and uses the niche to gain a new antipaladin spell, or the creature slain is restored to life. The antipaladin may only take a single spell from a slain creature with a vile spell niche. This mythic class feature may be selected more than once. Each time it is selected, it adds another vile spell niche.

MYTHIC FIENDISH BOON

The antipaladin's bond to the forces of darkness and horror is strong, it can grant multiple benefits. If the antipaladin has already selected the fiendish servant boon, he can also select the weapon fiendish boon. If he selects the weapon fiendish boon, he can also select the fiendish servant boon.

Alternatively, an antipaladin with a fiendish servant boon may choose to receive a mythic fiendish servant (see below), while an antipaladin with the weapon fiendish boon may select the mythic weapon fiendish boon (see below).

Mythic Fiendish Servant: The antipaladin's servant gains a portion of his mythic power. The servant gains the hard to kill base mythic ability. If the antipaladin is mythic tier 3, the servant also gains the amazing initiative base mythic ability. If the antipaladin is mythic tier 5, the servant also gains the recuperation base mythic ability. If the antipaladin is mythic tier 7, the servant also gains the mythic saves base mythic ability. If the antipaladin is mythic tier 9, the servant also gains the immortal base mythic ability.

Mythic Weapon Divine Bond: The antipaladin infuses his connection to profane power with his mythic energies. He adds his mythic tier to his antipaladin level when determining the effectiveness and duration of his fiendish weapon boon. Additionally, he may expend one use of mythic power to grant the *bane* weapon property to his bonded weapon (consuming an amount of bonus equal to the property's cost, as normal with a fiendish weapon boon).

MYTHIC AURA OF DESPAIR

Nonmythic *protection from evil* and *magic circle against evil* effects within 10 feet of the antipaladin do not function.

MYTHIC AURA OF VENGEANCE

The range of the antipaladin's aura of vengeance extends an additional five feet per mythic tier, and he may choose to active it by expending one use of mythic power.

MYTHIC AURA OF SIN

The range of the antipaladin's aura of sin extends an additional five feet per mythic tier, and causes weapons affected to strike as evil and chaos (as well as whatever properties they have normally).

MYTHIC AURA OF DEPRAVITY

The range of the antipaladin's aura of depravity extends an additional five feet per mythic tier, and functions even if the antipaladin is unconscious (and for 24 hours after his death).

MYTHIC HOLY CHAMPION

The antipaladin's DR become DR 10/–, and the *banishment* function of his smite good does not end the smite good ability (though it gains only one *banishment* effect per foe).

MYTHIC NINJA CLASS

FEATURES

A mythic ninja is a shadowy presence many disbelieve even exists, more rumor than legend.

MYTHIC POISON USE (Ex)

The save DC of any poison the ninja applies to a weapon is increased by 1.

MYTHIC SNEAK ATTACK (Ex)

The ninja is an expert at creating situations where she can make an unexpected attack. Her first attack

MYTHIC BASE CLASS FEATURES

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 ninja 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 deal her sneak attack damage to the creature.

MYTHIC KI POOL

The ninja may expend one use of mythic power to fuel abilities that require ki points without spending a ki point. Once per day the ninja may expend 3 points from her ki pool as a free action to recover one use of mythic power.

MYTHIC TRICKS

To take a mythic trick, a ninja must have the non-mythic version of the trick. No mythic trick may be taken more than once. If a ninja has taken a rogue talent, she may also take the mythic version of that rogue talent as a mythic class feature.

Mythic Acrobatic Master: When the ninja uses the acrobatic master ability, it applies to all Acrobatics checks she makes until the beginning of her next turn.

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

Mythic Choking Bomb: The ninja may expend one use of mythic energy to cause victims of her choking bombs, who fail their saves, to be nauseated for 1d4 rounds, rather than staggered.

Mythic Combat Trick: Once each day, as a full-round action, the ninja may change one combat feat she has selected. In essence, she loses one bonus feat, and gains a new bonus feat to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

Mythic Darkvision: The ninja can use the darkvision ability as long as she has at least one ki point in her ki pool.

Mythic Deadly Range: The ninja selects one ranged weapon for each time she has taken deadly range. She can deal sneak attack damage within the first range increment of these ranged weapons when she uses them to make sneak attacks.

Mythic Deflect Arrows: The ninja can use the Deflect Arrows feat to deflect attacks made against adjacent creatures. She can only do this for attacks she could deflect if she was the target.

Mythic Fast Stealth (Ex): If people are observing the ninja using any of their senses, and the observers are momentarily distracted (such as by a Bluff check), the ninja 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.



MYTHIC OPTIONS

If the ninja 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 Feather Fall: As long as she is conscious, the ninja does not take damage or fall prone as a result of falling.

Mythic Flurry of Stars: The ninja can use this ability as long as she has at least one ki point in her ki pool.

Mythic Forgotten Trick: The ninja can expend a use of mythic energy to use this trick to gain a master trick or rogue talent for which she meets the prerequisites.

Mythic Hidden Weapons: The ninja can draw and put away hidden weapons as free actions, a number of times per round equal to her Dexterity bonus.

Mythic High Jumper: The ninja adds her mythic tier to all Acrobatics checks made to jump.

Mythic Ki Block:* A ninja with the ki block trick can prevent a creature from expending uses of mythic power. Whenever the ninja deals sneak attack damage, she may expend a use of mythic power to force the target must make a Will save or be unable to spend any points from its ki pool for one round. The DC of this save is $10 + 1/2$ the ninja's level + the ninja's Charisma modifier. The number of uses of mythic power the target has is unaffected, and abilities that do not require the subject to use mythic power still function.

Mythic Ki Charge: The ninja adds her mythic tier to damage done with the ki charge ability.

Mythic Poison Bomb: The ninja may expend a use of mythic power to cause the smoke from her smoke bomb to act as a *cloudkill*, using her ninja level as the caster level.

Pressure Points:* The ninja doubles the ability damage inflicted with the pressure points ability, and can expend a point of mythic power to heal a creature of 1d8 points of damage plus the ninja's level with a successful Heal check made for any other purpose.

Mythic Rogue Talent: Once each day, as a full-round action, the ninja may change one rogue talent she has selected. In essence, she loses one rogue talent, and gains a new rogue talent to replace it, as if she had retrained the class feature. She may not swap out any rogue talent she is using as a prerequisite.

Mythic Shadow Clone: The shadow clone ability functions as *shocking image* (*Pathfinder RPG Ultimate Combat*), using the ninja's class level as its caster level.

Mythic Slow Metabolism: The ninja may expend a point of mythic power to suspend the need to breath, and delay any poison or disease in her system, for one hour per two mythic tiers (minimum 1 hour).

Mythic Slow Reaction (Su): The ninja 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 $10 +$ ninja's Int bonus + ninja's mythic tier) or also be *slowed* for this duration (as the spell).

Mythic Smoke Bomb: The ninja may choose to cause her smoke bombs to function as *solid fog*, using her class level as the caster level.

Mythic Snatch Arrows: The ninja can use the Snatch Arrows feat to deflect attacks made against adjacent creatures. She can only do this for attacks she could use the feat for if she was the target. A ninja must have mythic Deflect Arrows before selecting this mythic trick.

Mythic Style Master: Once each day, as a full-round action, the ninja may change one style feat she has selected. In essence, she loses one style feat, and gains a new style feat to replace it, as if she had retrained the feat. She may not swap out any feat she is using as a prerequisite.

Mythic Sudden Disguise: The sudden disguise ability has a duration of one hour per mythic tier.

Mythic Unarmed Combat Training: The ninja's unarmed damage is equal to a monk of the same level.

Mythic Undetected Sabotage: The ninja adds her mythic tier to all Disable Device checks, and Stealth checks made with the undetected sabotage trick.

Mythic Vanishing Trick: The vanishing trick functions as *greater invisibility*, rather than *invisibility*. The duration is not changed.

Mythic Ventriloquism: The ninja can use the ventriloquism ability as long as she has at least one ki point in her ki pool.

Mythic Wall Climber: The ninja's climb speed functions even on smooth surfaces and ceilings.

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

MYTHIC BASE CLASS FEATURES

MYTHIC NO TRACE

The ninja may choose to not leave tracks. She adds her mythic tier to Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round.

MYTHIC UNCANNY DODGE

Against attacks from non-mythic sources, the ninja is never considered to be flat-footed or to have lost her Dex bonus to AC unless she is helpless.

MYTHIC LIGHT STEPS

The ninja gains a fly speed with good maneuverability equal to her land movement rate. She cannot fly farther than 5 feet from a surface of some kind, and if she is forced farther than that she falls.

MYTHIC IMPROVED UNCANNY DODGE (Ex)

The ninja adds half her tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

MYTHIC MASTER TRICKS

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

Mythic Advanced Talents: Once each day, as a full-round action, the ninja may change one rogue advanced talent she has selected. In essence, she loses one advanced talent, and gains a new rogue advanced talent to replace it, as if she had retrained the class feature. She may not swap out any rogue advanced talent she is using as a prerequisite.

Mythic Assassinate: The ninja may expend a use of mythic power to use this ability even if the target recognizes the ninja as an enemy.

Mythic Blinding Bomb: The ninja may expend a use of mythic power to make the blindness from this ability function as *blindness/deafness*, using her class level as the caster level.

Mythic Deadly Shuriken: The ninja adds her mythic tier to damage done with this ability.

Mythic Evasion: The ninja is a master of evading attacks. When the ninja 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 ninja failed to save against. Thus the ninja 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 Feat: The ninja may expend one use of mythic power to treat any one feat she has as the mythic version of the feat for 1 round. She must meet the prerequisites for the mythic version of the feat.

Mythic Ghost Step: The ninja may expend 1 ki point to dimension door, using her ninja level as the caster level.

Mythic Invisible Blade: When the ninja uses her vanishing trick ninja trick, she may also apply it to an adjacent ally. The ally does not have to remain adjacent to gain the benefits for the ability's full duration.

Mythic Master Disguise: When the ninja uses the sudden disguise ninja trick to take on the appearance of a specific individual that the ninja has seen before, she adds her mythic tier to the DC of the saving throw creatures that are familiar with the individual receive to see through the illusion.

Mythic See the Unseen: A ninja with this mythic trick learns how to see everything as it is. As a swift action, the ninja can cast true seeing, using her level as the caster level. This ability lasts for one round per two ninja levels. Each use of this ability uses up 1 ki point.

Mythic Shadow Split: The ninja may expend three uses of mythic power to cast *project image*, using her class level as the caster level.

Mythic Unarmed Combat Mastery: The ninja treats her ninja levels as monk levels for purposes of feat prerequisites and determining the effectiveness of feats she selects.

Mythic Unbound Steps: The ninja's flight from mythic light steps is not limited to functioning within 5 feet of a surface. A ninja must have mythic light steps and the mythic feather fall trick to select this mythic class feature.

MYTHIC HIDDEN MASTER

The ninja may use hidden master as *invisibility*, rather than *greater invisibility*. While invisible in this way, she cannot be detected by any means, and not even *invisibility purge*, *see invisibility*, and *true seeing* can reveal her. She uses her ninja level as her caster level for this ability.

MYTHIC OPTIONS

MYTHIC SAMURAI CLASS FEATURES

Mythic samurai are poets of great renown, leaders of great skill, and killers of great efficiency.

MYTHIC CHALLENGE

When the samurai challenges a foe, he gains SR against that foe equal to his mythic tier plus his class level.

MYTHIC MOUNT

As the cavalier mythic class feature of the same name.

MYTHIC ORDER

The samurai gains a cavalier order. He must follow all the edicts of both it and his samurai orders, or lose the benefits of the challenge ability from both orders. Such a samurai is often referred to as a Dai-gi, and gains the right to wear a special silken cap designating his rank. The samurai adds his mythic tier to Diplomacy checks made with other cavaliers and samurai.

Alternatively, the samurai may gain a mythic connection to his existing order. Such a samurai is often known as a Yonhon, and is considered a minor member of royalty. The samurai adds his mythic tier to Diplomacy checks made with aristocrats, nobles, and creatures with the Leadership feat. The samurai also adds his mythic tier to his level when determining the order's benefits to his challenge ability, and gains additional benefits as outlined below.

Mythic Order of the Warrior: At 2nd level the samurai adds half his mythic tier (minimum +1) to the number of times per day he can use honor in all things. At 15th level he can use strike true twice per day.

Mythic Order of the Ronin: At 2nd level the samurai is immune to compulsions. At 15th level he is immune to charms.

MYTHIC RESOLVE

The samurai adds his mythic tier to the number of times per day he can use resolve.

MYTHIC WEAPON EXPERTISE

The samurai adds one weapon per mythic tier to the weapons he can use weapon expertise with. Once made, these choices cannot be changed.

MYTHIC MOUNTED ARCHER

The samurai takes no penalty on attack rolls with ranged weapons as a result of being mounted, regardless of the type of move his mount takes.

MYTHIC BANNER

The samurai adds his mythic tier to his class level when determining the effect of his banner ability, and the ability's range increases to 120 feet.

MYTHIC BONUS COMBAT FEAT

The samurai's mastery of combat feats is legendary. 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 bonus combat feats the cavalier 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 GREATER RESOLVE

When the samurai is struck by a critical hit or sneak attack, he can spend one use of his resolve as a free action to treat the attack as a normal hit. Effects that only trigger on a critical hit or sneak attack do not trigger when the samurai uses this ability.

MYTHIC HONORABLE STAND

The samurai adds half his mythic tier (minimum +1) to the number of times per day he can use honorable stand.

MYTHIC DEMANDING CHALLENGE

As long as the samurai threatens the target of his challenge, the target suffers a penalty equal to half the cavalier's mythic tier (minimum -1) on attacks it makes against anyone other than the samurai.

MYTHIC GREATER BANNER

The samurai can, as a swift action, wave his banner to grant allies a new saving throw. Allies may benefit from this effect twice per day.

MYTHIC BASE CLASS FEATURES

MYTHIC TRUE RESOLVE

When the samurai uses true resolve, he may also expend three uses of mythic energy to be affected by *heal*, as the spell, with a caster level equal to half his samurai level.

MYTHIC LAST STAND (Ex)

When the samurai uses last stand, he may also grant its benefit to an adjacent ally. The ally does not have to remain adjacent to receive the benefits for the ability's full duration.



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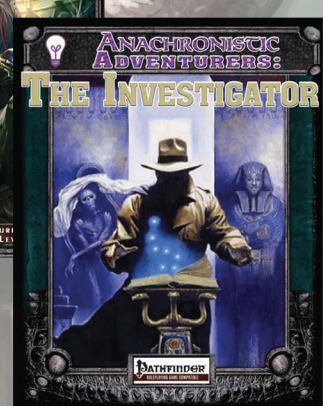
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