



MYTHIC OPTIONS MYTHIC ROGUE CLASS FEATURES



Owen K.C. Stephens

MYTHIC OPTIONS

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CLASS FEATURES

Valewyn pointed to the sketch of the Cathedral of Pain.

"I'll fly into the antimagic field, high enough I can land on a buttress when the spell fails. I run up the edge, remove a pane from the stained glass, slip in, replace the glass, find the antimagic engine, and shut it down. The guards will all rush to me. While I lead them on a chase, the rest of you can teleport in and find the Queen of Chains. Easy."

Grimvald frowned, his face a study in disapproval.

"I don't like it. The approach alone is too dangerous. You'll be exposed. If they spot you, they'll shoot you. The fall alone would kill you, not to mention the spike moat below! And your parlor tricks won't help you inside that field."

Valewyn smiled, *"Not a concern. I won't be spotted, and a simple crossbow bolt won't steal my balance."*



She reached out a hand, placing it on the paladin's forearm. "And if they do shoot at me, I trust you to create a nice, loud distraction, at least long enough for them to lose sight of me again."

Grimvald looked unconvinced, until Valewyn's eyes flashed dangerously. Confidence filled her voice.

"The Queen of Chains may be the most powerful necromancer of our generation, but no one is stealthier than me. We will get in."

Being mythic is awesome, and the rules from *Mythic Adventures* provide many options for upgrading a character to the realm of mythic heroes. However, while there are numerous mythic spells and a long list of mythic feats (and even more are available in *Mythic Options: The Missing Core Feats*, which gives a mythic version of every feat from the core rules that does not already have one), none of the rogue's class features have mythic upgrades available. There are trickster path abilities that tie into some rogue abilities or common skills, but no upgrades for the rogue's main abilities and talents themselves. This is unfortunate, because many rogue characters focus much more on their core abilities and talents than on feats.

Mythic Options: Mythic Rogue Class Features offers mythic upgrades for every rogue class feature and talent from the core rulebook. It allows rogue characters to focus on classic rogue abilities such as uncanny dodge, skill mastery, and trap spotter, or select just a few such abilities to upgrade while adding the normal options of mythic feats and path abilities.

GAINING MYTHIC CLASS FEATURES

Gaining 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.

Mythic Evasion (Ex): You are a master of evading attacks. When you take damage you may expend a use of mythic power to halve the amount of damage you take. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect you failed to save against. Thus you could use mythic evasion to halve the damage you take from a poison if you fail your save, but not any damage the poison deals after its initial effect.

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

Mythic Sneak Attack (Ex): You are an expert at creating situations where you can make an unexpected attack. Your 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 you sneak attack 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), you may expend one use of mythic power to still deal your sneak attack damage to the creature.

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

Mythic Trapfinder (Ex): You have an amazingly sharp eye for details. You 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, you are never considered to be flat-footed or to have lost your Dex bonus to AC unless you are helpless.

MYTHIC TALENTS

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

Mythic Bleeding Attack (Ex): Add half your tier to the amount of bleed damage you inflict with this talent (minimum +1), and add your full tier to the DC of the Heal check required to stop the bleed.

Mythic Combat Trick: You gain a bonus combat feat. Add your tier to your fighter level for purposes of meeting this feat's prerequisites. (Thus a rogue with mythic tier 4 could take Weapon Specialization, if he also had Weapon Focus).

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

If you are sniping (having already successfully used Stealth at least 10 feet from your target) and you can make one ranged attack and then immediately use Stealth again, you take only a -10 penalty on your Stealth check to maintain your obscured location (rather than the normal -20).

Mythic Finesse Rogue (Ex): You may add your Dexterity bonus to damage instead of your 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): You can disable any trap as a full round action. If you also have the astounding disable trickster path ability, you 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 you can see, who is within 60 feet of you, comes within 10 feet of a trap, you receive an immediate Perception check to notice the trap. This check is made in secret by the GM.

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, you 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).

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.

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