

#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR.

6 MYTHIC FEATS



Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we

can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



THE HIGH CONCEPT:

Six feats to expand the ways mythic characters can focus themselves with feats, without just adding mythic versions of existing feats.

HARDER TO KILL (MYTHIC)

Your mythic energy keeps you alive despite extraordinary damage to your system.

BENEFIT: Add your mythic tier to the number of negative hit points you can reach before you die, and gain it as a bonus to saving throws against any effect that will kill you if you fail your save. When you are at a number of negative hit points no greater than your mythic tier, you gain regenerations 1 until you reach positive hit points (or additional damage drives your negative hit point total to be greater than your tier).

IMPROVED MYTHIC SURGE (MYTHIC)

Your mythic power is better able to help you overcome challenges.

BENEFIT: When you expend a use of mythic power for a surge, you roll the surge die twice and take the better of the two results.

MYTHIC EMPOWERMENT (MYTHIC)

Your mythic powers are strongly focused.

BENEFIT: Select one mythic power or ability you have that includes a calculation based on your mythic tier. One this selection is made, it cannot be changed. For purposes of the selected ability, treat your mythic tier as being 4 higher than normal.

MYTHIC FOCUS (MYTHIC)

You have extra reserves of mythic power for one specific sort of mythic ability.

BENEFIT: Select one thing you can expend a point of mythic power to do. This may be a base mythic ability (such as surge or amazing initiative), mythic path ability, mythic feat, or mythic spell, as long as the thing selected has specific rules that define the benefit of expending a point of mythic power. One this selection is made, it cannot be changed. You gain three additional uses of mythic power that can only be used for the selected mythic ability, feat, or spell.

MYTHIC RESISTANCE (MYTHIC)

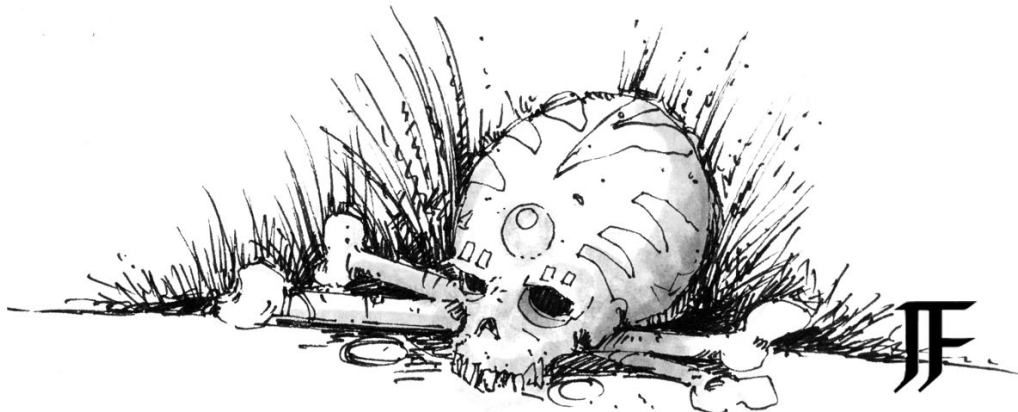
Even mythic attacks do not always affect you.

BENEFIT: Whenever you suffer an effect or attack from a mythic version of an attack, power or spell, and you are immune to nonmythic versions of that attack, power, or spell, the mythic source attacking you must make a mythic power check (d20 + mythic tier) against a DC of (11 + your mythic tier). For example, if you have a *shield* spell active, you are normally immune to *magic missiles*. If you were attacked by mythic *magic missiles* (which bypass *shield*), the source of the spell would have to make a mythic power check for that spell to bypass your *shield* spell.

MYTHIC RESTORATION

You can use mythic power to restore your nonmythic abilities.

BENEFIT: You can expend a use of mythic power as a free action to restore one use of any ability that has a limited number of uses per day. You cannot use this to restore mythic power or mythic abilities. If an ability can only be used once per day, you may only use this feat to restore it for one additional use per day.



WE ERR ON THE SIDE OF AWESOME

Designer:

Owen K.C. Stephens

Creative Director:

Stan!

Graphic Design and Typesetting:

Lj Stephens, R. Hyrum Savage

Illustrations:

Haddaway, the Forge Studios

Produced By:

Super Genius Games

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