

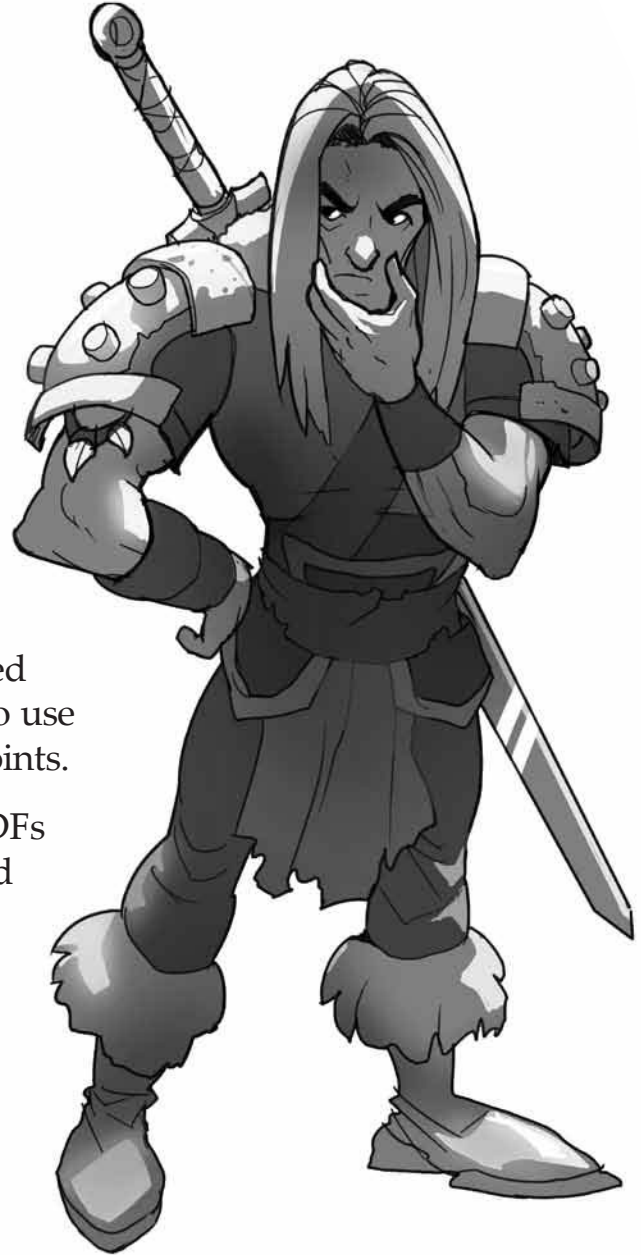
#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR.

MYTHIC FIGHTER CLASS FEATURES

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.



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT:

Since one of the most important class features of spellcasters is the ability to cast spells, and the *Pathfinder® Roleplaying Game: Mythic Adventures™* rules include mythic spells in addition to mythic path options (and no fighter class features have mythic versions in any mythic path), this product offers mythic versions of the fighter class features to allow fighters to make more of their core abilities mythic.

GAINING MYTHIC CLASS FEATURES

Gaining a mythic class feature is considered a 1st-tier universal path ability. You must have a class feature in order to gain its mythic version.

MYTHIC ARMOR MASTERY (Ex):

Your armor is almost a second skin, a part of you that can be sacrificed to save yourself.

If an attack, spell, or effect would kill you while you are wearing armor or carrying a shield, as a free action you may negate the damage or effect and give your armor or shield the broken condition. You cannot sacrifice armor or a shield with the broken condition to activate this mythic ability.

You must have the armor mastery class feature to take this mythic class feature.

MYTHIC ARMOR TRAINING (Ex):

You have learned how to use your armor to help you avoid damage from most sources, and the knowledge that you have this protection gives you greater confidence and resolve.

When you are wearing armor you add your armor training bonus to any Reflex or Will save you make (+1 at 3rd level, +2 at 7th, and so on). You also add it to any Intimidate or Sense Motive check you make while wearing armor.

You must have the armor training class feature to take this mythic class feature.

MYTHIC BRAVERY (Ex):

Not only are you extremely brave, but also, your steadfast nature can unnerve those who seek to daunt you.

You are never frightened or panicked. If circumstances would normally result in you being frightened or panicked, you are instead shaken for the same duration. This is true even if you are already shaken, and a new fear effect applies to you.

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

You must have the bravery class feature to take this mythic class feature.

MYTHIC WEAPON MASTERY (Ex):

You are the ultimate wielder of the weapon you have selected for weapon mastery.

When wielding this weapon, if you make an attack roll against a foe that hits its AC, and any

defense or effect prevents you from dealing full damage to the target (including conditions and effects that create a percentile miss chance, DR, etherealness, incorporeality, mirror image, and any other effect that would prevent a successful attack roll from dealing full damage), as a free action you may expend one use of mythic power to bypass the effect and deal full damage. If the effect is nonmythic, you automatically succeed. If the effect is from a mythic source, you make a mythic tier check (1d20 + mythic tier) against a DC of 10 + the mythic tier of the source.

You must have the weapon mastery class feature to take this mythic class feature.

MYTHIC WEAPON TRAINING (Ex):

You are amazingly accurate and effective with the weapons for which you have received weapon training.

When using a weapon from a group for which you have weapon training, whenever you add a mythic surge to its attack roll you also add the same value to the damage done on a successful attack.

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

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

WE ERR ON THE SIDE OF AWESOME!

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