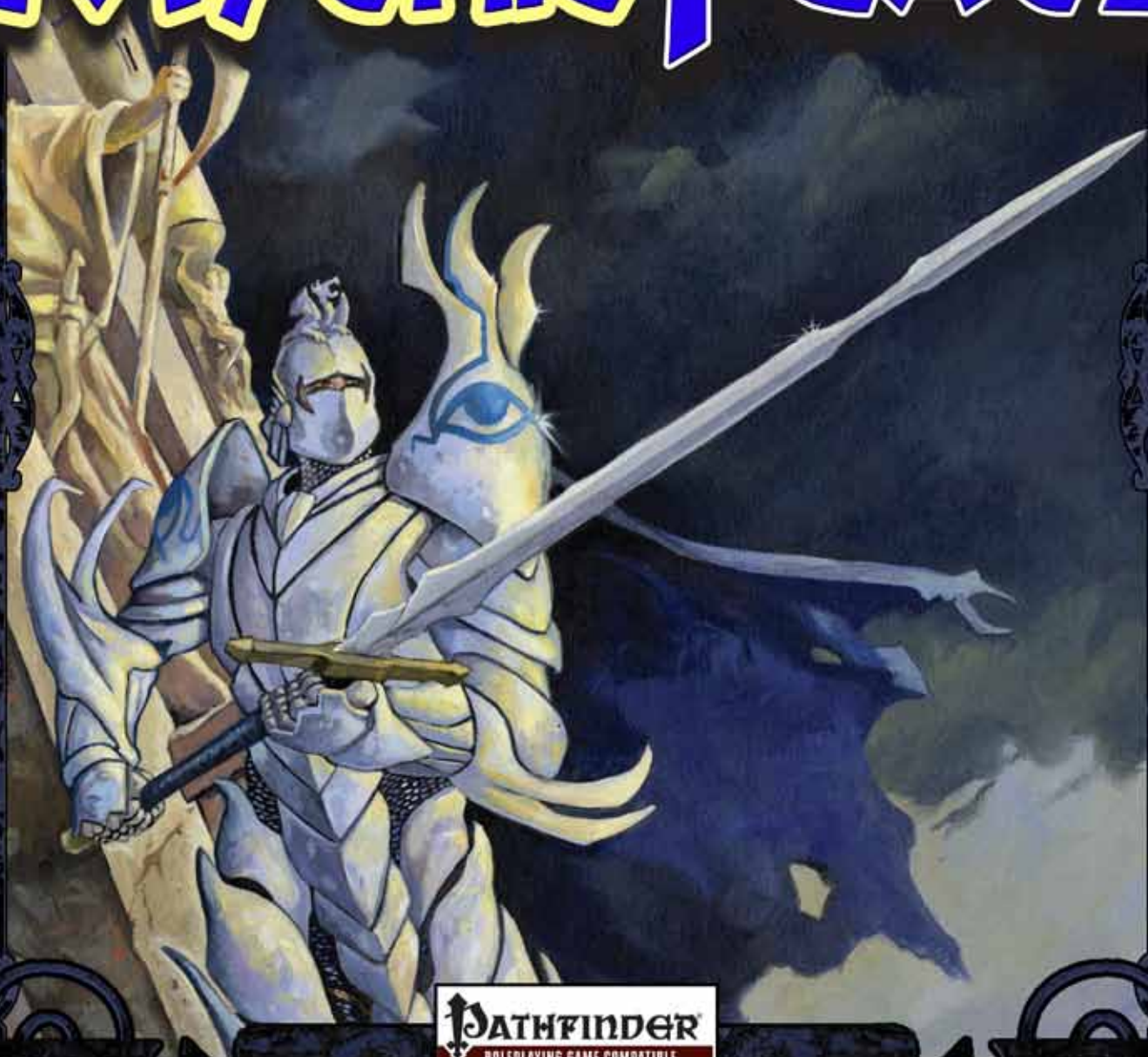




THE GENIUS GUIDE TO

HORRIFICALLY OVERPOWERED MYTHIC FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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When the first book of Horrifically Overpowered feats was released on April 1st, 2012, we expected to hear a lot of cries of, “What were you thinking?!” Instead we mostly heard, “When will you release more?!” So, we released the book of More Horrifically Overpowered feats, and the main comment we received was “These really aren’t THAT overpowered.”

Challenge accepted!

With the addition of the mythic rules from Mythic Adventures, some campaigns have found Horrifically Overpowered feats normalizing somewhere close to “reasonable.” Obviously, we can’t allow mythic-level

power creep to make our Horrifically Overpowered line become anything like mainstream. So, there was only one thing to do: Make Horrifically Overpowered Mythic feats, and Mythic Horrifically Overpowered feats, and release them on April 1st, 2014.

But first, a warning.

Horrifically Overpowered Feats, as the name might suggest, are not balanced. They are, in fact, imbalanced in three ways. First, each one represents an uptick in power larger than a typical feat (and in most cases—dare we say **all** cases?—larger than even the most powerful “vanilla” feats). Second, each one has the potential for being combined with class features, spells, tactics, and other feats to create an even stronger effect than normal, causing them to skew how big a boost in power they represent depending on the circumstances. Third, conceptually, many of them bend the logic of the core rules, allowing warriors to cast spells, spellcasters to become weaponmasters, and well-designed characters to be much, much more effective than characters that have not been optimized.

Given the long list of problems with Horrifically Overpowered Feats, it may sound as if these rules are unusable. That’s not true, at least not strictly speaking. Each feat is designed to give all the rules needed to use it in a campaign, and to be consistent and logical within the frame of reference of being Horrifically Overpowered. It’s just that the feats themselves are intentionally too much to reasonably be added to a typical game.

In short, don’t use these for any reason.

These feats come in two categories. The first are Horrifically Overpowered Mythic (HOM) feats. These are follow-up feats to mythic feats from *Mythic Adventures*, specifically designed to take the mythic rules to an illogical conclusion beyond their intended scope. Second (and listed in their own alphabetical order after all the HOM feats) are the Mythic Horrifically Overpowered (MHO) feats. These take already-extant Horrifically Overpowered feats and tack on the power boost of having Mythic versions available. All these feats follow all the rules and restrictions of mythic feats, they are just horrifically overpowered when compared to “normal” mythic feats. Adding any of these to a campaign is likely to break it.

Seriously, don’t use these.



TABLE 1: HORRIFICALLY OVERPOWERED MYTHIC FEATS

Feat	Prerequisites	Benefit
Acrobatic (Horribly Overpowered, Mythic)	Acrobatic, Acrobatic (mythic)	Your lithe maneuvers are so amazing that they can leave observers slack-jawed in shock.
Augment Summoning (Horribly Overpowered, Mythic)	Augment Summoning, Augment Summoning (mythic)	Your summoning spells bring forth monsters out of legend.
Bleeding Critical (Horribly Overpowered, Mythic)	Bleeding Critical, Bleeding Critical (Mythic), Critical Focus (mythic)	Your deadliest blows unleash comically over-exaggerated floods of blood.
Blind-Fight (Horribly Overpowered, Mythic)	Blind-Fight, Blind-Fight (Mythic)	You don't really need your sense of vision.
Cleave (Horribly Overpowered, Mythic)	Cleave, cleave (Mythic)	Twelve with one blow.
Combat Expertise (Horribly Overpowered, Mythic)	Combat Expertise, Combat Expertise (mythic)	No one can touch you.
Combat Reflexes (Horribly Overpowered, Mythic)	Combat Reflexes, Combat Reflexes (mythic)	Boot to the head.
Command Undead (Horribly Overpowered, Mythic)	Command Undead, Command Undead (Mythic)	Undead. You rule them.
Deflect Arrows (Horribly Overpowered, Mythic)	Deflect Arrows, Deflect Arrows (Mythic)	No one can shoot you.
Disruptive (Horribly Overpowered, Mythic)	Disruptive, Disruptive (Mythic)	The most difficult magic is simply impossible when you are harassing a spellcaster.
Eldritch Heritage (Horribly Overpowered, Mythic)	Eldritch Heritage, Eldritch Heritage (Mythic)	You are, essentially, a sorcerer.
Eschew Materials (Horribly Overpowered, Mythic)	Eschew Materials, Eschew Materials (Mythic)	Material components? You don't need no stinking material components.
Far Shot (Horribly Overpowered, Mythic)	Far Shot, Far Shot (Mythic)	The moon is in range.
Great Fortitude (Horribly Overpowered, Mythic)	Great Fortitude, Great Fortitude (mythic)	Your stamina is without equal.
Improved Bull Rush (Horribly Overpowered, Mythic)	Improved Bull Rush, Improved Bull Rush (mythic)	You are both unstoppable force and immovable object.
Improved Initiative (Horribly Overpowered, Mythic)	Improved Initiative, Improved Initiative (mythic)	You are a blur of sudden action.
Improved Unarmed Strikes (Horribly Overpowered, Mythic)	Improved Unarmed Strikes, Improved Unarmed Strikes (mythic)	Your hands are among the most deadly of weapons.
Lunge (Horribly Overpowered, Mythic)	Lunge, Lunge (mythic)	No one is beyond your grasp.

Manyslot (Horribly Overpowered, Mythic)	Manyslot, Manyslot (mythic)	At least your enemies will fight in the shade.
Mobility (Horribly Overpowered, Mythic)	Mobility, Mobility (mythic)	You float through combat like a butterfly.
Mounted Archery (Horribly Overpowered, Mythic)	Mounted Archery, Mounted Archery (mythic)	You are the saddle-sitting master of mounted archery.
Mounted Combat (Horribly Overpowered, Mythic)	Mounted Combat, Mounted Combat (mythic)	No one hurts your steed while you are around.
Natural Spell (Horribly Overpowered, Mythic)	Natural Spell, Natural Spell (mythic)	Even as a dire bear, you have thumbs and can wear pants.
Power Attack (Horribly Overpowered, Mythic)	Power Attack, Power Attack (mythic)	If you hit it, it dies.
Quick Draw (Horribly Overpowered, Mythic)	Quick Draw, Quick Draw (mythic)	You always have just what you need.
Rapid Reload (Horribly Overpowered, Mythic)	Rapid Reload, Rapid Reload (mythic)	You never seem to run out of ammo.
Rapid Shot (Horribly Overpowered, Mythic)	Rapid Shot, Rapid Shot (mythic)	You can lay down a field of fire so thick, people can walk across it.
Spell Focus (Horribly Overpowered, Mythic)	Spell Focus, Spell Focus (mythic)	In your chosen mystic field of study, you have no equal.
Spell Mastery (Horribly Overpowered, Mythic)	Spell Mastery, Spell Mastery (mythic)	Spell books? You don't need no stinking spellbooks!
Spell Penetration (Horribly Overpowered, Mythic)	Spell Penetration, Spell Penetration (mythic)	Only gods are immune to your magic... and not all of them.
Spellbreaker (Horribly Overpowered, Mythic)	Spellbreaker, Spellbreaker (mythic)	You don't just break foe's spells, you claim them as your own.
Stunning Fist (Horribly Overpowered, Mythic)	Stunning Fist, Stunning Fist (mythic)	Your fists are like iron.
Two-Weapon Defense (Horribly Overpowered, Mythic)	Two-Weapon Defense, Two-Weapon Defense (Mythic)	You can try to block every attack.
Two-Weapon Fighting (Horribly Overpowered, Mythic)	Two-Weapon Fighting, Two-Weapon Fighting (Mythic)	If the left don't get them, the right one will.
Uber-Mythic (Horribly Overpowered, Mythic)	Extra Mythic Power	You are more mythic than mere mythic.
Undead Master (Horribly Overpowered, Mythic)	Undead Master, Undead Master (Mythic)	Your undead armies and vast and readily available.
Vital Strike (Horribly Overpowered, Mythic)	Vital Strike, Vital Strike (Mythic)	Even seeing you use Vital Strike is disturbing.
Weapon Finesse (Horribly Overpowered, Mythic)	Weapon Finesse, Weapon Finesse (Mythic)	Your attacks are swift, powerful, and well-placed.
Weapon Focus (Horribly Overpowered, Mythic)	Weapon Focus, Weapon Focus (Mythic)	You are the unquestioned master of attacks with your preferred weapons.
Weapon Specialization (Horribly Overpowered, Mythic)	Weapon Specialization, Weapon Specialization (Mythic)	You may finally get to roll as many dice as the wizard.

PART ONE

HORRIFICALLY OVERPOWERED MYTHIC FEATS

These mythic feats are horrifically overpowered, and for mythic feats, boy is that saying something! Even if used in a mythic game, they are unbalancing and unreasonable. On the other hand, if you allow them in a tier 10 mythic game, it's possible that no one even notices how ridiculous they are compared to the normal tier 10 options.

All of these feats have a feat from Mythic Adventures as a prerequisite, and most require use of that book to be used.

ACROBATIC (HORRIFICALLY OVERPOWERED, MYTHIC)

Your lithe maneuvers are so amazing that they can leave observers slack-jawed in shock.

Prerequisites: Acrobatic, Acrobatic (mythic).

Benefit: You can only be required to actually roll an Acrobatics or Fly skill check once per game session (per skill), as determined by the GM. For all other Acrobatics and Fly skill checks, you get a result as if you had opted to take 20, except the skill does not require any additional time to perform.

When you *do* roll an Acrobatics or Fly skill check, if your die roll is a 15 or greater (the die shows a 15 or higher), non-mythic creatures with fewer HD than you who witness you make the check must succeed on a Will saving throw (DC 10 + 1/2 your HD + mythic tier) or be stunned for 1 round.

Variations: A GM can use this pattern for every feat/mythic feat that grants a bonus to 2 skills.

AUGMENT SUMMONING (HORRIFICALLY OVERPOWERED, MYTHIC)

Your summoning spells bring forth legendary monsters.

Prerequisites: Augment Summoning, Augment Summoning (mythic).

Benefit: Each day when you prepare your spells or regain your spell slots, you may select a number of points of evolutions (from the eidolon evolution list) equal to half your caster level. When you summon creatures with summon spells, they gain the evolutions you selected.

BLEEDING CRITICAL (HORRIFICALLY OVERPOWERED, MYTHIC)

Your deadliest blows unleash comically over-exaggerated floods of blood.

Prerequisites: Bleeding Critical, Bleeding Critical (Mythic), Critical Focus (mythic).

Benefit: When you use your Bleeding Critical, the target sprays so much blood that it cannot be invisible, it is considered to be on ice as a result of the risk of slipping in its own blood, and each round it must make a Reflex save (DC 10 + 1/2 your HD + mythic tier) or be blinded for 1 round as its own blood spray gets in its eyes.

BLIND-FIGHT (HORRIFICALLY OVERPOWERED, MYTHIC)

You don't really need your sense of vision.

Prerequisites: Blind-Fight, Blind-Fight (Mythic).

Benefit: You ignore any and all penalties from being unable to see. Always act as though you can see, regardless of light conditions, fog or other concealment, or actually being blinded.



CLEAVE (HORRIFICALLY OVERPOWERED, MYTHIC)

Twelve with one blow.

Prerequisites: Cleave, cleave (Mythic).

Benefit: Each time you make a normal melee attack, you may also make an abnormal melee attack at the same attack bonus against every foe within reach. If you select this option, it replaces all other functions of Cleave or any other feat that has Cleave as a prerequisite and grants you additional melee attacks.

Special: The only abnormal thing about the abnormal melee attacks gained is that they do not grant additional melee attacks.

COMBAT EXPERTISE (HORRIFICALLY OVERPOWERED, MYTHIC)

No one can touch you.

Prerequisites: Combat Expertise, Combat Expertise (mythic)

Benefit: If your AC is less than 25 + your level, you gain a dodge bonus large enough to make your AC equal to 25 + your level. You lose this bonus anytime you are denied your Dexterity bonus to AC.

If you actually take the penalty to attacks for Combat Expertise and you make a melee attack, until your next turn, if you are hit by an attack you can expend one use of mythic power to cause the attack to miss you.

COMBAT REFLEXES (HORRIFICALLY OVERPOWERED, MYTHIC)

Boot to the head.

Prerequisites: Combat Reflexes, Combat Reflexes (mythic)

Benefit: Creatures within your threatened area provoke attacks of opportunity from you. This is provoked when they first enter an area you threaten, and again at the beginning of their turn if they are in an area you threaten.

COMMAND UNDEAD (HORRIFICALLY OVERPOWERED, MYTHIC)

Undead. You rule them.

Prerequisites: Command Undead, Command Undead (Mythic)

Benefit: You can *command undead*, as the spell, as a supernatural ability with no saving throw. You can affect each undead with this ability only once per day.

DEFLECT ARROWS (HORRIFICALLY OVERPOWERED, MYTHIC)

No one can shoot you.

Prerequisites: Deflect Arrows, Deflect Arrows (Mythic)

Benefit: You are immune to all attacks that would qualify to be deflected with Deflect Arrows. Once per round, you can deflect any ranged attack targeting you (including ranged touch attacks, spells that require attack rolls, siege weapons, and a meteor falling from space if the GM decides to target you with one).

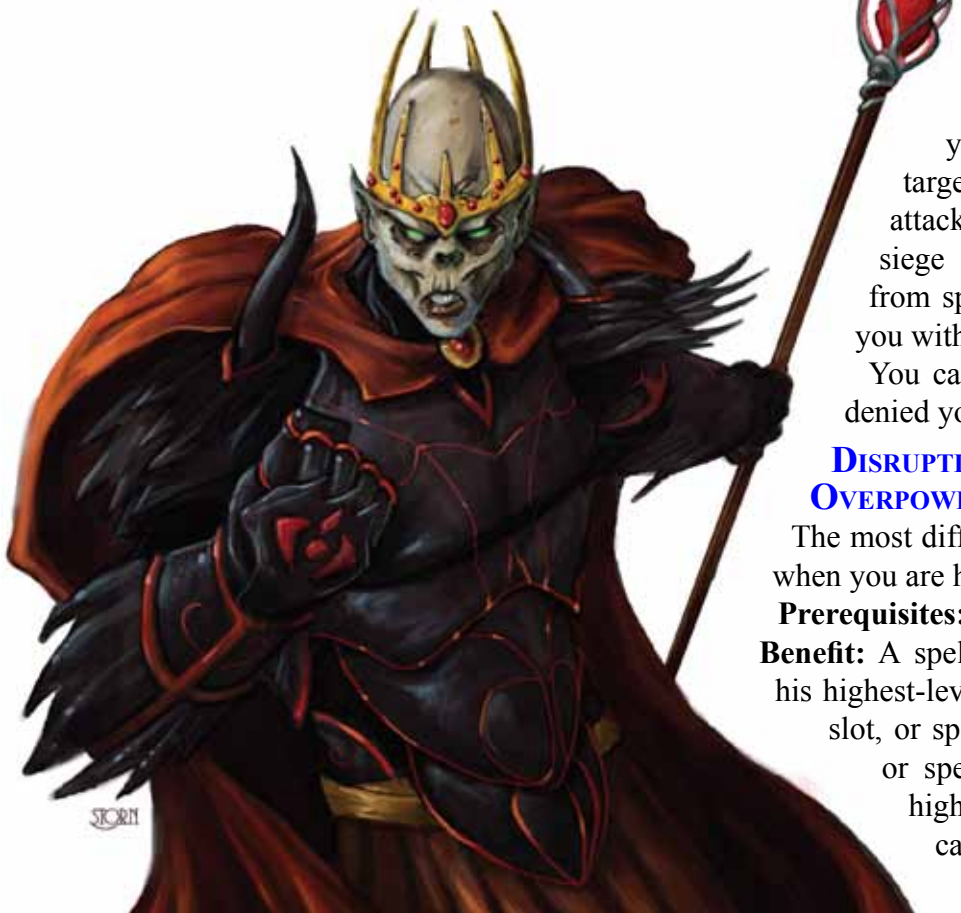
You cannot use this feat when you are denied your Dexterity bonus to AC.

DISRUPTIVE (HORRIFICALLY OVERPOWERED, MYTHIC)

The most difficult magic is simply impossible when you are harassing a spellcaster.

Prerequisites: Disruptive, Disruptive (Mythic)

Benefit: A spellcaster you threaten cannot use his highest-level available prepared spell, spell slot, or spell-like ability. If multiple spells or spell-like abilities are tied for the highest-level available, none of them can be used.



ELDRITCH HERITAGE (HORRIFICALLY OVERPOWERED, MYTHIC)

You are, essentially, a sorcerer.

Prerequisites: Eldritch Heritage, Eldritch Heritage (Mythic)

Benefit: You gain spells known and spells per day as a sorcerer of a level equal to your mythic tier. Your caster level is equal to your mythic tier or 1/2 your HD, whichever is higher. You cast these spells as a sorcerer, subject to all the same limitations.

ESCHEW MATERIALS (HORRIFICALLY OVERPOWERED, MYTHIC)

Material components? You don't need no stinking material components.

Prerequisites: Eschew Materials, Eschew Materials (Mythic)

Benefit: You can cast any spell without its material component or focus. However, the effect of any instantaneous or permanent spell you cast ends in 24 hours. Thus you can use *raise dead* on someone, but they become dead again a day later. This includes instantaneous or permanent effects from spells with variable durations (such as *wish* granting inherent bonuses to ability scores).

FAR SHOT (HORRIFICALLY OVERPOWERED, MYTHIC)

The moon is in range.

Prerequisites: Far Shot, Far Shot (Mythic)

Benefit: Everything in your line of sight is considered to be in the first range increment of any ranged weapon attack you make. Additionally, you treat anything within 120 feet as being in point-blank range (30 feet) for all purposes that require a ranged target to be within 30 feet.

GREAT FORTITUDE (HORRIFICALLY OVERPOWERED, MYTHIC)

Your stamina is without equal.

Prerequisites: Great Fortitude, Great Fortitude (mythic).

Benefit: You can only be required to actually roll a Fortitude save once per game session, as determined by the GM. For all other Fortitude saves, your saving throw total is calculated as your total save bonus +20.

Variations: A GM can use this pattern for Iron Will and Lightning Reflexes.

IMPROVED BULL RUSH (HORRIFICALLY OVERPOWERED, MYTHIC)

You are both unstoppable force and immovable object.

Prerequisites: Improved Bull Rush, Improved Bull Rush (mythic).

Benefit: Add +20 to your CMB and CMD regarding bull rushes. There is no size limit to what creatures you can bull rush.

Variations: A GM can use this pattern for all the Improved combat maneuver feats.

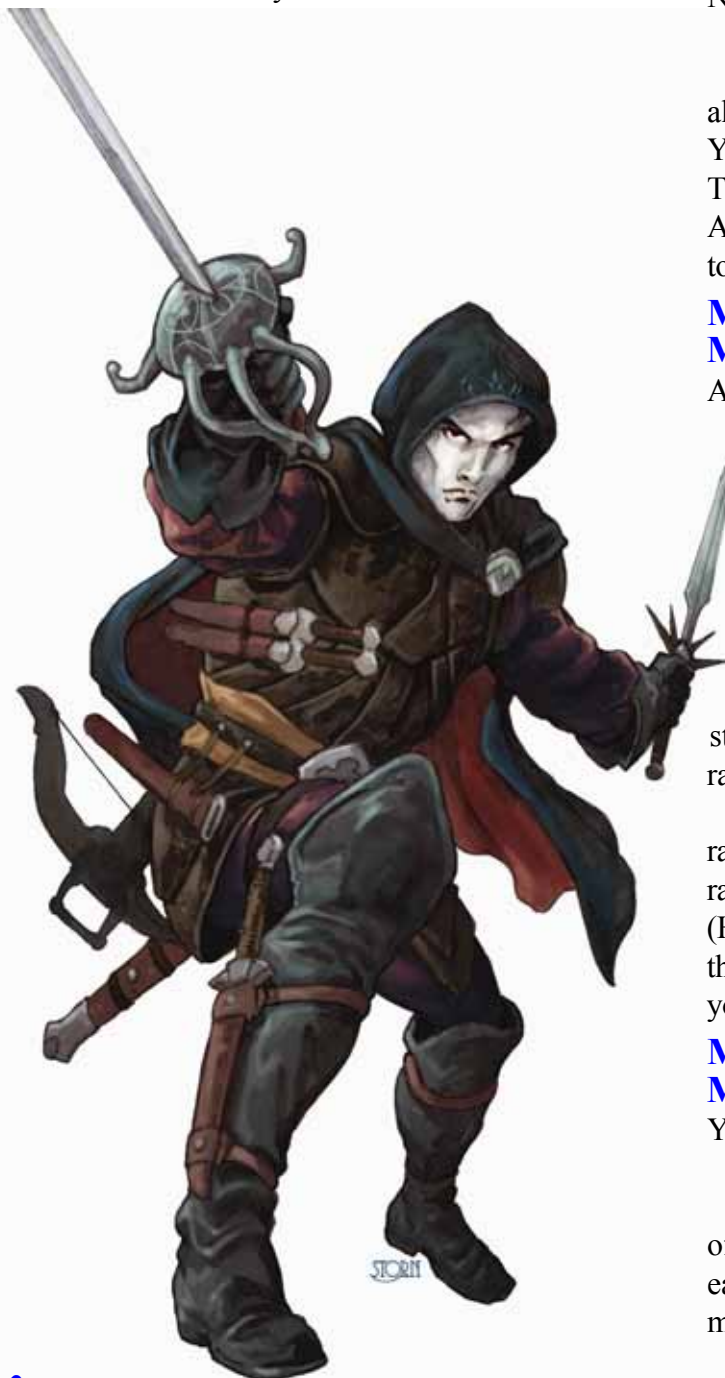


IMPROVED INITIATIVE (HORRIFICALLY OVERPOWERED, MYTHIC)

You are a blur of sudden action.

Prerequisites: Improved Initiative, Improved Initiative (mythic).

Benefit: Add +10 to your initiative checks. Anytime your initiative is 40 or higher, you get to take a partial action before the first round of combat (during which time only other characters with this feat and an initiative of 40 or higher can act). Additionally, divide your initiative by 20. This is the number of extra partial actions you can take during this combat. Each extra partial action occurs between rounds of combat, and you cannot take one more often than every 2 rounds.



IMPROVED UNARMED STRIKES (HORRIFICALLY OVERPOWERED, MYTHIC)

Your hands are among the most deadly of weapons.

Prerequisites: Improved Unarmed Strikes, Improved Unarmed Strikes (mythic).

Benefit: Your unarmed strikes have a threat range of 19-20, and a x3 critical multiplier. They are also treated as having the blocking, brace, deadly, disarm, distracting, grapple, performance, sunder, and trip special weapon features. They deal bludgeoning, piercing, and slashing damage. When calculating bonus damage from Power Attack or your Strength bonus (or similar sources), treat your unarmed attacks as 2-handed weapons.

LUNGE (HORRIFICALLY OVERPOWERED, MYTHIC)

No one is beyond your grasp.

Prerequisites: Lunge, Lunge (mythic).

Benefit: Your melee reach is extended by 5 feet for all weapons, natural weapons, and unarmed attacks. You gain a +2 bonus to all attacks of opportunity. These benefits replace Lunge and Lunge (mythic). Additionally, you can expend a point of mythic power to extend your reach by another 5 feet for 1 minute.

MANYSHOT (HORRIFICALLY OVERPOWERED, MYTHIC)

At least your enemies will fight in the shade.

Prerequisites: Manyshot, Manyshot (mythic).

Benefit: Anytime you make a normal ranged attack with a weapon, you may also make one abnormal ranged attack with the same weapon, using the same attack bonus. If you make 5 or more normal ranged weapon attacks in the same round, and an abnormal ranged attack for each normal ranged attack, you may reduce the light level one step in a line from you to one of the targets of your ranged attacks until the beginning of your next round.

Special: The only abnormal thing about the abnormal ranged attacks gained is that they do not grant additional ranged attacks with this feat. However, Rapid Shot (Horribly Overpowered, Mythic) does stack with this feat, granting you a total of three attacks each time you make a normal ranged attack.

MOBILITY (HORRIFICALLY OVERPOWERED, MYTHIC)

You float through combat like a butterfly.

Prerequisites: Mobility, Mobility (mythic).

Benefit: Your movement does not provoke attacks of opportunity. You get one additional 5-foot step each round and may use it even if you take other movement, including a 5-foot step, or may combine

your two 5-foot steps into a 10-foot step, allowing you to take a 5-foot step in difficult terrain. If you expend a point of mythic power, you gain two additional 5-foot steps each round for one minute.

MOUNTED ARCHERY (HORRIFICALLY OVERPOWERED, MYTHIC)

You are the saddle-sitting master of mounted archery.

Prerequisites: Mounted Archery, Mounted Archery (mythic).

Benefit: You take no penalties for making ranged attacks while mounted, regardless of what speed your mount moves. When your mount moves at least 10 feet in a round, you may add its total movement divided by 10 as bonus damage to all ranged attacks you make in the same round.

MOUNTED COMBAT (HORRIFICALLY OVERPOWERED, MYTHIC)

No one hurts your steed while you are around.

Prerequisites: Mounted Combat, Mounted Combat (mythic).

Benefit: As long as you are conscious and mounted, your steed takes no damage from any source. That sounds really impressive, but your steed can still be affected by non-damaging effects, and if you are playing in a game where the GM is allowing Horrifically Overpowered Mythic feats (despite all my warnings not to), you can bet the GM has some awesome options to take out your mount without resorting to anything as dull as hit points. Taking this feat is like looking your GM in the eye and saying “I dare you to make me regret this.” You’ll end up with a steed that has been petrified, or polymorphed into a hunchbacked bunny. And then how cool would you look? Not very. Seriously, go look at Cleave (Horrifically Overpowered, Mythic). It’s much cooler than this.

NATURAL SPELL (HORRIFICALLY OVERPOWERED, MYTHIC)

Even as a dire bear, you have thumbs and can wear pants.

Prerequisites: Natural Spell, Natural Spell (mythic).

Benefit: When using wild shape, you get to keep all your gear and can do everything you can do in your natural form, even though you still look like an animal.

POWER ATTACK (HORRIFICALLY OVERPOWERED, MYTHIC)

If you hit it, it dies.

Prerequisites: Power Attack, Power Attack (mythic).

Benefit: When you are using Power Attack, any foe you hit with a melee weapon must make a Fortitude save (DC 15 + your mythic tier) or die (if alive) or be destroyed (if inanimate or undead).

QUICK DRAW (HORRIFICALLY OVERPOWERED, MYTHIC)

You always have just what you need.

Prerequisites: Quick Draw, Quick Draw (mythic).

Benefit: You can ready and put away any hand-held equipment as free actions. Basically for each action you take, you may decide what gear you are using. If you expend a point of mythic power, you can even swap clothes and armor as a free action.



RAPID RELOAD (HORRIFICALLY OVERPOWERED, MYTHIC)

You never seem to run out of ammo.

Prerequisites: Rapid Reload, Rapid Reload (mythic).

Benefit: You can reload any weapon in your possession without taking any action to do so, including siege weapons. You never run out of mundane ammunition. If you expend a point of mythic power, you can reload every weapon you wish to within 30 feet as a swift action.

RAPID SHOT (HORRIFICALLY OVERPOWERED, MYTHIC)

You can lay down a field of fire so thick, people can walk across it.

Prerequisites: Rapid Shot, Rapid Shot (mythic).

Benefit: Anytime you make a typical ranged attack with a weapon, you may also make one atypical ranged attack with the same weapon, using the same attack bonus.

If you make 5 or more normal ranged weapon attacks in the same round, and an atypical ranged attack for each normal ranged attack, you may designate a line

from you to any one of your targets that until the beginning of your next round is so thick with flying arrows (or whatever) that a DC 20 Acrobatics check allows it to be crossed like a bridge.

Special: The only atypical thing about the atypical ranged attacks gained is that they do not grant additional ranged attacks with this feat. However, Manyshot (Horribly Overpowered, Mythic) does stack with this feat, granting you a total of three attacks each time you make a normal ranged attack.

SPELL FOCUS (HORRIFICALLY OVERPOWERED, MYTHIC)

In your chosen mystic field of study, you have no equal.

Prerequisites: Spell Focus, Spell Focus (mythic).

Benefit: Select a school of magic you have already selected for Spell Focus and Spell Focus (mythic). If you are not a wizard, you gain all the benefits a wizard of your character level specialized in that school of magic gains.

If you are a wizard, you may swap any prepared spell for a spell you know of the selected school of the same level or less.

SPELL MASTERY (HORRIFICALLY OVERPOWERED, MYTHIC)

Spell books? You don't need no stinking spellbooks!

Prerequisites: Spell Mastery, Spell Mastery (mythic).

Benefit: You are considered to have taken Spell Mastery for all spells you know.

SPELL PENETRATION (HORRIFICALLY OVERPOWERED, MYTHIC)

Only gods are immune to your magic... and not all of them.

Prerequisites: Spell Penetration, Spell Penetration (mythic).

Benefit: Whenever you make a caster level check to overcome a target's SR, roll twice and take the best result.

If you expend a point of mythic power, you can ignore a target's spell immunity, condition immunity, SR, and elemental resistance or immunity for one spell cast (though it still gets a normal saving throw, if one is allowed).



SPELLBREAKER (HORRIFICALLY OVERPOWERED, MYTHIC)

You don't just break foe's spells, you claim them as your own.

Prerequisites: Spellbreaker, Spellbreaker (mythic).

Benefit: If you successfully disrupt a foe's spellcasting with a readied attack or an attack of opportunity, you gain the spell your foe was attempting to cast, as if you had used a *rod of absorption*, but with no level limit. Any spell absorbed fades after 24 hours.

STUNNING FIST (HORRIFICALLY OVERPOWERED, MYTHIC)

Your fists are like iron.

Prerequisites: Stunning Fist, Stunning Fist (mythic).

Benefit: You may turn one unarmed attack per round into a stunning fist without counting it toward your daily limit. You may select which attack after seeing its attack roll. If you expend a point of mythic power, targets normally immune to stun effects are not immune to your stunning fist for 1 round.

TWO-WEAPON DEFENSE (HORRIFICALLY OVERPOWERED, MYTHIC)

You can try to block every attack.

Prerequisites: Two-Weapon Defense, Two-Weapon Defense (Mythic).

Benefit: As long as you have two melee weapons equipped and are not denied your Dexterity bonus to AC, you have cover.

TWO-WEAPON FIGHTING (HORRIFICALLY OVERPOWERED, MYTHIC)

If the left don't get them, the right one will.

Prerequisites: Two-Weapon Fighting, Two-Weapon Fighting (Mythic).

Benefit: Each time you make a melee attack with your primary weapon, you may also make a melee attack with your secondary weapon at the same attack bonus -2.

UBER-MYTHIC (HORRIFICALLY OVERPOWERED, MYTHIC)

You are more mythic than mere mythic.

Prerequisites: Extra Mythic Power.

Benefit: For purposes of your own mythic abilities, feats, powers, spells, and magic items, you do not treat mythic creatures of a lower mythic tier than you as mythic sources.

UNDEAD MASTER (HORRIFICALLY OVERPOWERED, MYTHIC)

Your undead armies and vast and readily available.

Prerequisites: Undead Master, Undead Master (Mythic).

Benefit: Undead with hit dice equal to your tier or less do not count against your total HD of undead for the animate dead spell or the Command Undead feat. If you expend a point of mythic power, you may teleport to you a number of HD worth of undead you control through one of these two methods equal to your caster level plus your mythic tier. You may do this even if they are on another plane, as long as they could reach you if they used *greater teleportation* or *plane shift*.

VITAL STRIKE (HORRIFICALLY OVERPOWERED, MYTHIC)

Even seeing you use Vital Strike is disturbing.

Prerequisites: Vital Strike, Vital Strike (Mythic).

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, the target you hit (and any non-mythic creature that witnesses the attack) must make a Will save (DC 10 +1/2 your level +your mythic tier) or be shaken for a number of minutes equal to the number of dice you gained from the Vital Strike feat used.

WEAPON FINESSE (HORRIFICALLY OVERPOWERED, MYTHIC)

Your attacks are swift, powerful, and well-placed.

Prerequisites: Weapon Finesse, Weapon Finesse (Mythic).

Benefit: You may add your bonuses from Strength, Dexterity, and Intelligence to your melee attack and damage rolls.

WEAPON FOCUS (HORRIFICALLY OVERPOWERED, MYTHIC)

You are the unquestioned master of attacks with your preferred weapons.

Prerequisites: Weapon Focus, Weapon Focus (Mythic).

Benefit: When you make an attack roll with a weapon for which you have taken Weapon Focus, roll your attack twice and take the best result. If you have Greater Weapon Focus with the weapon, roll three times and take the best result.

WEAPON SPECIALIZATION (HORRIFICALLY OVERPOWERED, MYTHIC)

You may finally get to roll as many dice as the wizard.

Prerequisites: Weapon Specialization, Weapon Specialization (Mythic).

Benefit: When you make a damage roll with a weapon for which you have taken Weapon Specialization, roll your damage twice and take the best result. If you have Greater Weapon Specialization with the weapon, roll three times and take the best result.

PART TWO

MYTHIC HORRIFICALLY OVERPOWERED FEATS

Since apparently many GMs have been allowing Horrifically Overpowered feats as choices for mythic campaigns, it appears that there is a step beyond “Horrifically Overpowered” that needs to be explored. It goes without saying that using any of these feats, ever, is a terrible idea and no one should ever do it. All the feats presented here are mythic versions of horrifically overpowered feats from *The Genius Guide to Horrifically Overpowered Feats*, and that book is required to use most of them.

There’s really no reason to ever use these. Maybe if a mythic campaign has gotten out of hand, and you want to escalate the problem rather than address it... but even then, you might be better off just throwing a fiendish tarrasque swarm at your players.

DENIED (HORRIFICALLY OVERPOWERED, MYTHIC)

If you don’t like it, it didn’t happen.

Prerequisites: Denied (Horrifically overpowered).

Benefit: You can use your Denied feat by expending a point of mythic power, regardless of the number of uses/day you would ordinarily be entitled to.

EMPOWERED ATTACK (HORRIFICALLY OVERPOWERED, META-ATTACK, MYTHIC)

Your attacks can deal horrendous damage.

Prerequisites: Empowered Attack (Horrifically Overpowered).

Benefit: Your Empowered attacks deal +100% damage, rather than +50%. You may expend a point of mythic power to make an attack empowered, if you are out of meta-attack uses for the day.

ENLARGED ATTACK (HORRIFICALLY OVERPOWERED, META-ATTACK, MYTHIC)

No one is beyond your reach.

Prerequisites: Enlarged Attack (Horrifically Overpowered).

Benefit: There is no limit to how many Enlarged attacks you may make per day.

ESCHEW FOCI (HORRIFICALLY OVERPOWERED, MYTHIC)

You have no need for idols and mirrors... and you can see to it your friends don’t either.

Prerequisite: Eschew Foci (Horrifically Overpowered).

Benefit: You may expend a point of mythic power to grant the benefit of your Eschew Foci feat to all allies within 30 feet for one minute.

Variations: The GM can use this to create similar feats for mythic version of Eschew Gestures and Eschew Incantations.

EXTRA LIVES (HORRIFICALLY OVERPOWERED, MYTHIC)

You are nearly impossible to kill.

Prerequisite: Extra Lives (Horrifically Overpowered).

Benefit: As long as you have at least one use of the Extra Lives feat available, you can expend three uses of mythic power to use your Extra Lives feat without it counting against the maximum number of times you can use the feat. If you expend two points of mythic power, you may grant another dead character one of your uses of the Extra Lives feat. You can’t do both of these at once.

FAVORED (HORRIFICALLY OVERPOWERED, MYTHIC)

The universe likes you, a lot. Really, it’s kind of unfair.

Prerequisite: Favored (Horrifically Overpowered).

Benefit: Select one class. You gain a favored class benefit for that class every time you gain a level, in addition to the normal benefit for favored. If you expend a point of mythic power, you can bestow the benefits of favored class bonuses you have for any one class to all allies within 30 feet, for one minute.

FULL CASTING ACTION (HORRIFICALLY OVERPOWERED, MYTHIC)

You can cast multiple spells as a full-round action, without losing anything for doing so.

Prerequisite: Full Casting Action (Horrifically Overpowered).

Benefit: When you use your Full Casting Action feat, your spells cast after the first do not suffer a penalty to their caster level or saving throw DC.

TABLE 2: MYTHIC HORRIFICALLY OVERPOWERED FEATS		
Feat	Prerequisites	Benefit
Denied (Horribly Overpowered, Mythic)	Denied (Horribly overpowered)	If you don't like it, it didn't happen.
Empowered Attack (Horribly Overpowered, Meta-attack, Mythic)	Empowered Attack (Horribly Overpowered)	Your attacks can deal horrendous damage.
Enlarged Attack (Horribly Overpowered, Meta-attack, Mythic)	Enlarged Attack (Horribly Overpowered)	No one is beyond your reach.
Eschew Foci (Horribly Overpowered, Mythic)	Eschew Foci (Horribly Overpowered)	You have no need for idols and mirrors, and you can see to it your friends don't either.
Extra Lives (Horribly Overpowered, Mythic)	Extra Lives (Horribly Overpowered)	You are nearly impossible to kill.
Favored (Horribly Overpowered, Mythic)	Favored (Horribly Overpowered)	The universe likes you, a lot. Really, it's kind of unfair.
Full Casting Action (Horribly Overpowered, Mythic)	Full Casting Action (Horribly Overpowered)	You can cast multiple spells as a full-round action, without losing anything for doing so.
Gestalt (Horribly Overpowered, Mythic)	Gestalt (Horribly Overpowered)	You have prestige, in addition to class and horribly overpowered mythic abilities.
Go First (Horribly Overpowered, Mythic)	Go First (Horribly Overpowered), Improved Initiative	Even among people who always go first... you go first.
Healing Factor (Horribly Overpowered, Mythic)	Healing Factor (Horribly Overpowered)	You can heal from nearly anything.
Heroic Grace (Horribly Overpowered, Mythic)	Heroic Grace (Horribly Overpowered)	Myths shall be told of you... so you can't die yet.
Hex Maven (Horribly Overpowered, Mythic)	Hex Maven (Horribly Overpowered)	You rule hexes.
Magic-User (Horribly Overpowered, Mythic)	Magic-User (Horribly Overpowered)	You can casually cast spells as well as someone who works really hard at it.
Mental Paragon (Horribly Overpowered, Mythic)	Mental Paragon (Horribly Overpowered)	You exceed the peak of mental perfection for your race.
Offensive Combat Training (Horribly Overpowered, Mythic)	Offensive Combat Training (Horribly Overpowered)	You exceed the mortal peak of combat skill.
Physical Paragon (Horribly Overpowered, Mythic)	Physical Paragon (Horribly Overpowered)	You exceed the peak of physical perfection for your race.
Perfect Blow (Horribly Overpowered, Mythic)	Perfect Blow (Horribly Overpowered)	You can make better-than-perfect attacks.
Skill God (Horribly Overpowered, Mythic)	Skill God (Horribly Overpowered)	You can succeed at the impossible.
Supernatural Spell Monster (Horribly Overpowered, Mythic)	Supernatural Spell Monster (Horribly Overpowered)	You break the rules of magic.
Unflappable (Horribly Overpowered, Mythic)	Alertness, Unflappable (Horribly Overpowered)	Nothing puts you at less than your best. Nothing.

GESTALT (HORRIFICALLY OVERPOWERED, MYTHIC)

You have prestige, in addition to class and horrifically overpowered mythic abilities.

Prerequisite: Gestalt (Horribly Overpowered)

Benefit: When calculating what class features you gain from your gestalt class, add your mythic tier to half your character level (to a maximum of your hit dice). If you expend a point of mythic power, you may also gain the class features from the first level of any one prestige class you meet the prerequisites for, for one minute.

GO FIRST (HORRIFICALLY OVERPOWERED, MYTHIC)

Even among people who always go first... you go first.

Prerequisites: Go First (Horribly Overpowered), Improved Initiative.

Benefit: You go first in any initiative order. Full stop. Additionally, if someone readies an action in response to an act you take, their readied action does NOT pre-empt your triggering action, and you are allowed to complete your turn before any readied actions go off. If that means their readied action cannot be completed (such as if they ready to stab the first creature that comes within their threatened range, and you run into and then out of their range as your action), their readied action is triggered and wasted as they try really hard and utterly fail to do whatever it was they were ready to do.

Special: Only one creature per campaign world can have this mythic horribly overpowered feat. First

come, first served. After that, you have to wait for the previous holder to die to take it. If you used to have it, die, and someone else has it when you wake up, you don't get to use the feat until you go kill whoever took it while you were dead. Just don't die, it's easier that way.

HEALING FACTOR (HORRIFICALLY OVERPOWERED, MYTHIC)

You can heal from nearly anything.

Prerequisite: Healing Factor (Horribly Overpowered).

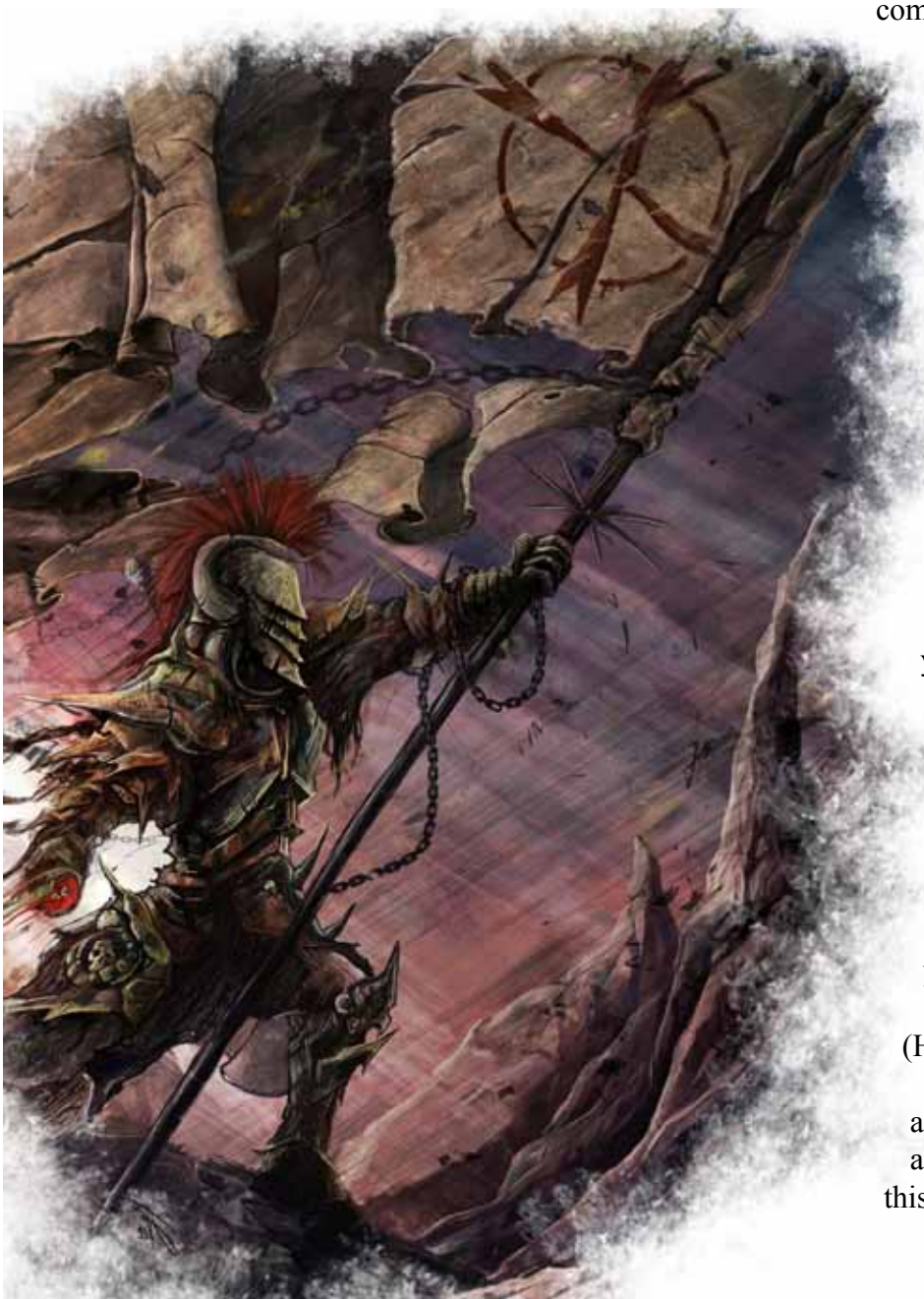
Benefit: Add your mythic tier to your fast healing. You may expend a point of mythic power to also heal one point of ability damage per round for one minute.

HEROIC GRACE (HORRIFICALLY OVERPOWERED, MYTHIC)

Myths shall be told of you... so you can't die yet.

Prerequisite: Heroic Grace (Horribly Overpowered).

Benefit: Add your mythic tier to all saving throws. You may expend a point of mythic energy to double this bonus for one minute.



HEX MAVEN (HORRIFICALLY OVERPOWERED, MYTHIC)

You rule hexes.

Prerequisites: Hex Maven (Horribly Overpowered).

Benefit: There is no limit to how many times per day you may affect a target with your hexes, even those that normally have such a limit.

MAGIC-USER (HORRIFICALLY OVERPOWERED, MYTHIC)

You can casually cast spells as well as someone who works really hard at it. They probably hate you.

Prerequisites: Magic-User (Horribly Overpowered).

Benefit: Select one set of spells you gained through the use of the Magic-User (Horribly Overpowered) feat. You cast spells as a member of that class of a level equal to your total hit dice.

MENTAL PARAGON (HORRIFICALLY OVERPOWERED, MYTHIC)

You exceed the peak of mental perfection for your race.

Prerequisites: Mental Paragon (Horribly Overpowered).

Benefit: Add your mythic tier to your Intelligence, Wisdom, and Charisma scores.

OFFENSIVE COMBAT TRAINING (HORRIFICALLY OVERPOWERED, MYTHIC)

You exceed the mortal peak of combat skill.

Prerequisites: Offensive Combat Training (Horribly Overpowered).

Benefit: Add your mythic tier to your base attack bonus. This can exceed your hit dice. You can spend a point of mythic power to add your mythic surge to your base attack bonus for 1 minute.

PHYSICAL PARAGON (HORRIFICALLY OVERPOWERED, MYTHIC)

You exceed the peak of physical perfection for your race.

Prerequisites: Physical Paragon (Horribly Overpowered).

Benefit: Add your mythic tier to your Strength, Dexterity, and Constitution scores.

PERFECT BLOW (HORRIFICALLY OVERPOWERED, MYTHIC)

You can make better-than-perfect attacks.

Prerequisites: Perfect Blow (Horribly Overpowered).

Benefit: When you use your Perfect Blow feat you may expend a point of mythic power, causing the attack to

automatically hit, deal a critical hit (even if the target is normally immune to or can negate critical hits), and cause the damage dealt to only be able to be healed by a mythic source.

SKILL GOD (HORRIFICALLY OVERPOWERED, MYTHIC)

You can succeed at the impossible.

Prerequisites: Skill God (Horribly Overpowered).

Benefit: You gain an additional +20 bonus to the total of all skill checks with skills you have selected with the Skill God feat.

SUPERNATURAL SPELL MONSTER (HORRIFICALLY OVERPOWERED, MYTHIC)

You break the rules of magic.

Prerequisites: Supernatural Spell Monster (Horribly Overpowered).

Benefit: You can expend one point of mythic power to cause all your spells, spell-like abilities, and supernatural abilities to act as extraordinary abilities for one minute. They work in antimagic fields, do not detect as magic, and cannot be dispelled.

UNFLAPPABLE (HORRIFICALLY OVERPOWERED, MYTHIC)

Nothing puts you at less than your best. Nothing.

Prerequisite: Alertness, Unflappable (Horribly Overpowered).

Benefit: You are never surprised or flat-footed, you never lose your Dexterity bonus to AC (even if tied up and unconscious), and are never considered helpless. You may expend a point of mythic power to also be immune to being confused, dazed, dazzled, nauseated, staggered, or stunned for one minute.



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