

GENIUS GUIDE TO
MYTHIC SUBPATHS



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ASCEND LIKE A GENIUS!

The Mythic rules present a vibrant, new system that allows GMs to add a touch of high-powered play to their game regardless of the actual level of the players. A character's "mythic path" is highly customizable, allowing characters to select from a myriad of special abilities that allows them to overcome insurmountable obstacles. In addition, all mythic characters are united by a small subset of abilities that each mythic character gains access to.

That said, there are many "mythic" and "legendary" character concepts that the mythic rules do not support well and being restricted to one-fourth of the total number of available abilities can compound this problem. But does it have to be that way?

Introducing mythic subpaths. A subpath takes the large, archetypical themes of the six mythic paths introduced in *Pathfinder Roleplaying Game: Mythic Adventures* and focuses them into specific character concepts by trading basic mythic abilities for fantastic powers much in the same manner as archetypes and alternate class features do for base character classes. This product introduces the core rules surrounding the subpath system and provides eight subpaths for players and GMs alike to explore as well as a slew of new Mythic feats inspired by the racial options in *Pathfinder Roleplaying Game: Advanced Race Guide*.

TABLE OF CONTENTS

Dilettante (Human)	3
<i>Ambitious and adaptable, members of this mythic subpath are widely considered paragons of humanity for their exemplarity in these prized traits.</i>	
Fortune's Favored (Halfling)	4
<i>Although all halflings are blessed with luck, the most fortunate among them seem to be able to influence the furls of fate with a charming smile or daring deed.</i>	
Herald of the Gods (Universal)	5
<i>Although any mythic character can be called to serve a higher power, heralds of the gods are specifically chosen to act as emissaries and saviors, gaining an extraplanar sanctum and becoming pillars of divinity in their own right.</i>	
Legendary Ruler (Universal)	6
<i>Although all legendary figures shape their homelands, the founders who ultimately leave behind great legacies in the form of eternal dynasties and mighty empires are seen for what they are while still alive; peerless men and women of progress and change.</i>	
Lord of Rebirth (Samsaran)	7
<i>Amidst the mystery surrounding samsaran reincarnation stands those who promptly return following their demise not only with a new personality, but also as members of a new race.</i>	
Peacekeeper (Champion, Guardian, Hierophant, or Marshal)	9
<i>Although many figures of legend are renown for their combats and conquests, some noteworthy figures seek to bring peace to the despot races of the world. These peacekeepers are able to maintain order and thwart violence with their presence.</i>	
Nine-Tailed Heir (Kitsune)	10
<i>Legends among their people, those kitsune who grow multiple tails are said to be favored by their patron goddess and inherit powers of trickery and deceit.</i>	
Mythic Feats	12
<i>Included are mythic versions of the halfling, human, kitsune, and samsaran feats found in Pathfinder Roleplaying Game: Advanced Race Guide to provide further options for characters of these races.</i>	
Credits	16
OGL	17

MYTHIC SUBPATHS

THE BASICS

Mythic subpaths allow players and GMs to customize their characters in order to tailor them to a specific legendary concept, such as peacekeeper, legendary ruler, and so forth. All subpaths fall into one of three categories: archetypal, racial, and universal.

An **archetypal** subpath subscribes itself to the inherent themes of one or more of the mythic paths introduced in *Mythic Adventures*: archmage, champion, guardian, hierophant, marshal, or trickster. In order to qualify for an archetypal subpath, you must select one of the listed paths as your mythic path; you may still gain access to the abilities of other mythic paths via the Dual Path feat without restriction unless noted otherwise, however.

As its name suggests, a **racial** subpath is deeply ingrained in the mysticism surrounding one particular race. In order to qualify for a racial subpath, you must belong to the indicated race in addition to any other prerequisites that the subpath might possess.

Finally, **universal** subpaths are available to any character that manages to qualify for them. They are not restricted based on race, mythic path, and so forth.

Similar to how archetypes interact with base classes, a mythic subpath trades one or more mythic abilities for other powers or abilities. A subpath can replace or modify any base mythic ability and unlike archetypes, a character cannot possess more than one subpath, even if he or she qualifies for multiple subpaths.

PREREQUISITES

All mythic subpaths possess one or more prerequisites that must be met in order to select it. These prerequisites often note specific events that must occur either during or prior to the character's ascension, such as rolling a specific number of natural 20s, possessing a specific item, or performing a specific heroic deed. Archetypal subpaths include membership in a specific mythic path as a prerequisite and racial subpaths include a specific heritage as a prerequisite. With

the exception of such requirements, most other prerequisites can be tweaked and interpreted by the GM as she sees fit so long as the prerequisite meets the general themes listed by the subpath.

DILETTANTE (HUMAN)

Although all mythic characters are resourceful, humans who ascend to places among legends tend to be particular guileful and cunning, able to adapt themselves to changing circumstances at a moment's notice. Taking extra efforts to master obscure and even esoteric abilities, such humans are often viewed as paragons of humanity for their ambition and flexibility.



GENIUS GUIDE TO

Prerequisites: You met the requirements for at least three different mythic boons during the adventure that lead to your ascension. Only humans can select the dilettante subpath.

Lesser Surge (Su): When using your surge ability, you may increase any d20 roll you just made by rolling 1d4 and adding it to the result. The bonus die gained by this ability increases to 1d6 at 4th tier, 1d8 at 7th tier, and 1d10 at 10th tier. This ability modifies surge.

Mythic Flexibility: Your open mind allows you additional flexibility. You can select Dual Path, Extra Path Ability and the extra mythic feat 1st tier universal path ability multiple times; once at 1st tier, twice at 5th tier, and three times at 10th tier.

Paragon of Humanity: At 1st tier, you act as an exemplar of humanity's core values; adaptability and versatility. Whenever you would normally gain a path ability or a mythic feat, you may select one of the following benefits instead. You may only select each benefit once unless noted otherwise.

Mythic Weapon Training (Ex): You gain mythic weapon training, as the 1st tier champion path ability. You can select this path ability multiple times, as noted by the champion path.

Path Dabbling (Ex): You gain path dabbling, as the 1st tier trickster ability. If you belong to the trickster path or gain access to its abilities via the Dual Path feat, you may select this path ability twice; once as a trickster path ability and once as a paragon of humanity ability.

Ultimate Versatility (Su): You gain ultimate versatility, as the 3rd tier universal ability. At 4th tier, you may use this ability a number of times each day equal to half your tier.

Martial Versatility Training (Ex): You are treated as a fighter with a level equal to your tier when qualifying for the prerequisites of human feats. This path ability can be selected twice; selecting it a second time allows you to be treated as a fighter with a level equal to double your tier when qualifying for the prerequisites of human feats.

FORTUNE'S FAVORED (HALFLING)

Halflings often pride themselves on their legendary luck, but even they admit that the luck of all halflings is not equal. Rumored to have been kissed by the gods of fate and fortune themselves at birth, some halflings use their luck to perform amazing deeds, becoming legends in their own right not for skill or courage, but for the love that fate has shown them.



MYTHIC SUBPATHS

Prerequisites: You rolled at least three natural 20s on any combination of ability checks, attack rolls, initiative checks, skill checks, or saving throws during the adventure that lead to your ascension. Only halflings with the adaptive luck racial trait can select the fortune's favored subpath.

Mythic Luck: At 1st tier, you can spend uses of the adaptive luck racial trait and mythic power interchangeably; you can spend uses of mythic power to use adaptive luck or any feat that spends its uses and you can spend uses of adaptive luck in order to use your mythic abilities. In addition, if you possess any mythic feats that allow you to treat a d20 roll as a natural 20, you may use those feats after the roll has been made by increasing the feat's mythic power cost by one use. This ability replaces the path ability obtained at 1st tier.

Fortune's Feats: When selecting your mythic feats, you may only select non-mythic feats that list adaptive luck as a prerequisite or the mythic equivalents of those feats. This ability modifies the mythic feats abilities. You may select any mythic feat whose prerequisites you meet by selecting the extra mythic feat 1st tier universal path ability.

HERALD OF THE GODS (UNIVERSAL)

Although the actions of all mythic characters befit the watchful gaze of the gods, the destinies of some heroes is guarded closely by the divine, their actions guided and fates twisted in order to serve incomprehensible agendas. The most favored of these servants are heralds; still quite human but possessing powers far beyond those of their peers, heralds of the gods receive a seat of power in their patron's court so long as they continue to serve their interests within in the mortal realms. These patrons care little for circumstance of birth; only the weight of deeds and beliefs matter when determining if a mortal is fit to answer the call to become a god's herald.

Prerequisites: The details surrounding your moment of ascension was sufficient enough to attract the attention of a powerful being such as a deity, demon lord, or a similar divine creature capable of granting spells to mortals. You must select a patron deity when you select this subpath and your alignment must match the deity's alignment.

Mortal Herald (Sp): At 1st tier, select one of your deity's domains (or subdomains). You can cast any of that domain's spells whose level does not exceed your tier as a spell-like ability by spending one use of mythic power.

At 6th tier, you can cast *commune* as a spell-like ability, allowing you to directly contact your deity. If you spend one use of mythic power when doing so, the spell's casting time becomes a free action and you both ask questions and receive responses instantly as your deity slows time down to a halt during the communion. This ability replaces all mythic feats earned as base mythic abilities. You may still earn mythic feats by selecting the extra mythic feat 1st tier universal path ability.

Sanctum of the Patron (Su): At 1st tier, your patron provides you with an extradimensional sanctum that functions as the archmage's 6th tier sanctum path ability except it does not include any *unseen servants* and you cannot conjure a door to your sanctum. A number of times each day equal to your tier, you can spend one use of mythic power to bring yourself and up to three creatures per tier to your sanctum as *plane shift*.

At 3rd tier, your sanctum expands into a 12-mile hex claimed by you or your kingdom that possesses 1 settlement district that includes your sanctum, functioning as either a mansion or a temple (your choice). You can upgrade this structure using the kingdom building rules discussed in Chapter 4 of *Pathfinder Roleplaying Game: Ultimate Campaign* and as your ties to your patron improve, your sanctum expands to include one additional hex for every two tiers attained after 3rd, to a maximum of



GENIUS GUIDE TO

four hexes at 9th tier. You may choose each hex's terrain type independently; once chosen, this cannot be changed. Your demiplane cannot be altered or dispelled by anything less than divine intervention by your patron, including your own spells.

At 3rd tier and for each tier attained thereafter, you may select one planar feature to apply to your demiplane, chosen from the list of traits listed by *create demiplane*^{UM}. At 7th tier, you can also select from the features listed by *greater create demiplane*^{UM}. Your demiplane is inhabited by animals appropriate for the terrain and outsiders aligned with your deity. These creatures are under no compulsion to obey you, but they recognize your authority within your demiplane; animals refuse to attack you unless provoked and outsiders have a starting attitude of friendly towards you.

With your patron's blessing, you can open a permanent gate to the Material Plane as noted by *greater create demiplane*, regardless of your tier. You must perform a special ritual that causes you to lose your mythic abilities for one week at its conclusion,

excluding increases to your ability scores, bonus hit points, and mythic feats. You may only have one gate to your demiplane activate at a time. If you possess a permanent demiplane prior to attaining 3rd tier, your sanctum merges with it, granting you this ability's benefits as if you were a 3rd tier.

Divine Source (Sp): You must select this path ability at 3rd tier, 6th tier, and 9th tier. This ability modifies the path abilities received at 3rd tier, 6th tier, and 9th tier.

LEGENDARY RULER (UNIVERSAL)

Although nearly all heroes of mythic attract followers and companions, some are remembered long after their deaths for constructing great empires and dynasties that carry their family name for untold generations. Such legendary rulers use their mythic power not only to conquer and defeat their rivals, but also to serve the people who have sworn fealty to them. This subpath interacts with the kingdom building rules presented in Chapter 4 of *Pathfinder Roleplaying Game: Ultimate Campaign*.

Prerequisites: You possess the Leadership feat and occupy the Ruler leadership position prior to your ascension. In addition, the adventure that culminates with your moment of ascension must serve to better your kingdom, its people, or your own prestige and power as a leader.

Legendary Leadership (Ex and Su): You must select Mythic Leadership (*Mythic Options – The Missing Core Feats*, pg. 11) as your 1st tier mythic feat. Furthermore, your followers and your cohort gain the ability to surge (as the basic mythic ability) once per day using your surge die in place of their own (if any). In addition, any path abilities you use that affect one or more allies also affect your cohort without counting against the ability's usual maximum, so long as your cohort meets the usual positioning requirements. This ability replaces the mythic feat received at 1st tier.

Mythic Ruler (Ex): While occupying the ruler Leadership position, add your half your tier to the benefit you provide to your kingdom. You can double this bonus by doubling the number of weeks you spend



MYTHIC SUBPATHS

performing your leadership duties during the previous kingdom turn; for example, you add your tier to the benefit you provide to your kingdom in October if you spent a total of 14 days performing your Leadership duties in September.

Furthermore, whenever you make an Economy, Loyalty, or Stability check for your kingdom you can roll twice and use the better result. This ability replaces the path ability earned at 1st tier.

Dauntless Commander (Ex): At 3rd tier, whenever you act as an army's commander, add your tier to the army's morale bonus. Once per round during a mass combat, you can spend one use of mythic power in order to reroll any d20 roll that your army makes.

Disaster Evasion (Ex): At 5th tier, whenever your kingdom succeeds on all Economy, Loyalty, or Stability checks required by a kingdom event, your kingdom suffers no negative effects from that event, even if success would normally indicate a partial effect.

LORD OF REBIRTH (SAMSRAN)

To a samsaran, life is an endless cycle. Samsarans manifest in the world as children, live their lives, and die an unknowable number of times before finally passing on and receiving their eternal reward. But for some samsarans, there is no rest. For reasons even they seldom understand, these select samsarans, titled as masters of reincarnation by their peers, are gifted with true reincarnation and perfect recollection of their former lives. This gift comes at a steep cost, however; each master of the cycle is allotted a select number of lives to live, and when those lives have run their course, the samsaran's soul is unable to bear the strain of the Material Plane any longer and passed on to the next life for good.

Prerequisites: You die during the encounter that would have functioned as your moment of ascension, sparking your first reincarnation, as noted below. Your allies must have successfully ascended in order for you to select this pat. Only samsaran can select the master of the cycle subpath.

Reincarnation (Su): During your moment of ascension, you *reincarnate* as a member of a randomly determined humanoid race; this race must be selected from among the core races of the region in which you perished. Upon reincarnating, replace your samsaran racial traits (including ability scores and languages) with your new race's

racial traits. Furthermore, you gain the samsaran subtype in addition to your new subtype, granting you +2 Intelligence, +2 Wisdom, Samsaran as a bonus language known, and either the shards of the past or mystic past life racial trait (your choice). Your alignment is unchanged and you retain all of your memories from previous lives, but this transformation often results in an altered personality (but not alignment).

When you *reincarnate*, you appear in the exact spot where your previous life ended wearing your equipment exactly as you did when you died. If this location would prove hazardous or is occupied, you instead reappear in the closest available space, though your equipment is left behind. Treat an *antimagic field* as though it was hazardous terrain when determining where you reincarnate if you are slain within such an effect.

After your initial ascension, you immediately *reincarnate* as noted above whenever you are slain. After reincarnating, you are staggered for 1 hour and lose all of your mythic abilities for 1 week, with the exception of ability score increases, bonus hit points, bonus mythic feats, and the ability to *reincarnate*. You may only reincarnate a maximum of 13 times with this ability including your moment of ascension; after reincarnating 13 times, your soul moves on to the afterlife and you cannot be returned from the dead by any means short of divine intervention. This ability replaces hard to kill.

Master's Sanctum (Su and Sp): At 1st tier, you gain the sanctum 6th tier archmage path ability.

At 3rd tier, while you are within your sanctum, you can spend one use of mythic power in order to cast *scrying* as a spell-like ability.

At 6th tier, while are within your sanctum and its door is dismissed, you can conjure your sanctum's door at any point on the Material Plane. You must have a clear idea of where you are conjuring the door to and your familiarity with this location determines how close to your target the door appears, functioning as *teleport*. If you mishap while conjuring the door, it opens to a random destination and cannot be conjured or dismissed for 24 hours. This ability replaces your 1st tier path ability.

Accustom to Change (Su): At 9th tier, you only lose your mythic abilities for 24 hours after reincarnating. This ability replaces immortal.

GENIUS GUIDE TO



MYTHIC SUBPATHS

PEACEKEEPER (CHAMPION, GUARDIAN, HIEROPHANT, OR MARSHAL)

Although most of the world's great heroes are remembered for the nations they conquered or the foes they vanquished, such victories are often fleeting at best, the world quickly moving past them as action fades to legend. More often than not, those who manage to leave a lasting physical legacy behind are those who work to bring peace to the lands they inhabit. These peacekeepers understand that violence only begets violence, so they strive to act as beacons of hope and pillars of example for others.

Prerequisites: Prior to your ascension, you must have ended a blood feud, a war, or a similar large-scale conflict without bloodshed. Only characters that belong to the champion, hierophant, or marshal path can select the peacekeeper subpath.

Merciful Surge (Su): When you use your surge ability to add a bonus on an attack roll, all damage caused by the attack is nonlethal damage. This ability modifies the surge ability.

Restricted Duality (Ex): If you select Dual Path, you may only choose from the champion, hierophant, or marshal mythic paths.

Peaceful Presence (Su): At 1st tier, you can spend one use of mythic power as a standard action to exude a 30-foot aura that brings peace to even the most hateful and strife-ridden hearts. Creatures within this aura are protected from attackers as *sanctuary* and cannot take hostile actions for 1 minute; this ability considers an action hostile if it would end the effects of *invisibility*. A successful saving throw (DC 10 + ½ your Hit Dice + your Charisma modifier) allows a creature ignore this aura's effects for 24 hours. Mythic creatures are immune to your peaceful presence while creatures with 4 fewer Hit Dice than you suffer a -2 penalty on their saving throws. If you or one of your allies takes a hostile action against a creature affected by this aura, it immediately ends and you cannot use it for 24 hours. Peaceful presence is a mind-affecting effect. This ability replaces the path ability earned at 1st tier.

Boons of Peace: At 2nd tier and at each tier obtained thereafter, you can select one of the boons listed below in place of a mythic feat (2nd, 4th, 6th, or 8th tier) or a path ability (3rd, 5th, 7th, or 9th tier).

Awestruck (Su): Creatures that succeed on their saving throw against your peaceful presence are shaken for 1 minute. This is a mind-affecting fear effect.

Divine Presence (Su): Improve the starting attitude of all creatures who worship the same deity as you by one step. Furthermore, creatures who worship the same deity as you do not receive a saving throw against your peaceful presence. You must worship a deity and at least 3rd tier in order to select this boon.



GENIUS GUIDE TO

Expanded Presence: Your peaceful presence affects creatures within 100 feet of you. Furthermore, you can spend one additional use of mythic power when using peaceful presence in order to increase its range to 100 feet per tier for 1 minute. At 6th tier, this instead increases to 1 mile per tier for 1 minute.

Extended Presence (Su): The effects of your peaceful presence last 10 minutes. Furthermore, by spending one additional use of mythic power while using peaceful presence, you can increase this duration to 1 hour.

Forceful Presence (Su): Add half your tier to the Will saving throw DC of your peaceful presence and submission strike abilities.

Mythic Presence (Su): Non-mythic creatures receive no saving throw against your peaceful presence. Furthermore, your peaceful presence affects mythic creatures; mythic creatures receive a Will saving throw against your peaceful presence and mythic creatures whose tier (or mythic ranks) equals or exceeds your tier receive a +2 bonus on their saving throw against your peaceful presence. You must be at least 6th tier in order to select this boon.

Peaceful Resolution (Ex): Add your tier as an insight bonus on Charisma checks and Charisma-based skill checks made to resolve disputes to which you are a neutral party.

Peaceful Tactics (Su): As a free action, you can spend one use of mythic power in order to grant your allies the following benefits for 1 minute. As a swift action, an ally can ignore the -4 penalty on attack rolls when dealing nonlethal damage with weapons. Furthermore, your allies can spontaneously apply the benefits of the Merciful Spell feat to their spells even if they do not know this feat; spontaneously adding a metamagic feat to a spell increases its casting time to a full-round action.

Submission Strike (Su): You can spend one use of mythic power whenever you deal nonlethal damage in order to pacify your target for 1 round. A pacified creature is unable to take hostile actions if it fails a Will save (DC equals $10 + \frac{1}{2}$ your Hit Dice + your Charisma

modifier). A hostile action is any attack, spell, or action that would end an *invisibility* spell. This ability replaces the path ability earned at 1st tier.

NINE-TAILED HEIR (KITSUNE)

Kitsune clans pass down legends of mighty heroes who manifest their mythic power in the form of multiple tails. Whether a symbol of favor from their race's patron goddess or an inheritance of power from an ancient ancestor, kitsune who manifest this mythic subpath are renowned for possessing mystic powers of transformation and illusion.

Prerequisites: You must possess a *kitsune star gem* at the moment of your ascension and during your ascension a fragment of your mythic power is absorbed into this jewel. Only kitsune can select the nine-tailed heir subpath.

Legendary Star Gem (Ex): Your moment of ascension transforms your *kitsune star gem* into an item of myths and legends. You must select the legendary item path ability at 1st tier, 3rd tier, and 6th tier, using your kitsune star gem as your legendary item. Your *kitsune star gem*'s legendary surge ability modifies your Dexterity- and Charisma-based skill checks, initiative checks, and Reflex saving throws. The *kitsune star gem* grants the following legendary item abilities at the listed tiers: dedicated bond (1st), eternal bond (3rd), everlasting (6th); you select which abilities are gained at all other tiers.

Star Gem Dependency (Ex): You gain the dependency mythic flaw in addition to any other mythic flaws that your GM requires you to select. Instead of being dependent upon a type of food or drink, you begin to lose your mythic powers if your *kitsune star gem* is not in contact with your body. After the first day of absence, you can no longer regain uses of mythic power. After the second day of absence, you lose all the powers and abilities granted by your mythic path. After the third day, you lose all of your mythic abilities, with the exception of ability score increases, bonus hit points, and bonus mythic feats. These powers and abilities are immediately restored as soon as you come into contact with your *kitsune star gem*. If your *kitsune star gem* is destroyed, completing a mythic trial while carrying an ordinary *kitsune star gem* causes it to ascend into a legendary item.

MYTHIC SUBPATHS

Magical Tails (Ex): You gain Magical Tail as a bonus feat each time you attain a mythic tier and there is no limit to the number of times that you can select this feat. Each time you select this feat after the eighth, increase the number of daily uses of all spell-like abilities granted to you by the Magical Tail feat by 1 instead of growing an additional tail. This ability replaces surge +1d6.

Mythic Kitsune Magic (Su): As a standard action, you can spend one use of mythic power in order to cast any spell-like ability that you have received from the Magical Tail feat without expending a daily use of that spell-like ability. Add your tier to the spell-like ability's saving throw DC (if any) as well as on concentration checks made to cast it. If you must attempt a caster level check for the spell to overcome a creature's spell resistance, you can roll your caster level check twice (adding your tier to each) and take the higher result. This ability replaces surge +1d10.

Kitsune Possession (Sp): At 8th tier, you can possess any creature you have dominated with your *dominate person* spell-like ability by spending one use of mythic power as a standard action. This functions as *magic jar*, except your target must be the same gender as you, the spell's range is reduced to touch, and your body merges with your target's body for as long as you possess it. Your equipment is left behind in your space and your *kitsune star gem* acts as a reciprocal for the target's soul. At 9th tier, you can spend two uses of mythic power to increase this spell-like ability's duration to one day per level. At 10th tier, you can spend three uses of mythic power to increase this spell-like ability's duration to one year per level. This effect cannot be dispelled by a non-mythic spell effect. This ability replaces unstoppable.

Kitsune's Curse (Sp): At 9th tier, you can cast *bestow curse* as a spell-like ability twice per day. This spell-like ability is considered a

Magical Tail spell-like ability for the purpose of how it interacts with feats, class abilities, and nine-tailed heir base path abilities.

In addition, if you are slain, your spirit can bestow a devastating curse upon the creature that slew you, functioning as one of the following witch hexes: death curse, forced reincarnation (*awakened* fox kits or human or kitsune children only), or nightmare. This curse cannot be dispelled by anything less than a *wish* or *miracle* cast by a mythic creature of at least 10th tier or rank. This ability replaces immortal.



GENIUS GUIDE TO

NEW MYTHIC FEATS

The following new mythic feats are appropriate for mythic characters that meet their prerequisites.

ADAPTIVE FORTUNE (MYTHIC)

Your luck takes on truly legendary proportions.

Prerequisites: Adaptive Fortune^{ARG}.

Benefit: Add your tier to the number of times per day you can use the adaptable luck racial trait. Furthermore, by spending one use of mythic power as a free action, you can add half your tier (minimum 1) to the luck bonus provided by the adaptable luck racial trait for each type of use.

BESTOW LUCK (MYTHIC)

Your allies are able to better benefit from your mythical luck.

Prerequisites: Bestow Luck^{ARG}.

Benefit: Double the number of additional uses of Inexplicable Luck provided by Bestow Luck. Furthermore, you can spend one use of mythic power in order to provide the benefit of Inexplicable Luck to an ally who can see and hear its benefit as a free action instead of an immediate action.

BLUNDERING DEFENSE (MYTHIC)

You are able to distract even the most stoic of opponents with your feverishly comical defensive techniques.

Prerequisites: Blundering Defense^{ARG}.

Benefit: Double the luck bonus granted to your allies by Blundering Defense. Furthermore, while fighting defensively or using total defense, you can spend one use of mythic power to provide this bonus to all allies within 10 feet + 5 feet per two tiers you possess until the start of your next turn.

CAUTIOUS FIGHTER (MYTHIC)

Your survival skills are legendary.

Prerequisites: Cautious Fighter^{ARG}.

Benefit: When an attacker successfully hits you with a melee or ranged attack while you are fighting defensively or using total defense, you can spend one use of mythic power as an immediate action in order to force the attacker to reroll its attack roll with a penalty equal to your tier.

CRITICAL VERSATILITY (MYTHIC)

Your adaptable mind grants you versatility when making critical hits.

Prerequisites: Critical Versatility^{ARG}.

Benefit: Add your tier to the number of times that you can use Critical Versatility each day and using Critical Versatility to gain a critical feat takes 10 minutes instead of 1 hour. Furthermore, you can spend one use of mythic power in order to use Critical Versatility to gain a critical feat as a swift action.

DAUNTLESS DESTINY (MYTHIC)

You have a mythic ability to avoid disaster.

Prerequisites: Dauntless Destiny^{ARG}.

Benefit: Add your tier to the number of times per day you can use Dauntless Destiny. Furthermore, if you succeed on your Intimidate check to demoralize your attacker by 5 or more, you can spend one use of mythic power to frighten that opponent for 1 round instead of inflicting the shaken condition for 1 or more rounds onto it.

DEFIANT LUCK (MYTHIC)

You are able to defiantly shake off attacks and spells.

Prerequisites: Defiant Luck^{ARG}.

Benefit: Add your tier to the number of times that you can use Defiant Luck each day. Furthermore, you can spend one use of mythic power as a free action when using Defiant Luck to add half your tier to your saving throw or to your AC against the critical confirmation roll.

DESPERATE SWING (MYTHIC)

You are able to land mythic blows in desperate situations.

Prerequisites: Desperate Swing^{ARG}.

Benefit: Add your tier to the number of times that you can use Desperate Swing each day. Furthermore, by spending one use of mythic power as a free action, you can ignore the -4 penalty on attack rolls when attacking with Desperate Swing.

FAST LEARNER (MYTHIC)

Your progress grants you legendary versatility.

Prerequisites: Fast Learner^{ARG}.

Benefit: Double the number of hit points and skill ranks you receive when gaining levels in a favored class. Furthermore, you receive +1 hit point and +1 skill rank whenever you gain a new mythic tier.

MYTHIC SUBPATHS

FEARLESS CURIOSITY (MYTHIC)

You throw caution to the wind in favor of your desire to see and experience as much of life as possible.

Prerequisites: Fearless Curiosity^{ARG}.

Benefit: Double the bonus provided by Fearless Curiosity, Dauntless Destiny, and Intimidating Confidence. Furthermore, you can spend one use of mythic power as a free action when using Fearless Courage to make a saving throw to reduce the severity of a fear effect that is affecting you by two steps instead of one, from panicked to shaken, frightened to unaffected, and shaken to unaffected.

FORTUNATE ONE (MYTHIC)

You seem to have more luck than most.

Prerequisites: Fortunate One^{ARG}.

Benefit: You gain the halfling luck racial trait.

HEROIC WILL (MYTHIC)

Your indomitable spirit frees you from even the most potent mental shackles.

Prerequisites: Heroic Will^{ARG}.

Benefit: Add your tier to the number of times that you can use Heroic Will each day. Furthermore, if you spend one use of mythic power after using Heroic Will to end an effect that was dominating you, controlling you, or preventing you from taking an action, you gain the staggered condition for until the start of your next turn instead of being unable to act.

HUNTSMAN (MYTHIC)

Your skill at training horses, hounds, falcons, or hunting cats is legendary.

Prerequisites: Huntsman^{ARG}.

Benefit: Double the bonus on Handle Animal and Knowledge (nature) checks provided by Huntsman and add half your tier to your level when determining the abilities of your animal companion or mount, as long as it is of the type chosen with Huntsman.

IMPROVED LOW BLOW (MYTHIC)

You have a legendary skill for striking foes where it hurts most.

Prerequisites: Improved Low Blow^{ARG}.

Benefit: Add your tier to the number of times that you can use Improved Low Blow each day. Furthermore, when using Improved Low Blow to

reroll a critical hit confirmation roll, you spend one use of mythic power as a free action to use the better result instead of the worse result (adding your tier to both).

IMPROVED IMPROVISATION (MYTHIC)

Your improvisation skills are mythic.

Prerequisites: Improved Improvisation^M.

Benefit: You can spend one use of mythic power to gain proficiency with all types of weapons, armor, and shields for 1 minute. Furthermore, if you possess the Improvisation mythic feat and spend one use of mythic power to receive a bonus on untrained skill checks, increase the duration of this bonus to 1 minute.

IMPROVISATION (MYTHIC)

Your ability to improvise is legendary.

Prerequisites: Improvisation^{ARG}.

Benefit: Double the bonus provided by Improvisation; if you possess Improved Improvisation, double this bonus instead. Furthermore, you can spend one use of mythic power as a free action to gain a bonus on untrained skill checks equal to half your tier until the end of the turn.

INEXPLICABLE LUCK (MYTHIC)

Your ability to escape certain failure is mythical.

Prerequisites: Inexplicable Luck^{ARG}.

Benefit: Add your tier to the number of times that you can use Inexplicable Luck. Furthermore, you can spend one use of mythic power to increase the bonus provided by Inexplicable Luck by 2.

INTIMIDATING CONFIDENCE (MYTHIC)

Your unshakable faith in your abilities is truly terrifying to behold.

Prerequisites: Intimidating Confidence^{ARG}.

Benefit: Add your tier on the Intimidate check made as part of the free demoralize attempt granted with Intimidating Confidence. Furthermore, if you spend one use of mythic power as a free action when making this demoralize attempt, you can affect multiple opponents as though you possessed Dazzling Display; if you actually possess this feat, you can attempt to demoralize all opponents within 30 feet who can see and hear you.

GENIUS GUIDE TO

LIFE'S BLOOD (MYTHIC)

Your blood is so potent with life energy that it expunges foreign agents from its imbibers.

Prerequisites: Life's Blood.

Benefit: Add your tier to the total number of hit points healed by Life's Blood. If you spend one use of mythic power when performing this bloodletting ritual, the healed creature can attempt a new saving throw against any ongoing diseases or poisons it suffers from, gaining a bonus equal to your tier on its saving throw. A successful save counts against

the number of saves required to cure the affliction while failing this save has no negative side effects. In addition, you are immune to all types of diseases and poisons.

LUCKY HEALER (MYTHIC)

Your luck allows you to draw the maximum amount of healing from curative magic.

Prerequisites: Lucky Healer^{ARG}.

Benefit: Add your tier to the number of hit points you regain when using Lucky Healer. Furthermore, you can spend one use of mythic power as a free action after using Lucky Healer to regain the maximum number of hit points, adding your tier to the result as normal.

LUCKY STRIKE (MYTHIC)

Your luck allows you to make devastating attacks.

Prerequisites: Lucky Strike^{ARG}.

Benefit: You can spend one use of mythic power as a free action when using Lucky Strike in order to double the attack's critical threat range or increase the attack's critical damage multiplier by x1 (your choice).

MAGICAL TAIL (MYTHIC)

The magical power of your tails is legendary.

Prerequisite: Magical Tail^{ARG}.

Benefit: The saving throw DCs for all spell-like abilities obtained from the Magical Tail feat equals $10 + \frac{1}{2}$ your Hit Dice + your Charisma modifier. In addition, you can use double your mythic tier as your base attack bonus when attempting to meet the prerequisites of kitsune feats.



MYTHIC SUBPATHS

MARTIAL MASTERY (MYTHIC)

Your skill at arms transcends mortal mastery.

Prerequisites: Martial Mastery^{ARG}.

Benefit: Each combat feat you have that applies to a specific weapon (e.g. Weapon Focus) can be used with all weapons that you are proficient with.

MARTIAL VERSATILITY (MYTHIC)

Your fighting style encompasses an impossible number of weapons.

Prerequisites: Martial Versatility^{ARG}.

Benefit: The mythic versions of any feats that you have selected with Martial Versatility can also be used with any weapon within the same weapon group as the feat's selected weapon.

REALISTIC LIKENESS (MYTHIC)

You possess an uncanny precision in your shapeshifting abilities.

Prerequisites: Realistic Likeness^{ARG}

Benefit: Increase the circumstance bonus on Disguise checks provided by your change shape ability when assuming your human form or when using Realistic Likeness by your tier. In addition, you can attempt to impersonate an individual that you have not encountered using Realistic Likeness by studying a detailed likeness of that individual, such as a portrait painting or a statue. When doing so, reduce the circumstance bonus on Disguise checks provided by your change shape ability by half until you encounter that individual.

RISKY STRIKE (MYTHIC)

You are able to land crushing blows against larger opponents by making yourself more vulnerable.

Prerequisites: Risky Strike^{ARG}.

Benefit: When you use Risky Strike, you gain a bonus +3 bonus on melee damage rolls instead of +2. When your base attack bonus reaches +4 and every 4 points thereafter, the amount of bonus damage increases by +3 instead of +2. In addition, the bonus damage from this feat is doubled on a critical hit, before it's multiplied by the weapon's critical modifier. You can expend one use of mythic power when you activate Risky Strike to ignore the penalties to your AC for 1 minute.

SURGE OF SUCCESS (MYTHIC)

Your success drives you to perform mythic deeds.

Prerequisites: Surge of Success^{ARG}.

Benefit: Double the bonus from Surge of Success. Furthermore, you can spend one use of mythic power as a swift action after confirming a critical hit or rolling a natural 20 on a saving throw in order to apply this bonus on all attack rolls, saving throws, skill checks, or ability checks made for 1 minute.

SURE AND FLEET (MYTHIC)

Your speed is remarkable.

Prerequisites: Sure and Fleet^{ARG}.

Benefit: The bonus on Acrobatics and Climb checks increases by +2. In addition, you can spend one use of mythic power in order to treat an Acrobatics or Climb check as though you had rolled a natural 20. You must decide to use this ability before making the roll.

SURPRISE STRIKE (MYTHIC)

Your frantic strikes are telling.

Prerequisites: Surprise Strike^{ARG}.

Benefit: You no longer take a penalty on attack rolls when using Desperate Strike. Furthermore, if this attack threatens a critical hit, you can automatically confirm it by spending one use of mythic power as a free action.

UNCANNY DEFENSE (MYTHIC)

You have an uncanny instinct for self-preservation.

Prerequisites: Uncanny Defense^{ARG}.

Benefit: When fighting defensively or using total defense, Uncanny Defense provides you with a bonus on your Reflex saving throws and to your CMD equal to the full dodge bonus to AC you gained from taking that action. Furthermore, you can spend one use of mythic power as a move action in order to gain the benefits of evasion (as a rogue) while fighting defensively or using total defense. If you already possess evasion as a class feature, you receive improved evasion instead.

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