# Handy Handbook to being Mythic

Congratulations! You have attained a level of power unknown to normal mortals – through some manner, you have broken through the barriers that restrict those around you and can tap into your Mythic potential. Now that you are no longer a normal mortal, there are a few things you should be aware of….

## Basic Abilities

All Mythic Heroes get the following basic abilities when they gain their first Mythic tier. As your Mythic rank increases, you will unlock additional benefits.

**Hard to Kill (Ex)**: Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

**Mythic Power (Su)**: Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

**Surge (Su)**: You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 4th tier, 1d10 at 7th tier, and 1d12 at 10th tier.

**Mythic Feat:** At 1st level you gain a *Mythic Feat*. Some of these are specific to Mythic abilities, while others are essentially power-ups of normal feats. Normally you would get to pick this yourself, but in order to stop the game becoming completely broken your friendly local GM will instead be picking this on your behalf. You’re welcome!

**\*Amazing Initiative (Ex)**: At 2nd tier, you gain a bonus on initiative checks equal to your mythic tier. In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. You can't gain an extra action in this way more than once per round.

**\*Ability Score**: Upon reaching the 2nd mythic tier, an ability score of your choice permanently increases by 2. At 4th, 6th, 8th, and 10th tiers, another ability score of your choice permanently increases by 2; this can be an ability score you've already increased or a different ability score.

## Path Abilities

Each Mythic Hero must follow a specific **Path.** This determines what unique powers and abilities are available to you, outside of what you get just for being mythic.

For the purposes of our game, the **Path** that you gain will be decided by how you attain your Mythic power. In addition, to avoid breaking the game more than anticipated, your Path abilities will be chosen by your GM.

# Mazatl – Mythic Tier 2

**Source of Power:** Blessing of Guetzapoca

**Mythic Path:** Trickster

**Mythic Power:** 7/day, Surge +1d6

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## Path Abilities

**Surprise Strike (Ex):** As a swift action, you can expend one use of mythic power to make a melee attack or ranged attack against a target within 30 feet, in addition to any other attacks you make this round. When you make a surprise strike, the target is considered flat-footed regardless of any class features or abilities it might have, and you add your tier to the attack roll. Damage from this attack bypasses damage reduction

**Control the Mindless (Su)**: You can gain control over mindless constructs and undead. Using this ability is a standard action, and requires you to make a Knowledge check against the target's CMD.

Use a Knowledge (arcana) check against a mindless construct, or a Knowledge (religion) check against a mindless undead.

If your check equals or exceeds the creature's CMD, you can give the creature an order that lasts up to 1 round. For every 5 by which you beat the DC, your control lasts 1 additional round. The creature's creator or controller can't regain control during this time unless it also uses this ability. If you expend one use of mythic power when attempting to use this ability, the duration of your control increases from rounds to an equal number of minutes.

**\*Deadly Throw (Ex)**: As a swift action, you can expend one use of mythic power to draw a thrown weapon or alchemical item and make a ranged attack with it. This attack doesn't provoke attacks of opportunity. When making a deadly throw, roll twice for the attack, take the higher result, and add your tier to the roll. If the attack misses, the weapon or alchemical item lands adjacent to the target, regardless of the range.

## Mythic Feats

**Mythic Combat Reflexes:** You can make any number of additional attacks of opportunity per round. As a swift action, you can expend one use of mythic power to, until the start of your next turn, make attacks of opportunity against foes you've already made attacks of opportunity against this round if they provoke attacks of opportunity from you by moving.