# 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!

## 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.

# **Simon** – Mythic Tier 1

**Source of Power:** Death of a Demonic Construct

**Mythic Path:** Marshal

**Mythic Power:** 5/day, Surge +1d6

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## Path Abilities

**Rally (Su):** As a swift action, you can expend one use of mythic power to rally your allies. This gives you and each of your allies within 30 feet the option to reroll any one d20 roll after the roll is made. The granted reroll must be used before the beginning of your next turn, and the creature must take the result of the reroll, even if it is lower.

**Mythic Spellcasting (Ex)**: You can learn a number of mythic spells equal to your tier and can expend mythic power when casting them to enhance the results.

## Mythic Feats

**Spell Focus:** Choose a school of magic you already have [Spell Focus](http://legacy.aonprd.com/coreRulebook/feats.html" \l "spell-focus) in. The bonus to save DCs provided by [Spell Focus](http://legacy.aonprd.com/coreRulebook/feats.html" \l "spell-focus) and Greater [Spell Focus](http://legacy.aonprd.com/coreRulebook/feats.html" \l "spell-focus) for that school increases by 1. You can expend one use of mythic power as part of casting a spell from your chosen school to force any of the spell's targets to roll their saving throws twice, taking the lower result.

**Mythic Spells Known**

**Mythic Lightning Bolt**: The damage dealt increases to 1d8 points of electricity damage per caster level (maximum 10d8). Any creature that fails its save is staggered for 1 round.