# 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.

# Talla – Mythic Tier 2

**Source of Power:** Ebon Spear

**Mythic Path:** Champion

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

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## Path Abilities

**Fleet Charge (Ex):** As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.

**Legendary Item (Ebon Spear) (Ex)**:

* **Legendary Power:** 2/day.
* **Legendary Surge**: Expend 1 Legendary Power as an immediate action to add 1d8 to an attack roll when using this weapon. Can expend Mythic Power to use this if no Legendary Power remaining and can decide to use after roll results are revealed.

**Blowback (Ex)**: As a standard action, you can expend one use of mythic power to make one melee or ranged attack at your full base attack bonus. If the attack hits, your foe is also knocked directly away from you a distance equal to 10 feet per tier. If the foe strikes a solid object before reaching this distance, it takes 1d6 points of bludgeoning damage for every 10 feet it couldn't travel. If it strikes another creature, both it and the creature it strikes take half this damage.

## Mythic Feats

**Manyshot:** When making a full-attack action with a bow and using Manyshot, you fire two arrows with both your first and second attacks, instead of just your first attack.

## The **Ivory** Spear (Minor Artifact)

The haft of this pure-white spear is smooth and warm to the touch. It always seems to be bathed in light, and while it does not illuminate anything it is always visible even in absolute darkness. Golden veins of metal infuse the shaft of the weapon.

Functions as a ***+2 Holy Spear*** with a moderate good aura. It has the following special abilities:

* **Inspiring Heroism [Good]:** If used to deliver the killing blow to an evil creature regain 1 use of Legendary Power (max Legendary Power is 2 at any time)
* **Light of the Dawn:** As a standard action, you can expend 1 use of Legendary Power to create an aura of light emanating from the spear. This functions as the Daylight spell using character level as caster level. In addition to the spells normal effects, all allies within the radius of this spell benefit from a +1 Morale Bonus to saves (+3 against fear effects)
* **Celestial Form [Good]:** As a standard action, you can expend 1 use of Legendary Power to take on aspects of an Angel for 10 minutes (See [Angelic Aspect](https://aonprd.com/SpellDisplay.aspx?ItemName=Angelic Aspect)). You gain low-light vision, darkvision 60ft, resistance to acid 10, resistance to cold 10, the benefits of protection from evil and DR 5/evil. You sprout white feathered wings allowing you to fly at a speed of 30 feet with average maneuverability. In addition, your natural weapons and any weapons you wield are considered good-aligned for the purpose of overcoming damage reduction.

***Holy:*** *A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of evil alignment. It bestows one permanent negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including by restoration spells) while the weapon is wielded.*

*Note:* Only Talla may use the special abilities. For other users, it is simply a +2 Holy Spear.