



MYTHIC FEATS:
ADVANCED FEATS

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WELCOME TO MYTHIC PLUG-INS: MYTHIC FEATS!

This supplement is just one part of a larger resource for every gamemaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The Pathfinder Roleplaying Game Mythic Adventures hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published rules provide a broad selection of new mythic feats, but as the game has grown there are so many more feats yet to discover! Mythic feats are not just about bigger numbers, but about more interesting, exciting, and cinematic character builds that go along with them that really give your characters (or your villains) a sense of power to shake the foundations of the world! Or at least the walls of the local dungeon. That is where the Mythic Feats series from Legendary Games comes in.

The Mythic Feats series contains updated mythic feats suitable for every class, presented in cogent and coherent modular units perfect for each class to have everything they need to make their mythic feat selections count. Feats that help them to set themselves apart from the ordinary humdrum tricks and tactics they've been used to, and to experiment with the new possibilities that mythic feats have to offer. Every issue brings you an entire book's worth of mythic enhancement feats, all brought to you by expert designers who know the mythic spell rules like no one else because they are the same authors that created most of the mythic feats in Pathfinder Roleplaying Game Mythic Adventures.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and Make Your Game Legendary!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at www.makeyourgamelegendary.com.



WHAT YOU WILL FIND INSIDE MYTHIC FEATS: ADVANCED FEATS

This product is the latest feast of feats for your mythic game, with **over 130 all-new mythic feats** from *Pathfinder Roleplaying Game Advanced Class Guide*! While the original mythic rules for Pathfinder included many cherished favorites from the *Pathfinder Roleplaying Game Core Rulebook* as well as the other core rules hardback rulebooks and the *Mythic Hero's Handbook* compiled a vast array of mythic spells for your game, new rules for Pathfinder continue to come out and characters have a continual supply of new tricks to try from more recent rulebooks like *Pathfinder Roleplaying Game Advanced Class Guide*. That diversity of options that we love so much about the game is what Legendary Games brings to you in the *Mythic Feats* series and our long-running *Mythic Minis*. The product before you completes the mythic rules for every feat in *Pathfinder Roleplaying Advanced Class Guide*. **All of them**, from Aberrant Tumor to Wounded Paw Gambit and all feats in between.

Whether your character is martial or magical, a wide-ranging dilettante or a single-focus fanatic, *Mythic Feats: Advanced Feats* contains mythic feats of every kind from entry-level basics to high-level specializations. You will find combat feats like Canny Tumble, Pummeling Charge, and Merciless Butchery, alongside magical aids like Talented Magician, Channeled Blessing, and Flexible Wizardry. Of course, there is a wide range of feats designed to enhance your class features, from Raging Blood and Slayer's Feint to Battle Cry and Dueling Cape Deed, alongside feats like Bookish Rogue, Amateur Investigator, and Seething Hatred that help you branch out into the tricks and talents of classes other than your own. They are all here, every one, developed with flair and function in mind as only Legendary Games can bring it, by the same designers that wrote most of the mythic feats in *Pathfinder Roleplaying Game Mythic Adventures* in the first place.

The *Mythic Feats* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!





ADVANCED FEATS

Many classes use feats as the foundational elements of their class features, while others use feats to cross over into the territory of other classes or cement the special tricks of hybrid classes that combine the abilities of multiple classes into a new and unique whole. From metamagic feats to combat and teamwork tricks, every class can benefit from sharpening their focus on their class abilities. Whatever their class, characters gain mythic feats as they advance through their mythic tiers. In some cases, mythic feats are entirely new feats, accessible only by mythic characters. Most mythic feats, however, are **mythic enhancement feats**, which take a feat the character already knows and make it better. Mythic feats generally have “always-on” static effects, and many have additional benefits that can be tapped only by the expenditure of mythic power. The details of using mythic feats are described in Chapter 2 of Pathfinder Roleplaying Game Mythic Adventures.

This product provides mythic versions of the feats from the Pathfinder Roleplaying Game Advanced Class Guide rulebook, but you will still need to refer to the standard versions of those feats to resolve their effects, as adjusted by the mythic rules presented in this product. As such, it is assumed you have access to that rulebook and the feat lists contained in **Chapter 3: Feats** of that book; those base rules are not repeated here. For ease of electronic reference, you may also link to the individual feats in online the [Pathfinder Reference Document](#) and at [d2opfsrd.com](#); each feat description below is hyperlinked in electronic versions of this product to these online resources.

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FEATS BY TYPE

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Barroom Brawler
Befuddling Strike
Blooded Arcane Strike
Canny Tumble
Channeling Force
Coordinated Shot
Counter Reflexes
Counterpunch
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Disheartening Display
Distracting Charge
Draining Strike
Dueling Cape Deed
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Faerie's Strike
Grabbing Drag
Grabbing Master
Grabbing Style
Grasping Strike
Greater Weapon of the Chosen
Gruesome Slaughter
Improved Awesome Blow
Improved Swap Places
Improved Weapon of the Chosen
Intercept Charge
Jabbing Dancer
Jabbing Master
Jabbing Style
Kick Up
Killing Flourish

Merciless Butchery
Pack Flanking
Paralyzing Strike
Pummeling Bully
Pummeling Charge
Pummeling Style
Riving Strike
Seething Hatred
Seize Advantage
Silent Kill
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Staggering Fist
Twinned Feint
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Distracting Charge
Improved Duck and Cover
Improved Swap Places
Intercept Charge
Pack Flanking
Share Healing
Wounded Paw Gambit

FEAT DESCRIPTIONS

Aberrant Tumor (Mythic)

Your tumor familiar becomes more alien and powerful.

Prerequisite: Aberrant Tumor^{ACG}.

Benefit: You may select any familiar allowed to wizards as your tumor familiar (even Small and vermin familiars). In addition, your tumor familiar gains one of the following alchemist discoveries: bitter pill, chameleon, deadly excretions, nauseating flesh, preserve organs, tentacle, vestigial arm, wings. Your familiar can only gain a discovery if your equivalent alchemist level would be enough to select it. You gain the chosen discovery's benefits in place of your tumor familiar when your familiar is attached to you.

Amateur Investigator (Mythic)

Your inspiration unlocks unsuspected talents for investigation in you.

Prerequisite: Amateur Investigator^{ACG}.

Benefit: You gain an investigator talent. You must meet the new ability's prerequisites, treating your character level as your investigator level.

If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your studied combat when you have no studied combat) or that requires resources you do not possess (such as taking an alchemist discovery that requires you to be able to create extracts), the new ability is useless until you gain the appropriate ability or resource.

Special: If you gain levels in a class that has the inspiration class feature, you can immediately trade this feat for the Mythic Extra Inspiration or Mythic Extra Investigator Talent feat.

Amateur Swashbuckler (Combat, Mythic)

Although not a swashbuckler, you have a panache pool at your disposal.

Prerequisite: Amateur Swashbuckler^{ACG}.

Benefit: At the start of each day, you gain a number of panache points equal to your Charisma modifier (minimum 1), and you gain the ability to perform a single 3rd-level deed from the swashbuckler deed class feature. If you have a single panache point left, you can expend one use of your mythic power to perform a deed, rather than spend the panache point.

Special: If you gain levels in a class that grants the grit class feature, you can immediately trade this feat for the Mythic Extra Panache feat.

Animal Soul (Mythic)

You and your animal companion may share any kind of magic effect.

Prerequisite: Animal Soul^{ACG}.

Benefit: You can allow spells and effects that affect animals, animal companions, and special mounts to affect you, and effects that affect creature of your type to affect your animal companion, even if the spells do not normally affect creatures of your type. If you expend one use of mythic power, your animal companion may benefit of racial or class effects that modify spells cast on you only. For example, if you are a sorcerer with the shapechanger bloodline, you might cast magical beast shape on your companion and extend the spell's duration with the mutable flesh bloodline power.

Anticipate Dodge (Combat, Mythic)

No elusive opponent escapes your weapon.

Prerequisite: Anticipate Dodge^{ACG}.

Benefit: You know what dodge bonus the target creature has. Add one-half your mythic tier to all bonuses granted by the Anticipate Dodge feat; the restriction still applies.

Barroom Brawler (Combat, Mythic)

You are flexible and unpredictable in battle.

Prerequisite: Barroom Brawler^{ACG}.

Benefit: Your character level counts both as your fighter or monk level for the purpose of the temporary feat you gain using this ability. At 8th level, you can gain two combat feats at a time. At 10th level, you can gain three combat feats at a time with this ability.



Battle Cry (Mythic)

Your voice grants great courage and might to your allies in battle.

Prerequisite: Battle Cry^{ACG}.

Benefit: The bonuses granted by your battle cry double. You can extend the effect of the feat for additional minute per use of mythic power you spend.

Befuddling Strike (Combat, Mythic)

With greater potency and frequency, your fists befuddle those who stand against you.

Prerequisite: Befuddling Strike^{ACG}.

Benefit: The DC of your Befuddling Strike increases by one-half your tier, and you can use Befuddling Strike multiple times during the same round. As a free action, you can expend one use of your mythic power to use Befuddling Strike without spending one of your daily uses of the feat.

Believer's Boon (Mythic)

Your deity rewards you for your faithfulness.

Prerequisite: Believer's Boon^{ACG}.

Benefit: You add your mythic tier to your effective cleric level with the domain power you select, and you add one-half your mythic tier (minimum 1) to the number of rounds or times per day you can use that domain power.

In addition, if your mythic tier equals or exceeds the minimum level for a domain power granted beyond 1st level, you can expend one use of your mythic power to use that ability once (or to use that ability for a number of minutes equal to your mythic tier, if it is a constant ability like the fire resistance ability granted by the Fire domain), with your effective cleric level for this ability as described above for all purposes other than the number of uses you gain of the ability.

Special: If you have taken the non-mythic Believer's Boon feat, this mythic feat's benefits apply to both domains.

Believer's Hands (Mythic)

Your healing abilities are on the verge of divinity.

Prerequisite: Believer's Hands^{ACG}.

Benefit: Your character level counts as your paladin level when using your lay on hands ability. In addition, for every 3 mythic tiers you possess, you may select one mercy available to a paladin of your level to use when laying hands.

Blasting Charge (Mythic)

With greater potency and frequency, your charge strikes harder than before.

Prerequisite: Blasting Charge^{ACG}.

Benefit: Add your mythic tier to the additional damage dealt by the feat. You can expend one use of mythic power to add double your mythic tier as additional damage instead of adding it once.

Blessed Striker (Mythic)

Your deity granted you further benedictions.

Prerequisite: Blessed Striker^{ACG}.

Benefit: All your attacks are also treated as being magic and epic for the purpose of overcoming damage reduction.

Blooded Arcane Strike (Combat, Mythic)

Your arcane fury lingers even when your body is exhausted.

Prerequisite: Blooded Arcane Strike^{ACG}.

Benefit: When you use Arcane Strike or Mythic Arcane Strike while in a bloodrage, its effects lingers for a number of rounds equal to one-half your mythic tier after the bloodrage ends.

Bookish Rogue (Mythic)

Magic comes nearly as easy to you as to a wizard.

Prerequisite: Bookish Rogue^{ACG}.

Benefit: When studying a spellbook, you can replace one spell you are able to cast using your minor magic or major magic rogue talent to one sorcerer/wizard spell of a level equal to your mythic tier or a cleric/oracle spell of a level equal to one-half your mythic tier contained in the spellbook. This change is permanent until you take the time to change it via this feat again.



Canny Tumble (Combat, Mythic)

No elusive opponent escapes your weapon.

Prerequisite: Canny Tumble^{ACG}.

Benefit: Add one-half your mythic tier to the circumstance bonus granted by that feat.

Channeled Blessing (Mythic)

You can heal your allies and deliver a blessing at the same time.

Prerequisite: Channeled Blessing^{ACG}.

Benefit: When you deliver a channeled blessing to a creature, the target is also healed by your channeled energy ability as normal. In addition, by spending one use of mythic power, you can extend the blessing's effects to two other creatures healed by your channel energy ability, even if the blessing would normally affect only one target. Lastly, if you have access to domains or revelations, you can use this feat with those abilities too.

Channeling Force (Combat, Mythic)

Your channeled force energy is even more potent and longer lasting.

Prerequisite: Channeling Force^{ACG}.

Benefit: Add one-half your mythic tier to the number of weapon attacks you may apply the benefit to. You can expend one use of mythic power to add one-half your mythic tier to the bonus to damage.

Confounding Tumble Deed (Mythic, Panache)

You can befuddle a foe in more ways than before.

Prerequisite: Confounding Tumble Deed^{ACG}.

Benefit: You can expend one use of mythic power instead of 1 point of panache to deny the target its Dexterity bonus to Armor Class until the end of your next two turns.

Coordinated Shot (Combat, Mythic, Teamwork)

Your ranged attacks against an opponent take advantage of your ally's positioning.

Prerequisite: Coordinated Shot^{ACG}.

Benefit: Add one-half your mythic tier to the bonus on ranged attacks granted by Coordinated Shot.

Counter Reflexes (Combat, Mythic)

Your opponent's advanced training in moving around you is surpassed only by your readiness for it.

Prerequisite: Counter Reflexes^{ACG}.

Benefit: If you make an attack of opportunity against the opponent who triggers Counter Reflexes, it does not count against the number of attacks of opportunity you may take this round.

Counterpunch (Combat, Mythic)

With deft reflexes, you capitalize on opponents' mistakes.

Prerequisite: Counterpunch^{ACG}.

Benefit: Add one-half your mythic tier as a bonus on the attack roll on the attack of opportunity you make.

Dazing Fist (Combat, Mythic)

With greater energy and frequency, your fists daze every opponent.

Prerequisite: Dazing Fist^{ACG}.

Benefit: The DC of your Dazing Fist increases by one-half your tier, and you can use Dazing Fist multiple times during the same round. As a free action, you can expend one use of your mythic power to use Dazing Fist without spending one of your daily uses of the feat.



Disable Dweomer (Mythic)

You can disable a magic item, suppressing it for a short time.

Prerequisite: Disable Dweomer^{ACG}.

Benefit: Add one-half your mythic tier as a bonus on the Disable Device skill check. You can expend one use of mythic power to instead add your mythic tier to the bonus (instead of half), and the attempt takes only 1d4 rounds, instead of 2d4.

Disarming Threat Deed (Mythic, Panache)

Even your threats are curiously charming.

Prerequisite: Disarming Threat Deed^{ACG}.

Benefit: You can expend one use of mythic power instead of 1 point of panache to cause the target to regard you with indifference when the duration of the effect expires; the target does not report you to the authorities, and the next Diplomacy check made by you or an ally made against the target within an hour of the use of this feat gains a +10 bonus. If an ally makes the Diplomacy check, he or she must have been with you and seen by the target when this feat was used.

Disheartening Display (Combat, Mythic)

Your show of prowess further demoralizes others.

Prerequisite: Disheartening Display^{ACG}.

Benefit: You can expend one use of mythic power to affect a creature has been affected by Disheartening Display a second time within a particular 24-hour period. You cannot do so against a cowering opponent, however.

Normal: A creature cannot be affected by this feat again (by you or anyone else) for 24 hours.

Distracting Charge (Combat, Mythic, Teamwork)

Your ally's charge exposes an opening you can exploit.

Prerequisite: Distracting Charge^{ACG}.

Benefit: Add one-half your mythic tier to the bonus you gain.

Divine Protection (Mythic)

The grace of your deity is like a shield protecting you.

Prerequisite: Divine Protection^{ACG}.

Benefit: You can use this feat an additional number of times per day equal to your mythic tier, and each time you activate it the bonus applies to all saving throws you make

until the end of your next turn. If your Charisma modifier is already applied as a bonus on all saving throw (such as from the divine grace class feature), you instead gain a +1 bonus on a saving throw when using this feat.

Draining Strike (Combat, Mythic)

With a well-aimed strike, you cause your target to become fatigued or exhausted.

Prerequisite: Draining Strike^{ACG}.

Benefit: The DC of your Draining Strike increases by one-half your tier, and you can use Draining Strike multiple times during the same round. As a free action, you can expend one use of your mythic power to use Draining Strike without spending one of your daily uses of the feat.

Dual Enhancement (Mythic)

You can enhance two weapons, or both ends of a double weapon, with a single act.

Prerequisite: Dual Enhancement^{ACG}.

Benefit: You can expend one use of your mythic power to apply weapon special abilities to the second weapon at no extra cost.

Normal: Weapon special abilities must be accounted for separately.

Dueling Cape Deed (Combat, Mythic, Panache)

You can use a simple cape to guard yourself and confound your foes.

Prerequisite: Dueling Cape Deed^{ACG}.

Benefit: You can expend one use of mythic power instead of 1 point of panache to release your cape from your arm and entangle your foe with it; increase the entangled penalties and concentration check DC by one-half your mythic tier. Additionally, the cape's (or similar item's) hit points increase by your mythic tiers.

Energy Channel (Mythic)

You channel your divine energy into devastating attacks.

Prerequisite: Energy Channel^{ACG}.

Benefit: You add your mythic tier to the number of attacks you can make with one use of Energy Channel. In addition, if you have more than an elemental blessing or domain, you can choose two damage types. The additional damage dealt with your weapon is considered to be of both these types, even if it is applied only once, not twice.



Esoteric Linguistics (Mythic)

You are able to understand the most alien and cryptic of magic scriptures and dominate nearly every magic contraption.

Prerequisite: Esoteric Linguistics^{ACG}.

Benefit: Choose either Spellcraft or Use Magic Device. For every 5 ranks of Linguistics that you possess, you gain a +1 bonus on the chosen skill (and vice versa). Additionally, whenever you make a skill check to activate or identify a scroll, you may make both a Linguistics check and a Spellcraft or Use Magic Device check, and use whichever result is higher.

Evolved Companion (Mythic)

Your animal companion develops an array of powers.

Prerequisite: Evolved Companion^{ACG}.

Benefit: Each time you take the Evolved Companion feat, your animal companion can select an evolution from the list of 2-point evolutions or can select two evolutions from the list of 1-point evolutions.

Special: Unlike the non-mythic Evolved Companion feat, you cannot take this feat more than once; however, its effects stack each time you take Evolved Companion as a feat.

Evolved Summoned Monster (Mythic)

Your summoned monsters arrive mystically altered by your magical evolutions.

Prerequisite: Evolved Summoned Monster^{ACG}.

Benefit: Each time you take the Evolved Summoned Monster feat, you can select an evolution from the list of 2-point evolutions or can select two evolutions from the list of 1-point evolutions. If you summon a single creature, you can stack all evolutions on that creature, or you can split them between your summoned creatures.

Alternatively, if you are summoning multiple creatures you can select a single 1-point evolution and apply that evolution to all creatures summoned by a single spell.

Special: Unlike the non-mythic Evolved Summoned Monster feat, you cannot take this feat more than once; however, its effects stack each time you take Evolved Summoned Monster as a feat.

Expanded Preparation (Mythic)

You can prepare many more spells than normal for an arcanist of your level.

Prerequisite: Expanded Preparation^{ACG}.

Benefit: You gain an extra spell prepared of each level you can cast as an arcanist. This is in addition to the number of spells you can normally prepare from your spellbook and replaces the benefits of the non-mythic Expanded Preparation feat.

Extended Animal Focus (Mythic)

You can assume the aspects of an animal for much longer stretches of time.

Prerequisite: Extended Animal Focus^{ACG}.

Benefit: Add your mythic tier, in addition to your Wisdom modifier, to the number of minutes per day that you can use your animal focus ability to assume the aspects of an animal.

Extra Arcanist Exploit (Mythic)

Your repertoire of exploits ranges far beyond the usual.

Prerequisites: Extra Arcanist Exploit^{ACG}.

Benefit: You gain an alchemist discovery, magus arcana, psychic phrenic amplification, or witch hex. You must meet the new ability's prerequisites, treating your arcanist levels as your alchemist, magus, psychic, or witch level (as appropriate). Using this ability costs 1 point from your arcane reservoir. If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your bombs when you have no bombs) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.

Extra Channel (Mythic)

Your mythic power gives you additional uses of channel energy each day.

Prerequisites: Extra Channel^{CRB}.

Benefit: You can channel energy an additional two times per day. Additionally, if you have no uses of channel energy remaining, you may expend two uses of mythic power to use your channel energy ability.

Extra Hex (Mythic)

You have discovered something well outside your field.

Prerequisites: Extra Hex^{APG}.

Benefit: You gain a magus arcana, oracle revelation, or rogue talent. You must meet the new ability's prerequisites, treating your levels in the class you have with the discovery

class feature as your magus, oracle, or rogue level (as appropriate). If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your sneak attack when you have no sneak attack) or that requires resources you do not possess (such as taking a magus arcana that requires you to expend points from your arcane pool), the new ability is useless until you gain the appropriate ability or resource.

Extra Inspiration (Mythic)

Your mythic power gives you additional points in your inspiration pool.

Prerequisites: Extra Inspiration^{ACG}.

Benefit: Your inspiration pool increases by 3. Additionally, if your inspiration pool is empty, as a swift action you may expend two uses of mythic power to regain one point of inspiration.

Special: Unlike Extra Inspiration, you cannot take Mythic Extra Inspiration more than once.

Extra Investigator Talent (Mythic)

Your mythic power gives you an additional investigator talent you can select each day.

Prerequisites: Extra Investigator Talent^{ACG}.

Benefit: Each day when you regain uses of your daily abilities, you may select one additional investigator talent for which you meet the prerequisites. As a swift action, you may expend two uses of mythic power to change this investigator talent for a different investigator talent for which you also meet the prerequisites, which you retain until you regain your daily abilities or change it again.

Special: Unlike Extra Mercy, you cannot take Mythic Extra Investigator Talent more than once.

Extra Martial Flexibility (Mythic)

Your mythic power gives exceptional flexibility in battle.

Prerequisites: Extra Martial Flexibility^{ACG}.

Benefit: You gain three additional daily uses of martial flexibility. Additionally, if you expend one use of mythic power when using martial flexibility to gain access to a feat, you also gain the benefits of the mythic version of that feat.

Special: Unlike Extra Martial Flexibility, you cannot take Mythic Extra Martial Flexibility more than once.

Extra Panache (Mythic, Panache)

Your mythic power gives you additional points in your

inspiration pool.

Prerequisites: Extra Panache^{ACG}.

Benefit: The extra panache you gain each day and your maximum panache increase by 2. Additionally, whenever you would regain a panache point, you can expend one use of your mythic power to regain 2 points instead.

Special: Unlike Extra Panache, you cannot take Mythic Extra Panache more than once.



Extra Reservoir (Mythic)

Your mythic power gives you additional points in your arcane reservoir.

Prerequisites: Extra Reservoir^{ACG}.

Benefit: Your arcane reservoir increases by 3, increasing your daily reservoir as well as the maximum amount your reservoir can hold. Additionally, if your arcane reservoir is empty, as a swift action you may expend two uses of mythic power to regain one point in your reservoir.

Special: Unlike Extra Reservoir, you cannot take Mythic Extra Reservoir more than once.

Extra Slayer Talent (Mythic)

You have a vast array of secret stratagems to deal with your enemies.

Prerequisites: Extra Slayer Talent^{ACG}.

Benefit: You gain an investigator talent, ninja trick, vigilante talent, or vigilante social talent. You must meet the new ability's prerequisites, treating your slayer levels as your investigator, ninja, or vigilante level (as appropriate). If you select an ability that modifies abilities you do not have (such as choosing a talent that modifies your inspiration pool when you have no inspiration pool) or that requires resources you do not possess (such as taking a ninja trick that requires you to expend points from your ki pool), the new ability is useless until you gain the appropriate ability or resource.

Extreme Prejudice (Combat, Mythic)

Your hatred makes you a terribly efficient killer.

Prerequisite: Extreme Prejudice^{ACG}.

Benefit: When you succeed at a sneak attack against a creature you selected as the target of your Seething Hatred feat, you use d10s to roll sneak attack damage. If you have the Mythic Seething Hatred feat too, you can expend one use of mythic power to inflict triple damage with a sneak attack to such a creature.

Faerie's Strike (Combat, Mythic)

Fey spirits surround you, enthralling your foes.

Prerequisite: Faerie's Strike^{ACG}.

Benefit: When an opponent fails its saving throw, it is also confused for a number of rounds equal to one-half your mythic tier.

Favored Enemy Spellcasting (Mythic)

Your magic is devastating against your hated enemy.

Prerequisite: Favored Enemy Spellcasting^{ACG}.

Benefit: Your spells' DCs are 1 higher plus 1 higher for every 3 tiers mythic you possess against your chosen enemy. If you also have the favored enemy class feature and the chosen type is already a favored enemy of yours, your spells' DCs increase by the same amount as your favored enemy bonus against creatures of that type.

Flexible Hex (Mythic)

Your wandering hex shifts at your command.

Prerequisite: Flexible Hex^{ACG}.

Benefit: You can change your wandering hex up to twice per day as a swift action, instead of once per day.

Flexible Wizardry (Mythic)

You can choose the spell most fit for any situation.

Prerequisite: Flexible Wizardry^{ACG}.

Benefit: You can partially prepare three spells instead of two in each spell slot selected with Flexible Wizardry.

Focused Inspiration (Mythic)

Two more of your skills gain a bit more from your inspiration than others.

Prerequisite: Focused Inspiration^{ACG}.

Benefit: Choose two additional skills (separate from the ones you chose with the non-mythic feat) that you are trained in or can use untrained, and with which you can use inspiration. These two additional skills gain the same benefits as the two chosen skills from the non-mythic inspiration feat.

Force Dash (Mythic)

You can absorb the magic in your force spells to give you a massive burst of speed.

Prerequisite: Force Dash^{ACG}.

Benefit: Add one-half your mythic tier to the level of the spell sacrificed to determine the speed bonus gained.

Formula Recollection (Mythic)

Your dabbling with spellcraft allows you to record formulas of spells you should not know.

Prerequisite: Formula Recollection^{ACG}.

Benefit: You add one-half your mythic tier to the number of times per day you can use Formula Recollection. In addition, once per day, you can transcribe in your formula book a spell you identified with a range of "personal" or "touch" from another spell list. This counts against the total number of times per day you can use this ability.

Grabbing Drag (Combat, Mythic)

You turn brutish grapples into a delicate dance that leaves your opponent open to attack.

Prerequisites: Grabbing Drag^{ACG}.

Benefit: When you use the move grapple action, you gain

a +2 cover bonus to your Armor Class against attacks of opportunity provoked by your movement. If you expend one use of mythic power, you are treated as having cover against all attacks until the beginning of your next turn, gaining a +4 cover bonus to AC and a +2 bonus on Reflex saves. This cover allows you to make a Stealth check and prevents attacks of opportunity.

The creature you are dragging takes a -2 penalty to its AC until the beginning of your next turn, and if the grappled creature is not a mythic creature, its forced movement provokes attacks of opportunity from your allies (but not from you). If you have the Greater Drag feat, your allies gain a +2 circumstance bonus on attack rolls against a creature you drag while grappling it.

In addition, if you are attacked before the beginning of your next turn you can expend one use of mythic power as an immediate action to redirect that attack to the creature you are dragging.

Grabbing Master (Combat, Mythic)

Your grappled foes are like toys in your hands.

Prerequisite: Grabbing Master^{ACG}.

Benefit: When you maintain your grapple, you can make an additional combat maneuver check to disarm or trip the creature you are grappling as a free action. This maneuver check does not provoke attacks of opportunity. If you are grappling two creatures, you must perform the same maneuver against both creatures.

Grabbing Style (Combat, Mythic, Style)

You are a master of one-handed grapples.

Prerequisites: Grabbing Style^{ACG}.

Benefit: You do not gain the grappled condition when you initiate or maintain a grapple a creature your size or smaller. This does not apply when you are the target of a grapple. You gain a bonus equal to one-half your mythic tier (minimum +1) on combat maneuver checks to escape a grapple or take control of a grapple; this bonus applies regardless of the size of the creature grappling you.

If you expend one use of mythic power when initiating a grapple with a creature of any size, you do not gain the grappled condition as long as you maintain control of the grapple.

Grasping Strike (Combat, Mythic)

The surrounding foliage lurches forth at your enemies in

concert with your strikes.

Prerequisite: Grasping Strike^{ACG}.

Benefit: The DC of your Grasping Strike increases by one-half your mythic tier.

Greater Dirge of Doom (Mythic)

Your music strikes terror in your enemies' hearts.

Prerequisite: Greater Dirge of Doom^{ACG}.

Benefit: The effect of your dirge of doom lingers with a target for an additional number of rounds equal to your tier after the creature leaves the dirge's area of effect. If you use your dirge on a creature that is shaken, it becomes panicked. If you use it on a creature that is frightened, it becomes terrified. If you use it on a creature that is panicked, it becomes horrified.

Greater Skald's Vigor (Mythic)

Allies inspired by your song are nearly immortal in battle.

Prerequisite: Greater Skald's Vigor^{ACG}.

Benefit: The effects of Greater Skald's Vigor on your allies linger as long as other effect of your performance. If you possess Mythic Skald's Vigor too, your allies share the regeneration provided by that mythic feat.



Greater Weapon of the Chosen (Combat, Mythic)

You inflict your deity's wrath through your weapon.

Prerequisite: Greater Weapon of the Chosen^{ACG}.

Benefit: You can roll twice and choose the better result whenever you attack with your deity's favored weapon, even with a full attack action or an attack of opportunity. If you expend one use of mythic power, you add your tier to the damage dealt with such an attack.

Gruesome Slaughter (Combat, Mythic)

You can inspire extreme revulsion when you slaughter your enemies.

Prerequisite: Gruesome Slaughter^{ACG}.

Benefit: The DC of your Gruesome Slaughter increases by one-half your mythic tier.

Improved Awesome Blow (Combat, Mythic)

You are skilled at sending your opponents flying.

Prerequisite: Improved Awesome Blow^{ACG}.

Benefit: Add one-half your mythic tier to the bonus gained to perform or defend against an awesome blow combat maneuver.

Improved Dirge of Doom (Mythic)

Your music strikes panic in your enemies' hearts.

Prerequisite: Improved Dirge of Doom^{ACG}.

Benefit: The range of your dirge of doom is furtherly extended of a number of feet equal to your mythic tier. Additionally, if a creature is shaken from another effect, the effect of your dirge of doom is changed to panicked for that specific creature.

Improved Duck and Cover (Mythic, Teamwork)

Your allies' ability to protect you from damage extends to area attacks.

Prerequisite: Improved Duck and Cover^{ACG}.

Benefit: You can expend one use of your mythic power as an immediate action to add one-half your mythic tier as a bonus to your ally's Reflex saving throw against an effect on which you would benefit from the Improved Duck and Cover feat. If multiple creatures seek to boost the ally's saving throw using this feat, only the highest bonus applies.

Improved Flexible Wizardry (Mythic)

Magic comes almost as easy to you as to a spontaneous spellcaster.

Prerequisite: Improved Flexible Wizardry^{ACG}.

Benefit: The spell slots you selected become spontaneous spell slots. You can use them to cast any spell of the same level you know with its normal casting time.

Improved Spell Sharing (Mythic)

Your companion creature shares the effect of any spell you cast on yourself.

Prerequisite: Improved Spell Sharing^{ACG}.

Benefit: When you are adjacent to or sharing a square with your companion creature and that companion creature has this feat, you can cast a spell on yourself and have that spell affect the companion creature for the same duration. Once the spell is cast, you and the companion creature can move farther apart without ending the effect.

Improved Studied Combatant (Mythic)

Your inspiration rivals the most skilled investigators' ability.

Prerequisite: Improved Studied Combatant^{ACG}.

Benefit: You apply the studied combat bonus of an investigator of your character level to attack and damage rolls against your studied opponent. There are no limits to the number of times per day that an opponent can be the target of your studied combat.

Improved Swap Places (Combat, Mythic, Teamwork)

When you switch places with your comrade, your sizes don't matter.

Prerequisite: Improved Swap Places^{ACG}.

Benefit: When you and your ally use the Swap Places feat, your ally can be up to two sizes larger or smaller than you. If your ally needs to make a bull rush attempt, it is automatically successful against non-mythic creatures. This otherwise works as non-mythic Improved Swap Places.

Improved Weapon of the Chosen (Combat, Mythic)

Your deity's virtues shine through your weapon.

Prerequisite: Improved Weapon of the Chosen^{ACG}.

Benefit: For the duration of the effect, your weapon gains the anarchic, axiomatic, holy, or unholy quality, depending on your deity's alignment. If your deity is true neutral, the weapon gains the negating quality instead.

Insightful Delivery (Mythic)

Your knowledge of where to strike makes your poisons deadlier.

Prerequisite: Insightful Delivery^{ACG}.

Benefit: The DC to resist the delivered poison increases by one-half your mythic tier.



Inspired Alchemy (Mythic)

With some inspiration and elbow grease, you can recreate a consumed extract in a pinch.

Prerequisite: Inspired Alchemy^{ACG}.

Benefit: You can expend one use of mythic power to reduce

the time required from 10 minutes to five minutes. You may instead spend two uses of mythic power (instead of one) to reduce the time required to one minute.

Inspired by Fear (Mythic)

When spreading fear to your enemies, you further embolden your allies.

Prerequisite: Inspired by Fear^{ACG}.

Benefit: The bonus on saving throws against fear increases by one-half your mythic tier.

Inspired Strike (Mythic)

You can turn your natural talent to weaponry as easily as you can to skills.

Prerequisite: Inspired Strike^{ACG}.

Benefit: If you expend one use of inspiration to increase the damage rolled, the damage bonus increases by one-half your mythic tier.

Intercept Charge (Combat, Mythic, Teamwork)

You can get in the way of an opponent charging your ally.

Prerequisite: Intercept Charge^{ACG}.

Benefit: When you use the Intercept Charge feat to stop an opponent from charging an ally, you gain a dodge bonus to your AC against that opponent's (first) attack, equal to half your mythic tier. You can expend one use of mythic power to apply that dodge bonus against all attacks that opponent makes against you in that round, if the opponent was using Pounce or similar ability to gain multiple attacks on a charge.

Intimidating Performance (Mythic)

Your performance incites real terror in your enemies.

Prerequisite: Intimidating Performance^{ACG}.

Benefit: Choose one Perform skill. For every 5 ranks of Intimidate that you possess, you gain a +1 bonus on the chosen skill (and vice versa). You can use Intimidating Performance with the chosen skill, even if your performance has no audible components.

Jabbing Dancer (Combat, Mythic)

Your nimble and light feet allow you to dance around your target.

Prerequisite: Jabbing Dancer^{ACG}.

Benefit: When you hit a creature with an unarmed strike, you can move 5 feet in any direction without provoking attacks of opportunity as long as you move adjacent to any enemy; it need not be the enemy you hit with your attack. In addition, when you use this feat, you can still take a 5-foot step on your next turn.

Jabbing Master (Combat, Mythic)

Your quick punches are incredibly lethal.

Prerequisite: Jabbing Master^{ACG}.

Benefit: The bonus damage dealt by this feat is increased from 2d6 (or 4d6, if you hit with three or more unarmed strikes) to 2d10 (or 4d10).

In addition, if you hit a creature with at least two unarmed strikes and then hit with a Stunning Fist attack in the same round, the save DC is increased by 1. The save DC is increased by 2 if you have already hit the target with three or more unarmed strikes that round. The save DC is not affected by unarmed strikes you make after making your Stunning Fist attack.

Jabbing Style (Combat, Mythic, Style)

You pummel your opponent with your lightning fists.

Prerequisite: Jabbing Style^{ACG}.

Benefit: The bonus damage dealt by this feat is increased from 1d6 (or 2d6, if you hit with three or more unarmed strikes) to 1d10 (or 2d10). You can use this feat to deal this bonus damage more than once per round, but only if you hit two or more opponents with two or more unarmed strikes each. You cannot deal bonus damage to any target more than once per round.

Kick Up (Combat, Mythic)

You have learned how to kick items on the ground up to a ready hand.

Prerequisite: Kick Up^{ACG}.

Benefit: Increase the bonus on the feint attempt by one-half your mythic tier.

Killing Flourish (Combat, Mythic)

You inspire dread in other foes when you slay an enemy.

Prerequisite: Killing Flourish^{ACG}.

Benefit: Increase your Intimidate check result by one-half your mythic tier. You can expend one use of mythic power to increase your intimidate check result by an amount equal to your mythic tier (instead of half your mythic tier).

Lay of the Land (Mythic)

Your connection with a specific terrain grows.

Prerequisite: Lay of the Land^{ACG}.

Benefit: Choose one of your favored terrains gained with the Lay of the Land feat. The favored terrain bonuses you receive for that terrain increase with your level as if you were a ranger with 1/2 of your character level.

Special: You can select this feat up to four times. Each time you take it, you apply it to a different



terrain selected with the Lay of the Land feat.

Lunging Spell Touch (Mythic)

You can extend your spells' reach to affect foes that would normally be too far away.

Prerequisite: Lunging Spell Touch^{ACG}.

Benefit: If you hit a creature with the melee attack, you no longer take a -2 penalty to AC against that creature. You can expend one use of mythic power to negate the -2 penalty to AC whether you hit or miss.

Manifested Blood (Mythic)

Your native element forms a violent protective aura around you.

Prerequisite: Manifested Blood^{ACG}.

Benefit: You add your mythic tier to the energy resistance gained through this feat. In addition, all creatures who attack you (with weapons, unarmed attacks or natural attacks) receive damage and must succeed in a Fort save (DC = 10 + one-half your bloodrager or sorcerer level + your Charisma bonus) or suffer an additional effect for the rest of feat's duration, depending by your element:

Air: The creature is stunned.

Earth: The creature is entangled.

Fire: The creature is blinded.

Water: The creature is fatigued.

Merciless Butchery (Combat, Mythic)

Your talent for slaughter lets you dispatch helpless opponents before they can recover.

Prerequisite: Merciless Butchery^{ACG}.

Benefit: The DC to resist a coup de grace increases by one-half your mythic tier.

Nature Magic (Mythic)

Your connection with druidic magic grows.

Prerequisite: Nature Magic^{ACG}.

Benefit: Every two mythic tiers, you can select two additional 0-level spells or one 1st-level spell from the druid spell list to use as spell-like abilities once per day. In addition, your caster level increases by +1 when casting divine spells from the druid spell list.

Orator (Mythic)

Your knowledge of the language's subtlety and the way they can be used for persuasion gives you an edge most can't sport.

Prerequisite: Orator^{ACG}.

Benefit: Choose either Diplomacy or Intimidate. For every 5 ranks of Linguistics that you possess, you gain a +1 bonus on the chosen skill (and vice versa). Additionally, whenever you make a skill check to change the attitude of a creature or to force a creature to cooperate, you may make both a Linguistics check and a Diplomacy or Intimidate check, and use whichever result is higher.

Pack Flanking (Combat, Mythic, Teamwork)

You and your companion creature are adept at fighting together against foes.

Prerequisite: Pack Flanking^{ACG}.

Benefit: You and your animal companion are both considered to be flanking an opponent, if you both threaten that same opponent, regardless of your actual positioning. Your animal companion must have the non-mythic Pack Flanking feat.

Paralyzing Strike (Combat, Mythic)

Finding just the right pressure point, you paralyze your foe with a single hit.

Prerequisite: Paralyzing Strike^{ACG}.

Benefit: The DC of your Paralyzing Strike increases by one-half your tier, and you can use Paralyzing Strike multiple times during the same round. As a free action, you can expend one use of your mythic power to use Paralyzing Strike without spending one of your daily uses of the feat.

Pommel Strike Deed (Mythic, Panache)

With a surprise swipe with your pommel, you can topple a foe.

Prerequisite: Pommel Strike Deed^{ACG}.

Benefit: You can expend one use of mythic power instead of 1 point of panache to make the pommel strike as a swift action, and your combat maneuver check to knock the target prone increases by one-half your mythic tier.

Pummeling Bully (Combat, Mythic)

Your powerful blows can knock your opponents across the battlefield.

Prerequisite: Pummeling Bully^{ACG}.

Benefit: When you hit a creature with an unarmed strike, you can attempt a reposition or trip combat maneuver check against that target as a swift action. You do not need to be making a Pummeling Style attack to use this ability.

If you are making a Pummeling Style attack, you can spend one use of mythic power to add a mythic surge die to all of the reposition or trip combat maneuver checks you make until the end of your turn. Roll separately for each check.



Pummeling Charge (Combat, Mythic)

Your ferocious charge ends in a flurry of haymakers.

Prerequisite: Pummeling Charge^{ACG}.

Benefit: When you use the charge action to make a Pummeling Style attack, designate one creature as the target of your charge; you do not take a penalty to your Armor Class against that creature. In addition, if you hit

that creature with at least two unarmed strikes, you gain a +2 circumstance bonus to your AC against that creature until the end of your next turn.

Special: If you have the Pummeling Bully feat, you can use that feat to attempt a bull rush combat maneuver as a free action (in place of a reposition or trip combat maneuver) against a creature you hit with an unarmed strike while making a Pummeling Charge.

Pummeling Style (Combat, Mythic, Style)

You hammer the gap with relentless fury.

Prerequisite: Pummeling Style^{ACG}.

Benefit: Whenever you hit a creature with an unarmed strike, any subsequent unarmed strikes you make that hit that creature until the beginning of your next turn (including attacks of opportunity) are considered part of the same damage total as your attacks during your current turn for the purpose of overcoming damage reduction.

If you make a Pummeling Style attack against a target that does not have damage reduction, you instead deal an additional 1 point of nonlethal damage on first attack that hits during your turn, 2 points on the second, 3 points on the third, etc.

Normal: You must make a Pummeling Style attack as a full-attack action.

Quicken Blessing (Mythic)

You can deliver one of your blessings with greater speed than most.

Prerequisite: Quicken Blessing^{ACG}.

Benefit: You may deliver a blessing as an immediate action by expending three of your daily uses of blessings. You can expend one or two uses of mythic power in place an equal number of your daily uses of blessings to use Quicken Blessing or Mythic Quicken Blessing.

Rage Casting (Mythic)

The magic in your blood is more potent than most.

Prerequisite: Rage Casting^{ACG}.

Benefit: When you use Rage Casting, you increase the chosen spell's DC by 2 for every 1d6 points of damage you take. If you expend one use of mythic power, this damage is nonlethal.

Raging Absorption (Mythic)

You can absorb hostile spell energy to refuel your continued bloodrage.

Prerequisite: Raging Absorption^{ACG}.

Benefit: You regain 1 round of bloodrage for every level of the spell you successfully saved against. Note: The damaging spell must be cast by a real enemy of the character.

Normal: You regain 1 round of bloodrage for every 2 levels of the spell you successfully saved against with non-mythic Raging Absorption.

Raging Blood (Mythic)

Your blood is stronger than most, and your fury as fearful.

Prerequisite: Raging Blood^{ACG}.

Benefit: You can rage for a total number of rounds per day equal to 4 + your Constitution bonus. You gain bloodrager bloodline powers from your bloodline as if you were a bloodrager of your character level -2. Bloodrager bloodline powers that are the same as permanent sorcerer bloodline powers you possess (such as energy resistances) stack with them while you rage.

Raging Concentration (Mythic)

When you are in the heat of rage, not even pain can break your concentration.

Prerequisite: Raging Concentration^{ACG}.

Benefit: Add one-half your mythic tier to the bonus on concentration checks.

Ranged Study (Mythic)

You can use a limited form of studied combat and studied strike with a weapon of your choice.

Prerequisite: Ranged Study^{ACG}.

Benefit: You can apply the bonuses with the chosen weapon as long as the target of your studied strike is within one range increment of the weapon, if that is more than 30 feet. In addition, you can expend one use of mythic power with a different kind of ranged weapon than the one you previously selected, and gain the benefits of non-mythic Ranged Study for up to minute with that kind of weapon.

Reactive Healing (Mythic)

You can channel healing energy in response to an attack that would knock a nearby ally unconscious.

Prerequisite: Reactive Healing^{ACG}.

Benefit: If an ally within your reach suffers an effect that would reduce them to 0 or fewer hit points, you can expend one use of channel energy (of a form that would heal the ally) or lay on hands as an immediate action to heal that ally. The healing affects only the ally, even if it would normally affect others. Alternatively, if used on yourself the healing effect is maximized.

Reckless Rage (Mythic)

You are a real living onslaught on the battlefield.

Prerequisite: Reckless Rage^{ACG}.

Benefit: When you use Reckless Rage, you can expend a number of rounds of rage or raging song equal to your Charisma bonus or one-half your mythic tier (whichever is higher). Your damage bonus increases by 1 for each round of rage or raging song expended.

Recovered Rage (Mythic)

You regain rounds of rage or raging song performance when you drop a foe.

Prerequisite: Recovered Rage^{ACG}.

Benefit: You regain two rounds of rage or raging song when you use Recovered Rage, instead of one round. You must still abide by that feat's restrictions.

Resilient Armor (Mythic)

When you enhance your armor or shield, you gain a measure of damage reduction.

Prerequisite: Resilient Armor^{ACG}.

Benefit: Add one-half your mythic tier to the amount of damage reduction gained from the feat.

Riving Strike (Combat, Mythic)

When you infuse your weapon with arcane might, your attacks make foes more susceptible to magic.

Prerequisite: Riving Strike^{ACG}.

Benefit: The effect of Riving Strike lasts for 2 rounds (instead of one) when you damage a creature. Multiple hits by you against a particular creature do not increase the duration of the effect.

Seething Hatred (Combat, Mythic)

You are a fury in battle against your hated enemy.

Prerequisite: Seething Hatred^{ACG}.

Benefit: All your studied target bonuses against a creature

of the type you selected increase by +2.

Seize Advantage (Combat, Mythic)

You can take advantage of your foes when they overcommit on their attacks.

Prerequisite: Seize Advantage^{ACG}.

Benefit: You can expend one use of mythic power instead of 1 point of panache before making a parry attempt to automatically succeed on the parry attempt against a non-mythic foe. Additionally, when making a riposte add one-half your mythic tier to the attack roll.

Share Healing (Mythic, Teamwork)

Your link with your companion creature allows you to share with it any healing magic that's cast upon you.

Prerequisite: Share Healing^{ACG}.

Benefit: Increase the amount of hit points healed by +50% before dividing the hit points.

Silent Kill (Combat, Mythic)

You are quite adept at killing your prey without making noise or alerting others.

Prerequisite: Silent Kill^{ACG}.

Benefit: Add one-half your mythic tier to the Stealth check. You can expend one use of mythic power to increase your Stealth check result by your mythic tier (instead of half your mythic tier).

Skald's Vigor (Mythic)

Your exultant song makes you nearly impossible to kill in battle.

Prerequisite: Skald's Vigor^{ACG}.

Benefit: When you use Skald's Vigor with a raging song, you gain regeneration equal to the Strength bonus you grant, rather than fast healing.

Skilled Rager (Mythic)

You can use your skill at maximum while raging.

Prerequisite: Skilled Rager^{ACG}.

Benefit: You select another Int, Wis or Cha- based skill to use while raging beyond that chosen with Skilled Rager. When you use one of these skills, you can apply either your bonus in that skill or your Intimidate bonus to the roll (whichever is higher).

Special: You can take this feat once for every time you took Skilled Rager. Every time, it applies to one skill selected with Skilled Rager plus one new skill.

Slashing Grace (Combat, Mythic)

Your grace with slashing weapons is uncanny.

Prerequisite: Slashing Grace^{ACG}.

Benefit: Choose one kind of light, one-handed or two-handed slashing weapon (such as the longsword or greatsword). When wielding your chosen weapon, you can treat it as a light or one-handed piercing melee weapon for all feats and class abilities that require such a weapon (such as a swashbuckler's or a duelist's precise strike) and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. When wielding a two-handed slashing weapon in two hands and using this ability, you add 1-one-half your Dexterity modifier to the damage roll. The weapon must be one appropriate for your size.

Slayer's Feint (Combat, Mythic)

You rely on your deceptive speed and agility instead of trickery to catch your opponents unprepared.



Prerequisite: Slayer's Feint^{ACG}.

Benefit: Add one-half your mythic tier to the Acrobatics check to feint. You can expend one use of mythic power to increase your Acrobatics check result by your mythic tier (instead of half your mythic tier).

Slow Faller (Mythic)

You can reduce the amount of falling damage you take when you are close to a wall.

Prerequisite: Slow Faller^{ACG}.

Benefit: You add an additional 10 feet to the distance you can fall without harm for every mythic tier you possess. You can use this feat when you are not within arm's reach of a wall, though you must still be within 10 feet and the distance you can fall without harm is halved. In addition, you can expend one use of mythic power to cast feather fall on yourself as a spell-like ability, treating your character level as your caster level.

Spirit Talker (Mythic)

The spirits respond to your every entreaty.

Prerequisite: Spirit Talker^{ACG}.

Benefit: You require only 1 round of communing with a shaman spirit to gain a hex from its list of hexes. In addition, you can expend one use of mythic power to commune with a shaman spirit (the same spirit or a different one) and exchange the bonus hex you gained previously for a different hex. You can do this more than once per day, but the cost in mythic power increases by one use for each time after the first.

Spirit's Gift (Mythic)

The spirits grant many boons to your companion.

Prerequisite: Spirit's Gift^{ACG}.

Benefit: While your animal companion is augmented by the shaman spirit, it is considered a mythic creature, with one use of mythic power. It can use this mythic power for a mythic surge, using the same surge die that you do. You also may select one feat your animal companion knows; it can use the mythic version of that feat for the next 24 hours.

Spiritual Guardian (Mythic)

Your spirit-guardians are mighty indeed.

Prerequisite: Spiritual Guardian^{ACG}.

Benefit: If you know and can prepare spiritual weapon or spiritual ally (or any similar spell at the GM's discretion),

you can cast the mythic versions of those spells. In addition, any attacks made by such spells gain a +1 enhancement bonus, increasing by 1 for every 3 mythic tiers after 1st you possess. Add one-half your mythic tier (minimum +1) to the result of your caster level check to overcome spell resistance when attacking with these spells to the DC of caster level checks to dispel them. Add your mythic tier instead if the target (or caster attempting to dispel them) is a non-mythic creature.

Spontaneous Nature's Ally (Mythic)

You become a versatile divine caster.

Prerequisite: Spontaneous Nature's Ally^{ACG}.

Benefit: You gain either the cleric's or druid's version of the mythic spontaneous casting ability. You can only choose the cleric version if you have access to domain spells; if you choose the druid version, you can only spontaneously cast spells that appear both on your class spell list and the druid spell list.

Staggering Fist (Combat, Mythic)

With greater energy and frequency, your fists stagger every opponent.

Prerequisite: Staggering Fist^{ACG}.

Benefit: The DC of your Staggering Fist increases by one-half your tier, and you can use Staggering Fist multiple times during the same round. As a free action, you can expend one use of your mythic power to use Staggering Fist without spending one of your daily uses of the feat.

Stalker's Focus (Mythic)

Your affinity to the natural world allows you to adopt the focus of a particular animal.

Prerequisite: Stalker's Focus^{ACG}.

Benefit: The duration of the effect lasts an additional number of minutes equal to half your mythic tier (instead of one minute).

Steadfast Personality (Mythic)

Nothing and nobody can shatter your self-confidence.

Prerequisite: Steadfast Personality^{ACG}.

Benefit: Add both your Charisma modifier and your Wisdom bonus on Will saves against mind-affecting effects. If you have a Wisdom or Charisma penalty, you add your mythic tier on those saves too.

Stouthearted (Mythic)

You fight back your fear by voicing the song in your heart.

Prerequisite: Stouthearted^{ACG}.

Benefit: Add one-half your mythic tier to the rerolled saving throw result.

Studied Combatant (Mythic)

Your inspiration guides infallibly your strikes.

Prerequisite: Studied Combatant^{ACG}.

Benefit: You apply the studied-combat bonus of an investigator of your level -2 to attack and damage rolls against your studied opponent. An opponent can be the target of your studied combat an additional number of times per day equal to your mythic tier.

Surprise Maneuver (Mythic)

Your maneuvers are devastating against disadvantaged foes.

Prerequisite: Surprise Maneuver^{ACG}.

Benefit: Add one-half your mythic tier to the bonus on the maneuver check.

Talented Magician (Mythic)

Roguish magic comes easily to you.

Prerequisite: Talented Magician^{ACG}.

Benefit: You gain an additional daily use of each of your minor magic and major magic rogue talents. Additionally, if you have no uses of a particular minor magic or major magic spell-like ability remaining, you can expend one use of mythic power to activate that ability again.

Twinned Feint (Combat, Mythic)

You can fool two opponents with a single feint.

Prerequisite: Surprise Maneuver^{ACG}.

Benefit: You ignore the feat's -2 penalty on AC.

Twist Away (Mythic)

Your quick reflexes and dexterous movements make up for your lack of stamina.

Prerequisite: Talented Magician^{ACG}.

Benefit: Add one-half your mythic tier to your Reflex

saving throw result.

Undersized Mount (Mythic)

Your mount can be little, but he is tougher than normal for its race.

Prerequisite: Undersized Mount^{ACG}.

Benefit: Your mount gains the mule's strength mythic champion ability and counts as a mythic creature for purposes of determine what abilities affect it.

Unfettered Familiar (Mythic)

You can channel touch spells through your familiar without needing to be adjacent to it.

Prerequisite: Unfettered Familiar^{ACG}.

Benefit: You can use the Unfettered Familiar feat up to twice per day, instead of once per day.

War Blessing (Mythic)

Your rapport with your deity is so strong that you can call its help in battle when you need.

Prerequisite: War Blessing^{ACG}.

Benefit: When you use the War Blessing feat, you may call upon the major blessing from one or the other of your chosen blessings if your effective warpriest level is high enough. Your effective warpriest level is the highest level that you have in the class that has the mystery or domain class feature -2.

Weapon of the Chosen (Combat, Mythic)

Your deity grants your weapon greater abilities.

Prerequisite: Weapon of the Chosen^{ACG}.

Benefit: When you attack using Weapon of the Chosen, your weapon gains a +1 enhancement bonus, plus 1 for every 3 mythic tiers you possess beyond 1st.

Winter's Strike (Combat, Mythic)

Your attacks afflict your foes with the relentless fatigue of a winter storm.

Prerequisite: Winter's Strike^{ACG}.

Benefit: The DC of your Winter's Strike increases by one-half your tier, and you can use Winter's Strike multiple times during the same round. As a free action, you can expend one use of your mythic power to use Winter's Strike without spending one of your daily uses of the feat.





Wounded Paw Gambit (Combat, Mythic, Teamwork)

Your enemy sees you as an easy mark but doesn't notice your allies poised to shoot.

Prerequisite: Wounded Paw Gambit^{ACG}.

Benefit: You can expend one use of your mythic power as an immediate action to add one-half your mythic tier

as an attack bonus to any allies who make a qualifying attack against the opponent who attacked you. If multiple creatures seek to boost allies' attack rolls using this feat, only the highest bonus applies.



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