



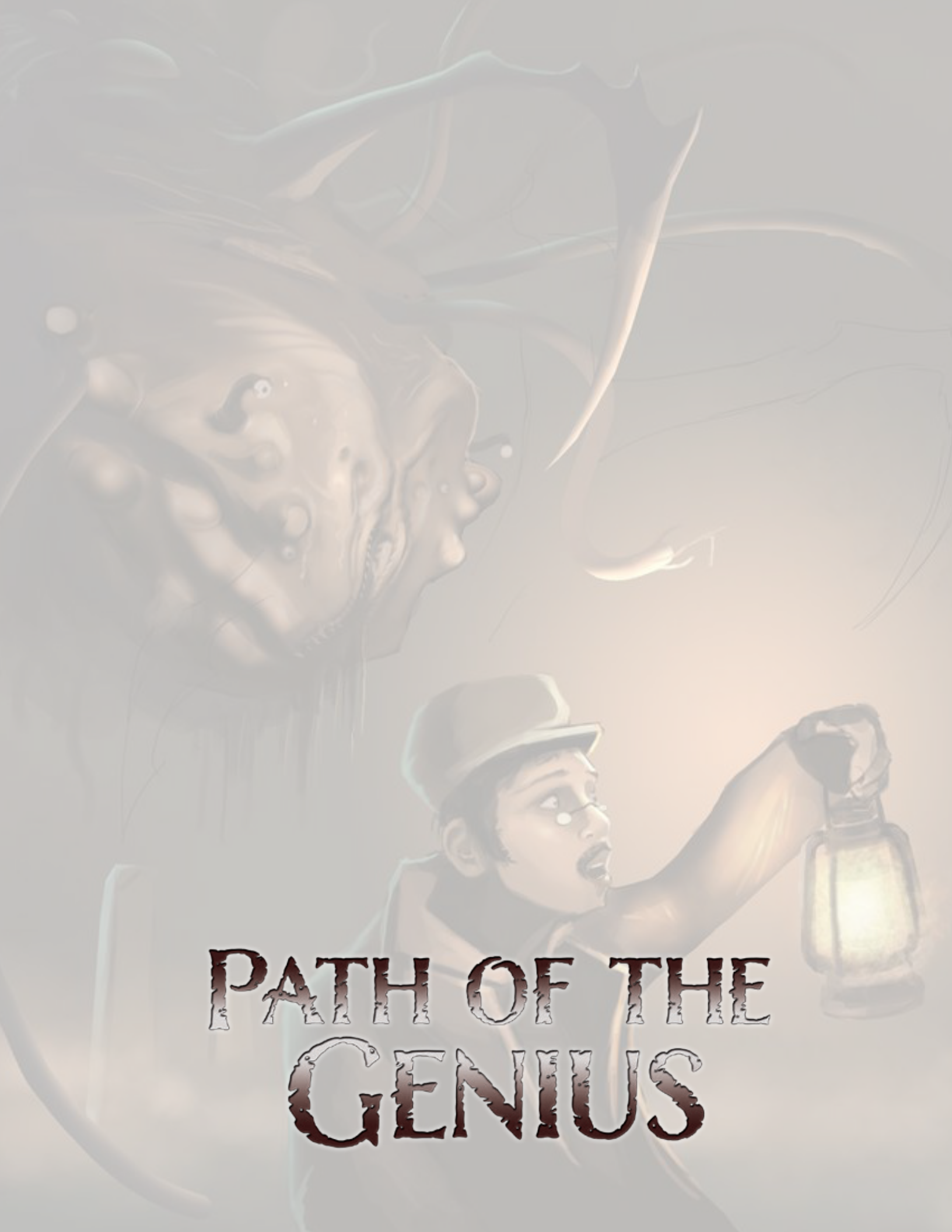
# PATH OF THE GENIUS

BY JASON NELSON

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



A man wearing a cap and a dark jacket is looking upwards with a surprised expression, holding a glowing lantern in his right hand. In the background, a large, monstrous head with multiple eyes and sharp teeth looms over him. The scene is set in a dark, cave-like environment with stalactites hanging from the ceiling.

# PATH OF THE GENIUS



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## 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 Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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## WELCOME TO MYTHIC PLUG-INS: MYTHIC PATHS!

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 work of conversion. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything. The basic mythic rules presuppose a set of six mythic paths, one connected with each ability score, and those cover most of the classic heroic (or villainous) roles of myth and legend, but not all. The *Mythic Path* series from Legendary Games looks to fill in the niches that are not quite served by the existing mythic paths, providing exciting new options for your mythic characters! We've produced *Mythic Paths* for the bad guys, with *Path of Dragons* and *Path of Villains*, but now it's time to turn to the heroes, providing you with a wealth of new options and opportunities for your mythic heroes.

Whether for heroes or villains, the abilities in the *Mythic Paths* series offer you a host of great new options for your mythic game, bringing fabulous flavor and imaginative mechanics with the standard of excellence in design that you've come to expect from Legendary Games. As with all of our Mythic Plug-Ins, *Mythic Paths* are brought to you by the experts who know the mythic monster rules like no one else because they are the same authors that helped create the mythic paths and abilities in *Pathfinder Roleplaying Game Mythic Adventures*.





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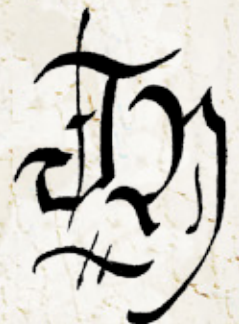
## WHAT YOU WILL FIND INSIDE PATH OF THE GENIUS

In classic fantasy roleplaying games, the most intelligent characters have always been the mighty wizards of the world, bending their will alongside their intellect to plumbing the eldritch mysteries of the universe and unpacking the nature of reality in its their wondrous detail. It is only through such careful study of the fundamentals that wizards are able to tell the laws of physics and chemistry to bend, break, and reshape themselves at their command. Wizards were the most intelligent people, and the most intelligent people were wizards. Sure, you might have the occasional crusty sage secreted away in ancient his library, a keen-eyed philosopher king who masters both ancient lore and modern advances, or a merchant or councilor of surpassing cleverness and guile, but they were the exceptions that proved the rule. As fantasy has evolved, however, that equation of intelligence with wizardry is no longer the case, and that is the purpose of this book.

*Path of the Genius* is designed to help build characters who achieve immortality and legendary status not so much for their raw personal power but for their intellect itself. They may be researchers or writers, spreading ideas to the far corners of the world that plant the seeds of change wherever they are heard or read or understood. They may be naturalists and explorers, insightful observers into the world around them as it exists, or they may be forward-thinking futurists and experimenters always pushing the envelope of the possible. Their areas of specialization and study range from ancient history to advanced technology, from clockworks and alchemy to manipulation of fundamental forces like electromagnetism and gravity. Equal parts archivist and tinker, from calm loremasters to raving mad scientists, a genius adapts the knowledge of the past and applies it to new situations and new opportunities for breakthroughs. A genius is a character whose mind is her ultimate weapon and who has never met a problem she could not think her way through. A genius is always thinking, always imagining, always listening, always recording, always planning, and always ready to try something new.

The *Mythic Paths* series from Legendary Games combines the rich story and background potential of mythic creatures with a heaped helping of marvelous crunch, all brought to you by the same authors that work on the official Pathfinder Roleplaying Game products you already love. That's the Legendary Games tradition: 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!

- Jason Nelson





## PATH OF THE GENIUS

A genius is a figure of soaring intellect and astonishing accomplishments. From child prodigies in the arts and sciences to aged sages prowling the dusty shelves of ancient archives and unfurling the elder scrolls of forgotten lore. A genius lives a life in quest of knowledge, but that mission is never satisfied with uncovering the knowledge developed by others. A genius has an unquenchable thirst to discover and devise new knowledge, taking theory and inspiration and blending it with relentless experimentation and rigorous retesting of every hypothesis until he can synthesize a cohesive and unassailable proof. Some geniuses seek the adulation of the masses, craving praise for their brilliance or simply an ostentatious public display of their craft and ingenuity. Others could care less about such approbation, and if they notice it at all it is only as a vexing distraction from time better spent on their great work. Obsessive focus is a hallmark of most geniuses, and perhaps it is the heart of their success, in that they do not give up in the face of disappointing failures that most would take as ample evidence that their ideas will not work. For a genius, it is proof only that they have learned another way not to accomplish their goals, and their objective is ever within reach if only a sufficient weight of intellect and industry can be welded into a conquering sword before which every intellectual challenge must eventually fall. Some call them fools, dreamers, or even madmen, but none can deny that a genius intellect is truly dizzying.

**Role:** As a genius, your role in the party is as a problem solver, anticipating and overcoming obstacles and difficulties in which the party finds themselves and helping them to think their way out of trouble. You have great facility at working with—and even creating your own—allies, and as a team you can demolish the opposition before you. You are an experimenter and able to break many of the rules that commonly proscribe options unavailable to your fellow adventurers. You are an unconventional opponent, always able to surprise enemies with your latest stratagem.

**Classes:** Members of any class that relies on thinking and skills make good geniuses, such as alchemists, bards, inquisitors, investigators, rogues, and wizards, as would any class that emphasizes the value of brains over brawn. Their unique skills are not always tailored towards melee combat, though they are cunning and clever allies and their ability to plan and seemingly always come up with a helpful solution makes them ideal members of an adventuring group.

**Bonus Hit Points:** Whenever you gain a genius tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

| TIER | PATH FEATURES             |      |                           |
|------|---------------------------|------|---------------------------|
| 1st  | Path ability, genius idea | 6th  | Path ability              |
| 2nd  | Path ability              | 7th  | Path ability              |
| 3rd  | Path ability              | 8th  | Path ability              |
| 4th  | Path ability              | 9th  | Path ability              |
| 5th  | Path ability              | 10th | Path ability, supragenius |

## GENIUS FEATURES

As you gain tiers, you gain the following abilities.

**Genius Idea:** Select one of the following abilities. Once chosen, it can't be changed.

**Brilliant Distraction (Ex):** As a swift action, you can expend one use of mythic power to make a melee attack or ranged attack against a creature within 30 feet, using your Intelligence modifier in place of your Strength and Dexterity modifiers to determine your attack and damage bonus for that attack. If the attack hits, one ally that threatens the same target can take an attack of opportunity against that target, adding your Intelligence modifier as a bonus on its attack roll.

**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.

**Perfect Solution (Ex):** As an immediate action when an ally fails a saving throw, you can expend one use of mythic power to allow your ally to reroll that saving throw, using your Intelligence modifier in place of its Constitution, Dexterity, or Wisdom modifier.

**Path Ability:** At 1st tier and every tier thereafter, select one new path ability from the genius path abilities lists or from the universal path abilities lists. Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them. Path abilities marked with a superscript also appear in *Pathfinder Roleplaying Game Mythic Adventures* as abilities for the guardian<sup>G</sup>, marshal<sup>M</sup>, or trickster<sup>T</sup> paths.

**Tinker Supplies:** The genius path has a number of path abilities that involve implanting mechanical or technological devices in another creature, such as shortwave implant and cybernetic drone. To use these abilities, she must have on-hand a supply of components worth 1d6 gp times the Hit Dice of the creature upon who the ability is being used. This cost is doubled for 3rd-tier path abilities and multiplied by 5 for 6th-tier path abilities. The cost can be reduced by half by expending one additional use of mythic power when using an ability.

A genius may purchase or create supplies whenever he has access to a laboratory or town, and can allocate as much wealth as he desires to his supplies. Tinker supplies have the same weight as gold (50 gp value per pound). The following path abilities require the use of supplies: clockwork creation, cybernetic drone, genegineer, rapid robotics, shortwave implant, stealth drone, and technomagical conversion.

**Supragenius (Ex):** At 10th tier, you may roll twice and select the better result on all Intelligence and Wisdom checks, Intelligence- and Wisdom-based skill checks, caster level checks, concentration checks, and initiative rolls. If you already have an ability that allows you to roll twice, you gain one additional roll. You can expend one use of mythic power when making such checks to treat the result as a natural 20; if you also expend a mythic surge on that check, the result on the surge die is always the maximum possible. Any weapon you wield, including natural weapons and unarmed strikes, is treated as a *cunning*<sup>APG</sup> bane weapon if you



have at least 5 ranks in the Knowledge skill appropriate for the creature type. Against such creatures, the save DC of any effect you use is also increased by 2, and you can expend one use of mythic power as a free action to force a creature to roll twice and take the worse result on its saving throw.

## 1ST-TIER GENIUS PATH ABILITIES

You can select these path abilities at any tier.

**A Dizzying Intellect (Ex):** You can use your Intelligence modifier in place of your Charisma modifier on Bluff and Intimidate checks, and add a bonus equal to one-half your mythic tier (minimum 1) on each check. When using Intimidate to demoralize an opponent, you may choose for the target to become fascinated rather than shaken by your rapid-fire witty patter. When conversing with a fascinated creature, you can attempt to trick that creature into revealing the answer to a question with a successful Bluff check opposed by the target's Sense Motive check. If your check succeeds, the target gives a truthful answer a few words long to your question. If your Bluff check beats the target's Sense Motive check by 5 or more, the target is unaware that it has revealed the answer to your question and you may continue asking questions each round. If your check succeeds by less than 5, the target realizes it has breached a confidence in revealing the answer to your question and the fascinate effect ends.

**Additional Idea (Ex):** You learn an additional genius idea ability. You can select this ability twice.

**Analytical Eye (Ex):** When a creature you can see makes an attack, you can spend one use of mythic power as an immediate action to analyze its fighting style and capabilities. You learn all combat feats (including mythic versions of combat feats) that creature possesses, even if it did not use some of those feats in its attack. You gain an insight bonus equal to one-half your tier (minimum +1) to AC against that opponent until the end of your next turn. If you use the aid another action, your ally adds this insight bonus to the bonus they gain to their AC or on their next attack roll against that opponent.

**Assured Drinker<sup>T</sup> (Ex):** No one can stop you from imbibing, even in combat. You don't provoke attacks of opportunity when drinking an elixir, extract, or potion. As a swift action, you can expend one use of mythic power to retrieve and drink an elixir, extract, or potion.

**Assured Skill<sup>T</sup> (Ex):** In times of need, you're virtually assured success when using skills. As a free action before you roll a skill check, you can expend one use of mythic power to roll that skill check twice, take the higher result, and add your tier to the total.

**Brilliant Inspiration (Ex):** When determining the effect of your inspiration<sup>ACG</sup> class feature or your investigator talents<sup>ACG</sup>, you are considered 4 levels higher. This increases the effect of talents you have access to but does not grant you additional talents nor allow you to qualify for them at a lower level than normal. Talents that can normally be used a limited number of times per day gain an additional number of uses equal to one-half your mythic tier (minimum 1). You must have the inspiration class feature or have learned at least one investigator talent to select this ability.

**Bulletproof (Su):** You are protected by an aura of deflective force that deflects projectiles. This effect grants you a deflection

bonus to AC equal to your mythic tier. This bonus applies only against ranged attacks with solid objects, not against melee attacks or ranged attacks rays and energy attacks. If a critical hit is confirmed against you with a ranged attack with a solid object, you can expend one use of your mythic power as a free action to have a 50% chance to treat that as a normal hit. This chance increases by 5% times your mythic tier.

**Crafting Mastery<sup>A</sup> (Ex):** You can craft any magic item as if you had the necessary item creation feats. If you actually have the item creation feat needed for a magic item you're crafting, whenever you attempt a skill check to create that item, roll twice and use the higher result, and you make twice as much progress on the item for any time spent. This ability does not reduce the item's cost or any other requirements.

**Deadly Guidance<sup>M</sup> (Ex):** You are able to point out the weak points in an enemy's defenses, and your allies benefit from your tactical insight. As a swift action, you can expend one use of mythic power to designate a single opponent within 30 feet of you. All allies within 30 feet of that opponent gain the sneak attack ability when attacking it, and can thus deal +1d6 points of damage when flanking that opponent or when the opponent is otherwise denied its Dexterity bonus to AC. This sneak attack damage stacks with sneak attack damage from other sources. This ability lasts a number of rounds equal to half your tier (minimum 1). You can take this ability up to four times. Each time you take it, the sneak attack damage from this ability increases by 1d6.

**Directed Assault<sup>M</sup> (Ex):** By finding a gap in your enemy's defenses, you allow your allies to take advantage of your discovery. When you confirm a critical hit with a melee or ranged weapon against an opponent, allies within 30 feet of that opponent add your tier to their critical confirmation rolls against that opponent. This bonus lasts for a number of rounds equal to your tier. During this duration, you can expend one use of mythic power to convert an ally's successful attack into a critical threat. The ally must be within 30 feet, and can also gain the bonus to its confirmation roll. Only one opponent can be the focus of your directed assault at a time. If you confirm a critical hit against another creature, you may make it the new focus (immediately ending the previous focus) or maintain the current focus.

**Eidetic Research (Ex):** You can remember virtually anything you read or see and access it later to help find answers to questions, or to use existing resources like libraries and laboratories to further your pursuit of knowledge. When you have access to a library (or a laboratory, if dealing with alchemy, constructs, medicine, and item creation), you gain a +2 circumstance bonus on all Knowledge checks, with an additional +2 circumstance bonus if the library or laboratory has a specific focus on the subject of your question. An exceptionally large or well-stocked library or laboratory offers you double these bonuses.

In addition, you can spend 1d4 hours in a library or laboratory poring over texts, tomes, and experiments, expending one use of mythic power to commit the data within to memory. This creates a latent mythic surge stored within your mind, which you can trigger without expending mythic power at any time within one month when you are making an Intelligence check or a Craft, Knowledge, or Profession skill check. You can store a number of these latent mythic



surges equal to your Intelligence modifier plus your mythic tier. If you are faced with a riddle or similar puzzle, you can expend one of these stored mythic surges to gain an additional guess at the correct answer; you do not actually make this guess, but rather are able to successfully evaluate whether or not the guess would be correct.

**Electroshock (Su):** You can expend one use of your mythic power to deliver a *shocking grasp* (treating your mythic tier as your caster level). Against living creatures, this deals nonlethal electricity damage and can jolt a creature to its senses, granting a new saving throw to remove one of the following conditions (if more than one is present, determine randomly): confused, dazed, fascinated, frightened, panicked, shaken, staggered, stunned, or unconscious. You cannot remove instantaneous or permanent conditions, nor effects that do not allow a saving throw. A dying creature takes no damage from your *shocking grasp* but can make an immediate stabilization roll with a +4 bonus.

**Engineer (Ex):** You can leverage your knowledge of engineering to solve tasks that normally require brute strength, keen eyes, or deft movements. If you spend one minute examining an object or area, you can make a Knowledge (engineering) check in place of a Strength check to break the object or in place of a Perception check to locate hidden doors or compartments in that area, or to add a bonus equal to 1/5 the result of your Knowledge (engineering) check on an Acrobatics or Disable Device check. You can spend one use of mythic power to use this ability as a standard action. You add your mythic tier as a bonus on standard Knowledge (engineering) checks.

**Explosive Alchemy (Su):** If you expend one use of mythic power, any bombs or alchemical splash weapons you use for a number of rounds equal to your tier explode with greater effect, increasing the radius of your splash damage by 5 feet, plus 5 feet per 5 mythic tiers. Add your mythic tier to the damage dealt by a direct hit and one-half your tier to the splash damage dealt by your bomb or splash weapon.

**Field Surgeon (Ex):** You can treat deadly wounds with the Heal skill even if you lack a healing kit. In addition, if you have a healing kit and expend one use of it along with one use of mythic power, you can spend 1 minute to heal a living creature as if you had cast *cure light wounds* (caster level equals your mythic tier). This effect is non-magical and does not use positive energy or require material components. It can be used to cure corporeal undead as if they were living creatures. However, you cannot heal amorphous creatures or creatures that do not have physical bodies made of flesh and blood. Your ability to heal increases with your mythic tier, as described below.

| TIER | MP COST | HEALING KIT | EFFECT                      |
|------|---------|-------------|-----------------------------|
| 3rd  | 1 MP    | 2 uses      | <i>cure moderate wounds</i> |
| 5th  | 1 MP    | 3 uses      | <i>cure serious wounds</i>  |
| 7th  | 1 MP    | 4 uses      | <i>cure critical wounds</i> |
| 9th  | 1 MP    | 5 uses      | <i>breath of life</i>       |
| 10th | 2 MP    | 10 uses     | <i>regenerate</i>           |

You can spend one additional use of your mythic power to use this ability as a full-round action. If you double the cost in mythic power and uses of your healing kit, you can use the mythic version of the above-listed spell.

**Flash of Omniscience<sup>A</sup> (Ex):** Your ability to recall information is astounding. When you take 10<sup>+</sup> on any Intelligence-based skill check, add your tier to the result. As a free action, you can expend one use of mythic power to ask one question as if using *divination*. The base chance for a correct answer is 70% + your highest arcane caster level + your tier (maximum 100%). The answer doesn't come from a divine agent, but from your own native understanding; therefore, the answer is never cryptic. If you don't get a correct answer, it's like failing a Knowledge check, and you can't use this ability on this question again.

**Helpful Rebuke<sup>M</sup> (Ex):** You are quick with stern yet helpful words of advice. Whenever an ally within line of sight fails a skill check with a skill you're trained in, you can expend one use of mythic power as an immediate action to allow that ally to reroll that skill check with a bonus equal to your tier. If the new roll is successful, your ally succeeds at that check instead of failing it. The ally who failed the skill check must be able to see and hear you to gain this reroll. You can use this ability with a skill you aren't trained in, but you must expend two uses of mythic power to do so, and the ally doesn't gain your tier as a bonus on the reroll.

**Hypnotist (Su):** You have learned the subtle secrets of mental mesmerism, allowing you to influence the weak-minded. You can use *hypnotism* at will as a supernatural ability that duplicates the spell, with a caster level equal to your mythic tier. You can expend a mythic surge when using *hypnotism*, adding the result of the surge die to the save DC. A creature that saves against your *hypnotism* is immune to your hypnotic power for 24 hours. If the creature fails its save, however, you can expend one use of mythic power as a standard action to use any of the following effects: *discern lies*, *modify memory*, *nightmare*, *suggestion*. Like *hypnotism*, these are supernatural abilities that duplicate the spell effects. You may use Intelligence, Wisdom, or Charisma to set the save DC for these effects.

**Imprinting Hand<sup>C</sup> (Su):** By touching a foe, you can gain knowledge about it, including its weaknesses. To use this ability, you must first successfully hit a foe with an unarmed strike, natural weapon, or melee touch attack to make contact, then use this ability as a free action. As long as the target remains within 1 mile of you, you always know the direction and approximate distance to it. If the foe has any weaknesses or vulnerabilities (including a mythic flaw), you immediately know this information. You can maintain this connection with only one creature at a time; if you use this ability on another creature, your connection with the previous creature is lost.

**Insightful Calculus (Ex):** You use your Intelligence modifier when making Disable Device, Perception, Profession, Sense Motive, and Use Magic Device skill checks, as well as Diplomacy checks to gather information, and you may attempt skill checks in these skills even if untrained. If you gain a competence or insight bonus to one of those skills, that bonus is increased by 1.

**Knowledgeable Guardian<sup>C</sup> (Ex):** Add double your tier as a bonus on Knowledge checks you attempt to identify monsters, including checks made to learn any special powers and vulnerabilities. As a free action, you can expend one use of mythic power to telepathically communicate the knowledge you obtain from this check to all allies within 100 feet.



**Lesson Learned<sup>6</sup> (Ex):** Whenever you fail a saving throw against a supernatural or spell-like ability, you gain a +5 bonus on all further saving throws against that ability, including subsequent saves against an ongoing effect, or against the same effect produced by a different source or creature. This bonus lasts for a number of minutes equal to your tier. For example, if you fail a save against a demon's *fireball* spell-like ability, you gain this bonus against a *fireball* spell-like ability from any creature; if you fail a save against a blue dragon's electricity breath weapon, you gain this bonus against all blue dragon electricity breath weapons, but not against a black dragon's acid breath weapon or a gorgon's petrification breath weapon. If you fail another saving throw against the same ability, the duration of lesson learned resets but the bonus doesn't stack with itself.

**Maestro Composer (Ex):** Any feats or class abilities you possess that apply to bardic performance also apply to any bardic masterpieces<sup>UM</sup> you know, and you are considered 4 levels higher for determining the effects of any of your bardic masterpieces. In addition, you can learn bardic masterpieces without sacrificing spell slots, functioning as if you had a number of bonus spell levels equal to your number of mythic tiers and allocating a number of these bonus spell levels equal to cost of the masterpiece (e.g., expending 2 levels to learn *the cat step*, rather than a 2nd-level bard spell slot). When you gain a new mythic tier, you can "lose" a previously learned masterpiece in order to learn a different one. You must have learned at least one bardic masterpiece to select this ability.

**Manufactory (Ex):** When you are crafting magic items, you add 1,000 gp times your mythic tier to the maximum gp value of items you can create each day, and you can work simultaneously on a number of items equal to one-half your mythic tier (minimum 1). When using the Craft skill, you may roll twice and select the better result for determining your weekly progress, and the result of the skill check indicates your progress in gp rather than sp.

**Master Dilettante<sup>T</sup> (Ex):** You are passingly familiar with almost every subject and have dabbled in numerous fields and activities. You gain a competence bonus equal to your tier on all untrained skill checks. You can attempt all skill checks untrained, even if the skill normally cannot be used untrained.

**Multiple Mutagen (Su):** You can create multiple mutagens (including *cognatogens*<sup>UM</sup>) per day, dividing the total duration of your mutagen into 1-hour increments. The mutagens you create may be of the same type or different types. You may use more than one mutagen simultaneously; however, the ability score bonuses for each mutagen after the first are reduced by 2 and penalties increased by 2. The natural armor bonus to AC does not stack for multiple mutagens.

**Mythic Discoveries (Ex):** When determining the effect of your alchemist discoveries<sup>APG</sup>, wizard arcane discoveries<sup>UM</sup>, or machinesmith tricks<sup>CNE</sup>, you are considered 4 levels higher. This increases the effect of discoveries you have access to but does not grant you additional discoveries nor allow you to qualify for them at a lower level than normal. This does not increase the damage or save DC of alchemist bombs. Discoveries that can normally be used a limited number of times per day gain an additional number of uses equal to one-half your mythic tier (minimum 1). You must have the discovery class feature or have learned at least one arcane discovery or machinesmith trick to select this ability.

**Mythic Mutagen (Su):** When using your mutagen, your unarmed strike (and natural attacks, if your mutagen grants them) are treated as epic weapons for the purpose of overcoming damage reduction, and you gain DR/epic equal to your tier.

**Mythic Trapster (Ex):** When determining the effect of your trapfinding, trap sense, or trap<sup>UM</sup> class features, or any effects of your *ranger traps*<sup>UM</sup>, you are considered 4 levels higher. You gain a bonus equal to your tier on Craft (trap) checks, and when you create a trap, you may expend a mythic surge. When the trap is triggered, add your surge die to the trap's attack roll and add one-half your mythic tier (minimum 1) to the save DC or more uses of mythic power to make it a simple mythic trap.

**Nanite Antibodies (Su):** You have tiny techno-organic nanobots flowing through your bloodstream, allowing you to control the flow of your blood and filter toxins in your system. You gain immunity to bleed effects and gain a bonus equal to one-half your mythic tier (minimum +1) against disease, poison, and effects that would cause you to become sickened or nauseated. When you fail a save against such an effect, you can expend one use of mythic power as a free action to reroll the save; you may use only one reroll per save.

**Path Dabbling<sup>T</sup> (Ex):** Select one path ability from another mythic path. You must meet any other requirements that path ability has, including a minimum tier restriction.

**Perfect Aid<sup>M</sup> (Ex):** Whenever you successfully use the aid another action, your ally also adds your tier to the aid another bonus. If you use your surge ability on the aid-another roll, add the result of the surge die to this bonus as well.

**Perfect Polyglot (Ex/Sp):** Whenever you encounter a language you don't know, you can absorb its nuances at incredible speed, and you think fluidly in all languages you know. Attempts to read your thoughts automatically fail unless a creature understands all languages you know. You add your mythic tier on Linguistics checks, and when you use a language-dependent effect, you are considered 4 levels higher. This improves the effect of language-dependent effects that you use but does not allow you to use abilities that for which your actual level does not qualify you. You can expend one use of mythic power to use *comprehend languages*, *share language*, or *tongues* as spell-like abilities, using your mythic tier as your caster level. You can expend additional mythic power to use the mythic version of those spells.









**Probable Path (Ex):** You have an amazing knack for combining careful analysis with an intuitive leaps to puzzle your way through difficult solutions. Once per day per mythic tier, you can add both your Intelligence and Wisdom modifiers to the result of any Intelligence or Wisdom check, Intelligence or Wisdom-based skill check, or Will save. You never become hopelessly lost, and if you add a mythic surge to a roll of these types, you roll the surge die twice and select the better result. As a swift action, you can expend one use of mythic power to apply your Intelligence modifier in place of your Dexterity modifier to your AC and on Reflex saves for a number of rounds equal to your mythic tier.

**Purging Alchemy (Su):** You can use Craft (alchemy) checks in place of Heal checks to treat diseases or poisons. You also can create alchemical remedies (as described in the Gear chapter of *Pathfinder Roleplaying Game Ultimate Equipment*) in 1/10 the normal amount of time, and you may manufacture a number of doses of the same alchemical remedy simultaneously equal to your mythic tier. Finally, you may select a number of conjuration (healing) spells or extracts equal to your mythic tier and can expend mythic power when using them to enhance the results. To select a mythic spell or extract, you must be able to cast the non-mythic version or have it on your list of spells or extracts known. Every time you gain a new tier, you can select an additional conjuration (healing) spell or extract.

**Repair (Ex/Su):** You can repair objects with minimal effort. As a full-round action, you can attempt a DC 20 Disable Device check to repair 2d4 points of damage to an adjacent damaged object, adding an additional 1d4 points of damage for every 5 points by which you exceed the DC. You cannot repair objects that have been completely destroyed. You add your mythic tier as a bonus on this check. If you expend one use of mythic power, you can make a repair as a swift action on an adjacent object, or as a full-round action on an object up to 5 feet times your mythic tier away from you, or you may repair a destroyed object as if using *make whole*, with a caster level equal to your mythic tier.

**Sage Scholar (Ex):** You can select a number of specialized areas of knowledge equal to your mythic tier. You gain a bonus equal to your mythic tier on Appraise, Knowledge, Linguistics, and Perform checks related to that specialty, as well as Diplomacy checks to gather information about it. Your specific area of knowledge is typically a single kind of creature (such as frost giants, not all giants or all humanoids), nation or region, religion, culture, or type of object or artifact. You also apply this bonus on Spellcraft and Use Magic Device checks made with magic items associated with your specialty, and you can expend one use of mythic power to *identify* objects of that type.

At 3rd tier and above you can take this ability a second time, allowing you to take 10 on any of the above skill checks related to your specialties. You can expend one use of mythic power to treat the result of such a skill check as a natural 20, and you can expend three uses of mythic power to use *legend lore* to uncover information about your specialty. Your *identify* and *legend lore* abilities function as those spells, using your mythic tier as your caster level, but are extraordinary abilities.

**She May Not Look Like Much (Ex/Sp):** You take no penalty on attack rolls when using an improvised weapon, and when you attack with a broken weapon, it functions as if it were not broken. In addition, if you have a mount or animal companion, or if you are riding an ordinary mount whose CR does not exceed your mythic tier, that creature is immune to fatigue and exhaustion, and you can expend one use of mythic power to use any of the following spell-like abilities on that mount, using your Hit Dice as your caster level: *ant haul*, *expeditious retreat*, *false life*, *greater magic fang*, *longstrider*. You may expend additional uses of mythic power to grant that creature the mythic version of those spells.

**Shortwave Implant (Ex):** You can spend 1 minute and one use of mythic power to implant a technomagical transponder in a willing or helpless creature. The implant lasts a number of days equal to your mythic tier and allows you to communicate with that creature as if using *message*. You can expend an additional minute and an additional use of mythic power to gain the effect of *status* as long as the implant functions.

If you are at least 3rd tier, you can expend one use of mythic power to send and receive a message as *sending*, or if the creature is within 30 feet you can expend one use of mythic power to give it a *suggestion*.

If you are at least 6th tier, you can expend one use of mythic power to establish a *telepathic bond* or two uses of mythic power to establish a *battlemind link* with the implanted creature, and if you expend two uses of mythic power, you can issue a *demand*.

While the effects of the shortwave implant duplicate spells, they are considered extraordinary abilities and cannot be detected or dispelled by magic. Where applicable, the save DC is Intelligence-based.

**Skeptical Eye (Ex):** You gain a bonus equal to your mythic tier on Sense Motive checks and on Perception checks made to oppose Disguise or Sleight of Hand checks. You gain a bonus equal to one-half your mythic tier (minimum +1) on saves against illusions, and against illusions that allow disbelief you are automatically allowed a saving throw to disbelieve if the spell's level is lower than your mythic tier.

**Stealth Drone (Su):** You can spend 1 minute and one use of mythic power to create an invisible force construct that acts as both servant and spy for you. Your *stealth drone* functions like an *unseen servant*, but it can travel up to 500 feet times your mythic tier away from you. You can command it to record up to 1 hour of nearby sounds, though since it is unintelligent it must be given simple commands as to when it is to start recording sounds. A stealth drone can differentiate between creature types and subtypes, but not between specific individuals. Once the drone begins recording sound, it cannot cease recording early. It continues recording for the duration you stipulated when you gave it its instructions, and then returns to you with the recording. Playing back the recording takes the same amount of time as the original sound did, and you can start or stop playback as a swift action. You can erase the recording as a swift action.

At 3rd tier, you can expend one use of mythic power to transform your stealth drone into an *arcane eye* for a number of minutes equal to your mythic tier, allowing you to control its movements completely. When this duration expires, the stealth drone reforms into its *unseen servant* form.



At 6th tier, you gain a constant mental link with your stealth drone, allowing you to issue it new commands at any time. You can also spend two uses of mythic power to cause it to disincorporate into a set of *prying eyes*. When the *prying eyes* effect expires, the stealth drone can reform into its *unseen servant* form at the location of any of the *prying eyes*. While your stealth drone remains in *unseen servant* form and is within 200 feet, you can cast spells through it as if it were a *project image* spell by expending one use of mythic power with each spell you cast.

**Strange Style (Ex):** You proficiency in a number of exotic weapons equal to your mythic tier. In addition, you can practice with an exotic weapon for 1 hour in order to wield it as if it had one of the following special features for the next 24 hours: blocking, brace, deadly, disarm, distracting, monk, nonlethal, performance, or trip. Alternatively, you may treat the weapon if it did not have the fragile or nonlethal feature. If you expend one use of mythic power, you may practice as a full-round action to gain the above benefit. If you spend an hour practicing and expend one use of mythic power, you may add the grapple or reach special feature to an exotic weapon, or you may add (or subtract) a number of special features listed above when using that exotic weapon equal to one-half your mythic tier (minimum 1).

**Sure Shot (Ex):** When you are using a firearm and have a misfire, you can expend one use of mythic power as a swift action to negate that misfire. If you are throwing a splash weapon and miss with your target, you can roll twice to determine the direction and distance it lands from the intended target and select the better result. You can also expend one use of mythic power to cause the splash weapon to land intact, without breaking or exploding and able to be used again once it is retrieved.

**Technological Tinker (Ex):** You gain Technologist<sup>TG</sup> as a bonus feat, and you add your mythic tier as a bonus on Craft, Disable Device, Knowledge (engineering), Linguistics, and Perception checks related to robots, technological objects, or technological traps. Any *timeworn technology*<sup>TG</sup> items you use do not automatically glitch on a natural 1, and you reduce the chance of glitches at other times by 5% times your mythic tier. If a glitch does occur, you can add or subtract twice your mythic tier from the d% roll to determine the effect of the glitch. When crafting an item using a technological crafting lab, you reduce the necessary energy expenditure of the facility by 5% times your mythic tier.

**This Might Just Work<sup>T</sup> (Ex):** You're adept at combining optimistic resourcefulness with natural skill. You can attempt a skill check with a class skill in place of a skill that uses the same ability score modifier. For example, you could attempt an Acrobatics check in place of a Stealth check because both skills are based on Dexterity. You take a -5 penalty on this check and can't take 10 or 20 on it. The GM can disallow certain uses of this ability when the skill can't possibly be applied to the task.

**Trap Taker<sup>T</sup> (Ex):** You can use the Use Magic Device skill instead of Disable Device to disable magical traps. If your Use Magic Device check overcomes the DC to disable the trap by 5 or more, you can instead leave the trap in place, but change it so that you and your allies can bypass it. You can also alter the trap so the original creator and any creatures he might have designated as safe instead set off the trap. If you expend one use of mythic power when altering a trap in this way, you can move the trap to any point within 100 feet that is in line of sight.

**Unwavering Skill<sup>M</sup> (Ex):** You can always take 10 or 20 on checks using class skills, even if threatened or in a hazardous situation. You can't use this ability with skill checks that don't normally allow you to take 10 or take 20.





## 3RD-TIER GENIUS PATH ABILITIES

You must be at least 3rd tier to select these path abilities.

**Advanced Gunnery (Ex):** You are an expert in maintaining even primitive firearms in pristine condition. If you spend one hour field-stripping and cleaning a firearm, it functions as an advanced firearm in your hands for 24 hours. Its misfire chance is treated as if using alchemical cartridges, even if you are using black powder, and you can load 6 pieces of ammunition in 1 minute. A firearm you misfire can become broken but not destroyed by a misfire. If you are 3rd tier or above and wielding a firearm, you can expend one use of mythic power to imbue one of the following properties onto your firearm for a number of rounds equal to your mythic tier: *lesser designating*<sup>UC</sup>, *limning*, *seeking*. If your firearm is already magical, these properties are in addition to any other properties the item possesses. You must have the *Gunsmithing*<sup>UC</sup> feat or the *gunsmith*<sup>UC</sup> class feature to select this ability.

**Blade of Reason (Ex):** When you successfully identify a creature with a Knowledge check, attacks you make against that creature are treated as if you were wielding a weapon with the *bane* property against that opponent for a number of rounds equal to one-half your mythic tier. If you expend one use of your mythic power when using this ability, this *bane* property applies against all creatures of the same type (and subtype, if applicable) as the creature you identified. You must have the knowledgeable guardian path ability as described in *Pathfinder Roleplaying Game Mythic Adventures* in order to select this ability.

**Clockwork Creation (Su):** You add your mythic tier on Craft checks involving clockworks, and you can create constructs with the clockwork subtype as if you had the Craft Construct feat. In addition, you can expend one use of mythic power to *animate objects* (as the spell), treating your mythic tier as your caster level. The constructs you create gain the clockwork subtype and require 1 full-round action to create a Small or smaller construct, plus 1 round for each size larger than Large. You can continue creating clockwork constructs each round until you have made all constructs allowed; if more than 1 round passes without working on a construct, you forfeit any remaining Hit Dice of constructs you could have created.

If you are at least 6th tier, you treat your caster level as if it were twice your mythic tier for the purpose of crafting clockwork constructs or using your *animate objects* ability. In addition, you can expend an additional use of mythic power to use *mythic animate objects*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. When creating clockwork constructs, you are treated as if you had the Mythic Craft Construct feat.

You must have the repair ability to select this ability.

**Combat Saboteur<sup>T</sup> (Ex):** You can sabotage an opponent's gear with a simple touch. This sabotage is a sunder combat maneuver that doesn't provoke attacks of opportunity. Add your tier to your CMB when attempting this maneuver. If you succeed, you can give the broken condition to a single item the opponent is wielding or carrying. This attack doesn't deal any damage to the object. The condition can be removed by spending 1 minute undoing the sabotage, or instantaneously with mending or a similar spell.

**Critical Skill<sup>T</sup> (Ex):** Whenever you roll a natural 20 on a skill check, you perform that skill with exceptional proficiency. Typically, this means that the task takes half the normal amount of time to accomplish. If the skill would normally take a full-round action, it instead takes a standard action. If it would normally take a standard or move action, it instead takes a swift action. If it would normally take a swift or free action, it instead takes no time at all. The GM might rule that instead of reducing the amount of time needed, using the skill takes the normal amount of time but the critical success results in some other added benefit, depending on the skill being used and the situation.

**Cybernetic Drone (Ex):** You can create cybernetic and neuromantic implants that allow you to control another creature as *dominate person*, using your mythic tier as your caster level. You must spend 1 hour and one use of mythic power to implant the control circuitry into your target; you can reduce this to 1 minute by spending one additional use of mythic power, or 1 round by spending two additional uses. The target must be helpless or willing. If the creature's Will save succeeds, the cybernetic implant fails and has no effect. You can extend the duration of the *dominate person* effect (as though you had cast it again) by expending one use of mythic power; the target is not entitled to a new saving throw when you extend the effect. If the target takes more than 5 points times your mythic tier of electricity damage from a single effect, it is allowed a new saving throw to end the effect.

Once you have controlled a creature, you can implant weapons, shields, or armor into its flesh by spending one hour and one use of mythic power. Once these items are implanted, your cybernetic drone can wield or wear them as though proficient and does not provoke attacks of opportunity when making ranged attacks with ranged weapons that use ammunition. Implanted weapons are considered primary natural weapons, although effects that affect manufactured weapons, like *magic weapon* and sunder combat maneuvers, still affect them. If the *dominate* effect is ended, the target loses proficiency with the implanted weapons, shields, and armor, even if they are normally proficient with weapons, shields, or armor of that type. Removing implanted armor requires a 1d4 hours of surgery and a successful DC 30 Heal check. Each Heal check, whether successful or not, deals 1d4 points of Strength and Dexterity damage to the target.

At 6th tier or above you can take this ability a second time, allowing it to function as *geas/quest* rather than *dominate person*, though the cost in mythic power is doubled. You may also take it a third time, functioning as *dominate monster* at triple the cost in mythic power.

This is an extraordinary ability and is non-magical, though it can be removed by effects that remove permanent transmutation effects. A successful Sense Motive check detects the domination created with this effect. The save DC is Intelligence-based. You must have the field surgeon and shortwave implant abilities to select this ability.

**Dirty Bombs (Su):** Your base bomb damage die is increased by d8's instead of d6's. In addition, if you expend one use of mythic power while using a bomb to attack, its damage dice are increased to d10's and they ignore energy resistance or immunity.







**Elementary Deduction (Ex):** You can learn enough about a creature through observation to deduce what it is likely to do and the most effective way to deal with it. You may use your Intelligence modifier in place of your Wisdom modifier on Sense Motive and Survival checks, and if you add a mythic surge to a Knowledge check to identify the creature you roll the surge die twice and take the better result. When you follow the tracks of a creature that you have observed for at least 1 round during the past 24 hours. In addition, if you find the creature's tracks you can expend one use of your mythic power you gain a bonus equal to one-half your mythic tier on Bluff, Diplomacy, Intimidate, Knowledge, Perception, Sense Motive, and Survival checks against or about that creature, as well as on attack rolls or caster level checks made against that creature. This bonus lasts for 24 hours or until you select a new creature upon which to focus.

**Escape Plan (Ex):** When you use the withdraw action, you can take an additional move action at any point during the withdraw action. If you expend one uses of mythic power, you can take a number of additional move actions equal to one-half your mythic rank or tier. You can use this move action to move as well as to open or close a door or perform any other move action desired. While using this ability, you can use move actions to drink potions, extracts, and elixirs. Until the beginning of your next turn, you gain the benefits of the Mobility and Wind Stance feats, and at the end of your movement you can make a Stealth check even if under direct observation.

**Genengineer (Su):** You gain *Brew Fleshcrafting Poison*<sup>AP</sup> as a bonus feat, and spells, spell-like abilities, and supernatural effects that you create are more effective against creatures with warped or altered physiology. Your caster level and save DC are each increased by 1 against aberrations, magical beasts, monstrous humanoids, and any creature using a mutagen, polymorph effect, or fleshwarped creatures. When using *summon monster* spells, you may elect to grant a summoned creature the *fleshwarped template* in place of the celestial or fiendish template.

If you have the mutagen class feature, you may double the cost of your mutagen, allowing you to inject it into a willing or helpless creature as a full-round action that provokes attacks of opportunity. The recipient succeed on a DC 20 Fortitude save to benefit from the infused mutagen, but you may expend one use of your mythic power to allow the target to add your mythic surge die on its saving throw. A failed save indicates that the mutagen does not work and the target is nauseated for 1d10 rounds.

**Handy Souvenir (Ex):** You collect a miscellany of items in the course of your travels, allowing you to carry unspecified equipment worth up to 100 gp times your mythic tier. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, you may dig through your pockets to retrieve an item you specify at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, you can retrieve no more items until you pick up more souvenirs, requiring spending several hours shopping and spending allocating the requisite amount of gold to bring you up to your total of 100 gp

per tier. You can expend one or more uses of mythic power while shopping, adding 100 gp times the result of your surge die to the amount of additional unspecified equipment you can carry.

You add your mythic tier as a bonus on Sleight of Hand checks to hide small objects on your person, and you add one-half your tier to your Strength score to determine the maximum amount you can carry while remaining at light encumbrance; this does not increase your total carrying capacity.

**Mend Flesh (Ex):** You can use the Heal skill to treat disease or poison without a healing kit. In addition, if you have a healing kit and expend one use of it along with one use of mythic power, you can spend 1 minute to heal a living creature as if you had cast *lesser restoration* (caster level equals your mythic tier). This effect is non-magical and does not use positive energy or require material components. It can be used to cure corporeal undead as if they were living creatures. However, you cannot heal amorphous creatures or creatures that do not have physical bodies made of flesh and blood. Your ability to heal increases with your mythic tier, as described below.

| TIER | MP COST | HEALING KIT | EFFECT                                             |
|------|---------|-------------|----------------------------------------------------|
| 5th  | 1 MP    | 2 uses      | <i>remove blindness/deafness or remove disease</i> |
| 7th  | 1 MP    | 4 uses      | <i>neutralize poison</i>                           |
| 9th  | 1 MP    | 5 uses      | <i>restoration</i>                                 |
| 10th | 2 MP    | 10 uses     | <i>heal</i>                                        |

You can spend one additional use of your mythic power to use this ability as a full-round action. If you double the cost in mythic power and uses of your healing kit, you can use the mythic version of the above-listed spell. You must have the field surgeon ability to select this ability.

**Nanite Replication (Ex):** The nanobots in your bloodstream are capable of replicating themselves and your vital tissues, allowing you to heal wounds and regrow missing limbs and sensory organs. You gain regeneration equal to one-half your mythic tier; your regeneration is suppressed by acid or electricity damage. If you are blinded, dazzled, or deafened, you can expend one use of mythic power as a full-round action to negate that condition if it is from a temporary effect, or two uses of mythic power if it is a permanent effect. You cannot negate these conditions if you have taken electricity damage within the previous minute. You must have the nanite antibodies ability to select this ability.

**One Step Ahead (Su):** Whenever you are targeted with a spell or effect (including being included in the area of a harmful area effect) that can be directly and specifically countered or defended by an ability you possesses and have ready for use, such as a prepared spell (or spell slot for a spontaneous caster), you can expend one use of your mythic power to use that ability as an immediate action upon yourself before resolving the original effect. The effect must target you, not other creatures or an area.

This ability can only be used during combat, but it may be used while you are unaware of your attacker or are flat-footed. If you are affected by a condition that prevents you from taking



actions, such as being dazed, stunned, or unconscious, you can still use this ability by expending an additional use of your mythic power. You can also use this ability to use a potion, scroll, or other magical item with a suitable effect by expending an additional use of your mythic power.

Examples of spells that could be cast using this ability include: *resist elements* or *protection from elements* spell when targeted by an effect dealing that type of damage; *shield spell* when targeted by *magic missile*; *protection from evil* against a charm, compulsion, or dominate effect; *stoneskin* against a weapon or natural weapon attack; *death ward* against an energy drain attack or death effect; *freedom of movement* when grappled or held; *water breathing* when forcibly submerged underwater; *mind blank* or *nondetection* against a divination; or *see invisibility*, *true seeing*, or *invisibility purge* when attacked by an invisible creature. Spells or effects that are generally useful as defensive abilities but not specific to the attack being used, such as *mirror image*, *invisibility*, or *displacement*, and multi-function effects that are only partly related to the attack being used, such as using *elemental form I* or *fire shield* to gain resistance to fire, are not suitable for use with this ability.

**Robot Fighter (Ex):** When fighting constructs, you add one-half your mythic tier as an insight bonus on attack and damage rolls, caster level checks, and opposed skill checks. If the construct has the robot subtype, these bonuses also apply to your AC and on saving throws against any of the robot's abilities. You can expend one use of mythic power as a swift action to grant the *construct bane* property to a weapon you touch, lasting a number of rounds equal to your mythic tier.

**Sizing Serum (Ex):** You can channel the power of strange alchemical mixtures, unstable isotopes, cosmic rays, and subspace particles to cause yourself or another creature to grow or shrink. You can use *enlarge person* or *reduce person* on yourself for a number of minutes per day equal to your tier. This duration need not be continuous but must be used in 1-minute increments, and using either ability counts against the same total duration per day. You may expend mythic power to gain the effects of *mythic enlarge person* or *mythic reduce person*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

You may use your sizing serum on another creature by expending one use of mythic power (or two uses to use the mythic version of the effect), though you must hit a creature with a ranged touch attack (range 30 feet) in order to affect it, and the effect lasts only 1d4 rounds on a failed save (or for a willing target). Sizing serum affects all creatures with a physical body, including constructs and corporeal undead, though amorphous and non-living creatures gain a +2 circumstance bonus on their saving throw. The save DC for sizing serum is Intelligence-based.

**Studied Striker (Ex):** When determining the effect of your studied combat or studied strike<sup>ACG</sup>, you are considered 4 levels higher, and you can study a single enemy as a swift action or a number of enemies equal to your mythic tier as a move action. The effect of your studied combat applies to only one successful attack against each target, up to a maximum number of rounds equal to your Intelligence modifier.

**That Trick Doesn't Work on Me Anymore (Ex):** When you learn a creature's combat feats using the analytical eye path ability and that creature attacks you, you can select a number of its combat feats equal to one-half your mythic tier as an immediate action, spending one use of mythic power per feat you select. Your attacker gains no benefit from using those feats against you for the next 24 hours, though it may use them against other creatures and still takes any penalties associated with using those feats. If negating the benefits of these feats results in your opponent provoking an attack of opportunity from you, such as negating the Improved Trip feat, you gain a bonus equal to one-half your mythic tier to your attack roll on your attack of opportunity. You must have the analytical eye path ability to select this path ability.





## 6TH-TIER GENIUS PATH ABILITIES

You must be at least 6th tier to select these path abilities.

**Class Mimic<sup>T</sup> (Ex):** The abilities of your allies are available to you with a touch. As a standard action, you can expend one use of mythic power and touch a willing creature to copy one of that creature's class features. You gain the use of this class feature for 10 minutes per tier, using the level of the creature touched as your level for any effects based on level. You can't copy an ability that has a limited number of uses per day (such as rage, smite evil, or spellcasting) or an ability that involves a companion (such as eidolon, hunter's bond, or nature bond). You can have only one use of this ability in effect at one time. If you use this ability again, any previous use immediately ends. You can't copy the same ability more than once per day.

**Dispassionate Insight (Ex):** Whenever you would receive a luck, morale, profane, or sacred bonus, you may choose to treat that bonus as an insight bonus instead.

**Enduring Elixir<sup>T</sup> (Ex):** Whenever you drink an elixir, extract, or potion with a duration of 10 minutes per level or longer, you can change its duration to 1 day. You can have this ability in effect on only one elixir, extract, or potion at a time. Using it on a second one causes the duration of the first to revert to normal—and to end immediately if the normal duration would have expired. If you're at least 9th tier, you can select this ability a second time to have it work on extracts and potions with a duration of 1 minute or longer.

**It's Alive (Ex):** You can create constructs of flesh, blood, and bone as if you had the Mythic Craft Construct feat. In addition, you can use the Heal skill to treat negative levels in the same way you can treat disease or poison. In addition, if you have a healing kit and expend it along with one or more uses of mythic power, you can spend 1 minute to bring a creature back to life, as *raise dead* (caster level equals your mythic tier). This effect is non-magical and does not use positive energy or require material components; however, raising a creature from the dead is very taxing and causes you to gain one negative level, plus one additional negative level for every 5 Hit Dice, plus one for every 2 mythic ranks or tiers it possesses. You cannot raise amorphous creatures or creatures that do not have physical bodies made of flesh and blood. You must expend a number of uses of mythic power equal to the Hit Dice of the creature to be raised. If you lack sufficient mythic power, you can gain temporary use of mythic power for the purpose of this ability by choosing to gain one additional negative level for every additional use of mythic power you require. You may also draw life energy from an adjacent willing or helpless creature. Each such creature gains two negative levels for each point of temporary mythic power you provide. You cannot use this mythic power for any purpose other than using this ability. Negative levels gained in this fashion are removed at a rate of one negative level per day of rest. As your tier advances, so too does your ability to raise the dead.

At 8th tier, you can duplicate *resurrection*, using the rules as described above. If you use this ability to *raise dead*, you regain negative levels at a rate of one per hour rather than one per day.

At 10th tier, you can duplicate the effects of *true resurrection*, using the rules as described above. If you use this ability to duplicate *resurrection*, you regain negative levels at a rate of one

per hour rather than one per day. If you *raise dead*, your negative levels are restored at a rate of one per minute.

You can spend one additional use of your mythic power to use this ability as a full-round action. If you double the cost in mythic power, you can use the mythic version of the above-listed spell. You must have the mend flesh ability to select this ability.

**Nanovirus (Ex):** As a standard action, you can expend one use of mythic power to infect a creature you touch with a corrupted virus comprised of hostile nanites. The nanites deal the target 1d4 points of Wisdom damage (Fortitude half), and as long as the target has any Wisdom damage its mental reactions, insight, and instincts become stilted and mechanical; the target gains a +2 bonus on saving throws against mind-affecting effects but takes a -2 penalty on Charisma checks and Charisma-based skill checks when interacting with living creatures.

If the target takes Wisdom damage equal to its Wisdom score, its mind is consumed by the nanovirus and it becomes helpless for 1 hour, after which it rises as a nanite zombie under your control. A nanite zombie is identical to a standard zombie or fast zombie, but it is a construct and its construct traits replace its undead traits. As a construct, it is unaffected by positive or negative energy, though it gains vulnerability to electricity. A nanite zombie remains active and under your control for a number of days equal to your mythic tier. You may control a total of 4 Hit Dice of nanite zombies per mythic tier. If you create new nanite zombies in excess of this limit, the oldest remaining zombies become uncontrolled and hostile to all living things. You must have the nanite replication ability to select this ability.

**Rapid Robotics (Su):** This ability functions like the clockwork creation ability, but allows you to craft constructs with the robot subtype in the same way, including force fields and integrated weaponry, laser beams, and plasma weapons. When using your *animate objects* ability, you can add a force field to your robots at a cost of 3 CP. Adding integrated weaponry carries no CP cost; however, you must provide the weapons you wish to integrate. You must have the clockwork creation ability to select this ability.

**Regression to the Mean (Su):** Whenever you make a d20 roll, you can expend one use of mythic power after rolling to treat the result as a 10 rather than the result of the roll. This does not require an action. When an opponent rolls a d20 as part of an action that could cause you direct harm, you can expend one use of mythic power (two uses if the target is a mythic creature) as an immediate action to treat the result of that d20 roll as a 10. You cannot an opponent whose mythic rank or tier exceeds yours with this ability.

**Technomagical Conversion (Ex):** You can spend 8 hours tinkering with a magical item that produces a spell effect that creates a ray, cone, or line-shaped area, expending one use of mythic power per level of the spell effect in question. Once you have done this, the magical device becomes a non-magical technological device for a number of days equal to your mythic tier before reverting to normal. The item retains its normal function, including using charges or daily uses, though it cannot be recharged by magic and is considered non-magical for all purposes. Its effects no longer detect as magical and are not subject to spell resistance, *dispel magic*, or *antimagic field*.



## GENIUS BUILDS

When selecting your genius's path abilities, you may wish to consider the following themes. Each one suggests a variety of complementary path abilities, with different interpretations about what it means to be a mysterious mythic scholar.

**Battlemind:** You apply a powerful intellect to the field of battle, using your mind to anticipate and counter your enemies as you analyze them for weaknesses you can exploit. *1st-Tier Path Abilities*—analytical eye, deadly guidance, directed assault, imprinting hand, knowledgeable guardian, lesson learned, perfect aid, strange style; *3rd-Tier Path Abilities*—blade of reason, studied striker, that trick doesn't work on me anymore; *6th-Tier Path Abilities*—regression to the mean.

**Curious Professor:** You are a student of lore, a broad-based scholar of all things and an obsessive specialist in your particular areas of interest. Your keen mind is always questioning and reasoning out solutions before some are even aware there is a problem. *1st-Tier Path Abilities*—eidetic research, helpful rebuke, hypnotist, maestro composer, mythic discoveries, perfect polyglot, probable path, sage scholar, skeptical eye, this just might work; *3rd-Tier Path Abilities*—elementary deduction, escape plan, handy souvenir; *6th-Tier Path Abilities*—dispassionate insight.

**Inventor:** You are an innovator into future technologies, combining impossible insights into quantum energies, robotics, and advanced technology that strives beyond the puerile mechanics clung to by lesser minds. *1st-Tier Path Abilities*—bulletproof, crafting mastery, electroshock, engineer, manufactory, nanite antibodies, repair, shortwave implant, stealth drone, technological tinker; *3rd-Tier Path Abilities*—advanced gunnery, cybernetic drone, nanite replication, robot fighter; *6th-Tier Path Abilities*—nanovirus, rapid robotics.

**Mad Doctor:** You plumb the scientific secrets of life and death, blending alchemy and anatomy in a deadly and volatile mixture that warps and blends flesh and bone. *1st-Tier Path Abilities*—assured drinker, electroshock, explosive alchemy, field surgeon, multiple mutagen, mythic discoveries, mythic mutagen, purging alchemy, shortwave implant; *3rd-Tier Path Abilities*—dirty bombs, escape plan, genegineer, mend flesh, sizing serum; *6th-Tier Path Abilities*—enduring elixir, it's alive.

**Polymath:** You are a student of every field and a master of many. Your ability to rapidly process, digest, and synthesize information and insight makes you good at virtually everything. *1st-Tier Path Abilities*—a dizzying intellect, assured skill, brilliant inspiration, flash of omniscience, insightful calculus, master dilettante, path dabbling, perfect polyglot, probable path, unwavering skill; *3rd-Tier Path Abilities*—critical skill, one step ahead; *6th-Tier Path Abilities*—class mimic, regression to the mean.

**Tinker:** You are a master mechanic, working with all manner of gears and wheels to construct functioning machines out of whatever is available, often far more effectively than their appearance would suggest. *1st-Tier Path Abilities*—engineer, crafting mastery, manufactory, mythic discoveries, mythic trapster, repair, she may not look like much, sure shot, technological tinker, trap taker; *3rd-Tier Path Abilities*—clockwork creation, combat saboteur, dirty bombs, handy souvenir; *6th-Tier Path Abilities*—technomagical conversion





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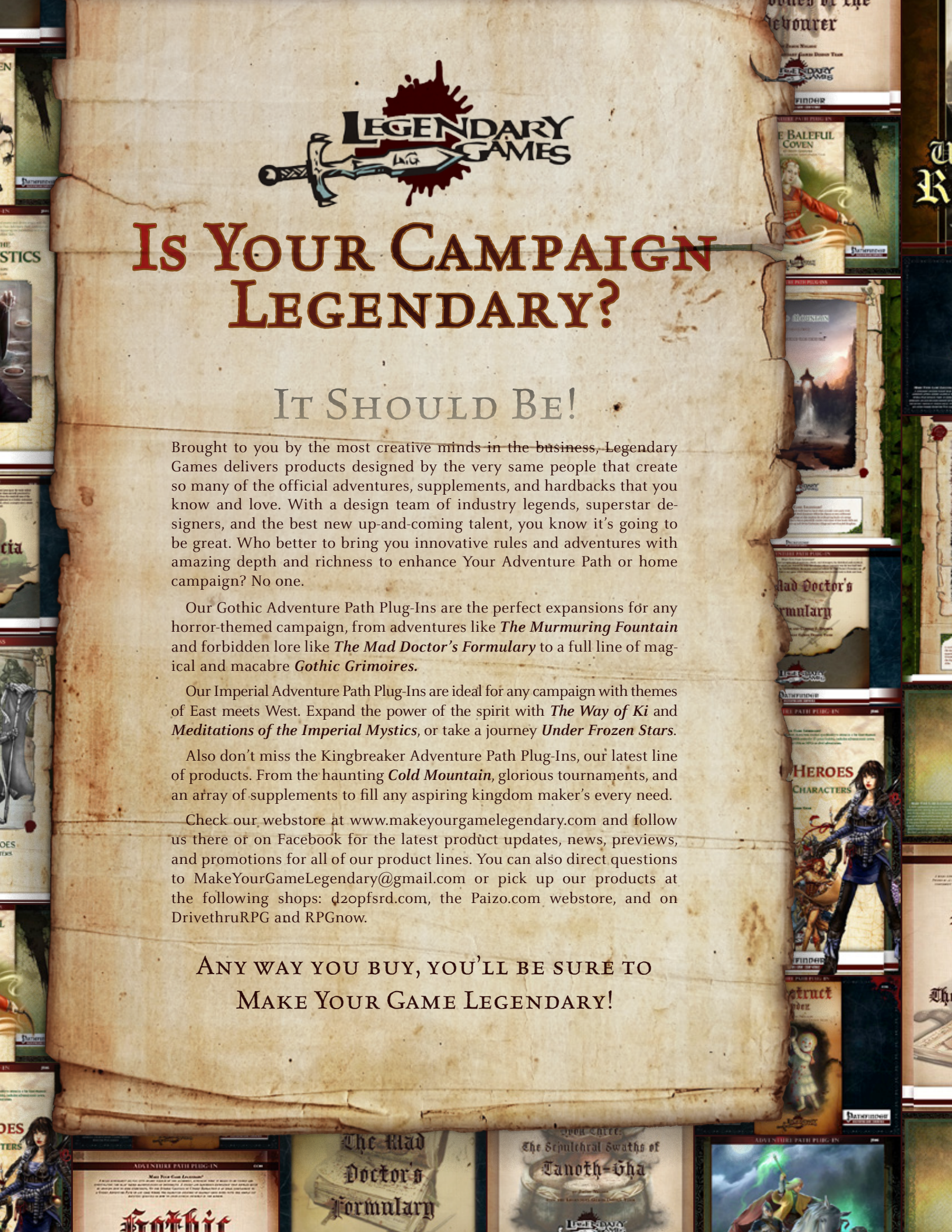
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Bob Geyerstein





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