



# MYTHIC SKILLS

BY JASON NELSON



ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS





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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 MYTHIC SKILLS

In class-based role-playing games, skills often play a secondary role. They may be simply descriptive of a character's background, heritage, or training before entering the adventuring profession. Some heroes were once farm boys or sailors, others merchant or guild apprentices, and others well-educated noble scions, and their skills reflect that background. Skill systems vary from the simple to the robust, but even the more elaborate skill systems tend to wane in importance throughout the life of a campaign, as magical substitutes for mundane skills become commonplace. At middle and upper levels, magical solutions are generally easily affordable and more reliable than relying on common skills. Some skills retain their importance, especially those that help facilitate or avoid ambush and surprise, and those required to craft, use, or identify magical items, while others recede. With the accelerated power curve in a mythic campaign, this is even more likely, especially given that the official mythic rules do not address mythic skills at all, aside from the usual array of skill-boosting feats.

*Mythic Skills* introduces a system of **skill exploits** that take the basic tasks your skills allow you to perform and dials them up to amazing levels. In addition, every skill in the *Pathfinder Roleplaying Game Core Rulebook* also gets brand-new skill exploits, as well as **greater exploits** that only the most skilled masters would even attempt. This system allows your characters to focus on their skills as a key part of their character construction and to invest more of their character's abilities in their character itself, rather than the character's gear or magical tools. You can use these rules generally with mythic characters, allowing them to attempt all manner of skill-based exploits, or you can limit the ability to pull off these amazing skill stunts to those mythic characters that have really invested in making their skills a key part of their character's identity. The mythic rules offer an opportunity to magnify what makes a character special, and the skills they choose to hone as part of their background narrative and throughout the course of the campaign should be just as important in defining them as their marvelous magic and fabulous feats. With *Mythic Skills* in your hands, your skills will be just as spectacular!

As always, we hope you like playing with our products as much as we enjoy making them! Game on!

- Jason Nelson





## MYTHIC SKILLS

The importance of skills tends to diminish at higher levels, as tasks performed with skills at lower levels are replaced by magical assistance, whether through spells or magic items, and this is equally true in mythic play. Even where skills remain useful, skill-based tasks do not typically scale well, as their DCs become trivial or automatic at high levels. There are exceptions, of course, such as opposed rolls against other creatures of similar power and skill like Perception and Stealth, or skills whose effects already scale in some way like Acrobatics and Diplomacy. The following rules describe a set of options to make skills more relevant throughout a mythic character's career, and to enable them to pull off the same kinds of enhanced tricks that they can with their magical and martial abilities.

### USING MYTHIC SKILLS

Mythic characters may use the following applications of their skills, including an array of new skill uses called exploits. Some of these enhanced uses of skills are automatic, while others require the expenditure of mythic power. A character can use these enhanced mythic skills if they meet one of the following qualifications:

**Skill Training:** Mythic character with at least 5 ranks in the listed skill.

**Skill Focus:** Mythic character with Skill Focus in the listed skill.

**Skill Feat (optional):** Mythic character with a skill-enhancing feat that enhances the listed, such as Deceitful, Persuasive, or Stealthy.

**Greater Exploits:** In addition to the basic skill improvements listed for each skill and the new exploits for each, mythic skills allow characters who are exceptionally skilled in the listed skill to pull off truly amazing feats. When a character who qualifies for greater exploits (see below) performs an exploit that requires the expenditure of mythic power, he reduces the cost by one; if this reduces the cost to 0, he can perform that exploit without expending mythic power. In addition, every skill has at least one greater exploit, which only characters who qualify may use; the reduction in mythic power cost does not apply to these exploits. In order to use these greater exploits, a character must meet one of the following qualifications:

**Skill Training:** Mythic character with at least 15 ranks in the listed skill.

**Skill Focus:** Mythic character with Skill Focus (or a skill-enhancing feat, if that optional rule is being used) and at least 10 ranks in the listed skill.

**Mythic Skill Focus:** Mythic character with Mythic Skill Focus (or the mythic version of a skill-enhancing feat, if that optional rule is being used) and at least 5 ranks in the listed skill.

**Spell Effects:** Some exploits allow a mythic character to duplicate a spell effect when using a skill. These effects are supernatural rather than spell-like, with an effective caster level equal to the character's mythic tier plus one-half the number of ranks the character has in the listed skill.

### SKILL EXPLOITS IN A NON-MYTHIC GAME

This product can be used in non-mythic Pathfinder campaigns to make skill training more valuable and give a boost to skills-focused characters.

**Qualifications:** You can simply eliminate the mythic requirements listed above, but we recommend that in a non-mythic game you use the following prerequisites for qualification for using skill exploits:

**Skill Training:** Character with at least 10 ranks in the listed skill.

**Skill Focus (or Feat):** Character with Skill Focus (or a skill-enhancing feat, if that optional rule is being used) and at least 5 ranks in the listed skill.

For greater exploits, use the following qualifications:

**Skill Training:** Character with at least 15 ranks in the listed skill.

**Skill Focus (or Feat):** Character with Skill Focus (or a skill-enhancing feat, if that optional rule is being used) and at least 10 ranks in the listed skill.

**Skill Mastery (optional):** Character with Skill Focus and another skill-enhancing feat (as above), and at least 5 ranks in the listed skill.

**Ranks vs. Tier:** Non-mythic characters use one-half their ranks in a skill in place of mythic tiers to determine exploit effects determined by tier.

**Spell Effects:** For any skill exploits that duplicate a spell effect, you are treated as having a caster level equal to one-half the number of ranks you have in that skill.

**Uses per Day:** If a skill allows exploits that require the expenditure of mythic power, you can use such exploits once per day for each skill for which you meet the minimum qualification. You can use an additional exploit in that skill for every 5 skill ranks you possess above the minimum. If the skill allows more than one exploit that requires the use of mythic power, this represents the total number of exploits you can use per day with that skill, in any combination, including greater exploits (if you qualify for them). The pool of daily exploits is separate for each skill for which you qualify. Qualifying for greater exploits does increase the number of daily exploits you are allowed to use.

**Hero Points vs. Mythic Power:** If your game uses hero points (as described in *Pathfinder Roleplaying Game Advanced Player's Guide*) or a similar system of luck points, action points, or the like, you can use additional skill exploits each day beyond your normal limit by expending one point for each additional use.



## SKILL EXPLOIT DESCRIPTIONS

The skill exploits allowed by advanced training in each skill are described below.

### ACROBATICS

This mythic skill allows the following exploits:

**Balance:** You are not denied your Dexterity bonus when using Acrobatics to maintain your balance unless the DC of the Acrobatics check exceeds 10 + your mythic tier.

**Falling:** You can make an Acrobatics check to reduce damage whenever you fall; you need not deliberately jump; however, the DC is increased by 10. In addition ignoring falling damage from the first 10 feet fallen on a successful check, you can ignore 10 additional feet of falling damage for every 10 points by which you exceed the DC.

**Jumping:** You add your mythic tier as a bonus to determine the distance you jump when making an Acrobatics check.

**Tumbling:** The DC to avoid attacks of opportunity due to movement increases by only 1 for each opponent after the first you avoid in 1 round. If you fail your check, you can expend one use of mythic power to add a dodge bonus equal to your mythic tier on your AC against that attack of opportunity; you gain one-half this bonus (rounding down) against any other attacks of opportunity provoked by your movement until the end of your turn.

**New Exploit: Acrobatic Charge:** You can expend one use of mythic power when using the charge action in order to use a charge or run action even through difficult terrain, when balancing on a narrow or slippery surface, or when you must pass through another creature's space.

**Greater Exploit: Feather Fall:** You can expend one use of mythic power to *feather fall*; this affects only you.

**Greater Exploit: Kip Up:** You can expend one use of mythic power to stand up from a prone position that does not provoke attacks of opportunity.

**Greater Exploit: Weightless Walk:** With a successful DC 30 Acrobatics check, you can move across a solid surface that is not strong enough to bear your weight without falling through. With a DC 50 Acrobatics check, you can move across a liquid surface without falling in.

With a DC 70 Acrobatics check, you can move across thin air without falling. This movement lasts only until the end of your turn; if you do not reach a solid surface able to bear your weight, you fall normally.

### APPRAISE

This mythic skill allows the following exploits:

**Detect Counterfeit:** You can detect counterfeit items as if using the Linguistics skill to detect a written forgery. You gain a +2 circumstance bonus on saving throws against illusions that create an illusory or object or disguise the appearance of an object, and if you make a Will save to disbelieve you may choose to add your Intelligence modifier in place of your Wisdom modifier on the save.

**True Value:** You never make wildly inaccurate appraisals of an item's true value.

**New Exploit: Identify:** You can expend one use of mythic power as a standard action to *identify* a single item.









**New Exploit: Shrewd Trader:** If you are using the bargaining rules from *Pathfinder Roleplaying Game Ultimate Campaign*, you add a bonus equal to one-half your mythic tier on Appraise, Bluff, Diplomacy, or Sense Motive checks made during the bargaining process.

**Greater Exploit: Nose for Treasure:** You can expend one use of mythic power to detect precious metal or gems for a number of rounds equal to your mythic tier, as though using a *rod of metal and mineral detection*.

## BLUFF

This mythic skill allows the following exploits:

**Feint:** You reduce the penalty for feinting against nonhumanoid creatures or creatures with animal Intelligence by an amount equal to one-half your mythic tier (minimum 1); if both penalties apply, you reduce each of them. If you expend one use of mythic power, you can feint as a swift action.

**Send Message:** Sending a message requires the same amount of time that the message would usually take to relay (rather than twice normal). If you expend one use of mythic power, you can send messages with a number of words equal to 5 plus twice your mythic tier to a number of allies equal to your mythic tier within 30 feet, who must be able to see and hear you. When doing so, you never send the wrong message, and non-mythic creatures trying to intercept your secret message take a penalty equal to your mythic tier on their Sense Motive check to do so.

**Tell a Lie:** If you are lying to a non-mythic creature, add your mythic tier as an insight bonus on your Bluff check to convince them to believe your lie. If you are speaking to a creature you have charmed or affected with *suggestion*, you may also add this bonus to Charisma checks or Bluff checks required to convince that creature that a service you ask of them is reasonable.

**Greater Exploit: Suggestion:** You can expend two uses of mythic power as a full-round action to use *suggestion* as a supernatural ability. The save DC is Charisma-based.

## CLIMB

This mythic skill allows the following exploits:

**Accelerated Climbing:** You reduce the penalty for climbing more quickly than normal by an amount equal to your mythic tier (minimum 0).

**Climbing Defensively:** By accepting a -20 penalty

on your Climb check, you do not lose your Dexterity bonus to AC while climbing and you add a bonus equal to your mythic tier on Climb checks to catch yourself if you take damage while climbing. You reduce this penalty by an amount equal to twice your mythic tier.

**New Exploit: Fast Climb:** If you expend one use of mythic power, you can move at half your speed (instead of one-quarter your speed) when climbing for a number of rounds equal to your mythic tier. By accepting a -5 penalty, you can move at 3/4 your speed, and by accepting a -10 penalty you can move at your full speed.

**New Exploit: Leaping Climb:** If you move at least 10 feet while climbing, you can make an Acrobatics check to jump at any point during your movement and are considered to have a running start for that check. In addition, if you jump onto a wall or similar surface, you can cling to that surface at the height you reach at the highest point of your jump with a successful Climb check against the wall's DC, adding a bonus equal to your mythic tier to the check. If you have movement remaining your jump, you can continue moving by climbing (with a successful Climb check) after your completing your jump.

**New Exploit: One-handed Climb:** By accepting a -10 penalty on your Climb check, you can keep one hand free while climbing, which you can use to wield a weapon or shield or for any other purpose.

**Greater Exploit: Let Go:** As a standard action, you can momentarily let go of a surface on which you are climbing, taking any standard action you wish, even if it requires one or both hands, and then attempt to re-establish your hold on the climbing surface. This functions like catching yourself when falling, but the DC is only equal to the wall's DC +10 (or +5 if you are on a slope). If you expend one use of mythic power, you may add twice your mythic tier as a bonus on your Climb check to catch yourself.

**Greater Exploit: Wall Runner:** During any movement, you can make a Climb check against the wall's DC to move across a wall, slope, or vertical surface at up to one-half your speed, or at your full speed if you have both hands free. If you do not reach a horizontal surface by the end of your turn, you must make a Climb check as if to catch yourself when falling. If you expend one use of mythic power, you can *spider climb* for a number of rounds equal to your mythic power.



## CRAFT

This mythic skill allows the following exploits. You must be trained or have Skill Focus in the specific Craft skill appropriate to the type of item you wish to create or repair with these exploits.

**Craft Items:** When determining your progress for one week of work, you may expend any number of mythic surges each day to contribute towards your progress. Add the sum of all mythic surges you spend on Craft skills during the week to the result of your skill check to determine your progress for the week.

**New Exploit: Magical Manufacture:** When crafting a magic item for which you have the appropriate Craft skill, you can expend mythic power to increase the maximum amount of an item's gp value that you can create each day. For each mythic surge you expend, you increase this maximum by 100 gp. This does not substitute for the cost of materials; it merely allows you to get more crafting done each day.

**New Exploit: Rapid Repair:** If you expend one minute of work and one use of mythic power and make a successful Craft check against an object's Craft DC, you can repair a number of hit points of damage to the object equal to your mythic surge die.

**Greater Exploit: Masterwork Manufacture:** When crafting the masterwork component of an item, you multiply your mythic tier times the result of your d20 roll for your Craft check and then add all other bonuses to determine your progress on the masterwork component of the item. If you are expending mythic surges to help craft an item, as described above, you may treat a number of surges each day equal to your mythic tier as though you roll the maximum amount on your surge die.



## DIPLOMACY

This mythic skill allows the following exploits:

**Change Attitude:** You subtract your mythic tier from the number of rounds required to change a creature's attitude; you can expend one use of mythic power to instead subtract twice your mythic tier. If this reduces the number of rounds to 0, you can change a creature's attitude as a full-round action.

**Gather Information:** You reduce the number of hours required to gather information by 1 for every 2 mythic tiers you possess. If this reduces the time to 0, then you must spend 1d4 x 10 minutes gathering information. If you expend one use of mythic power, you reduce this time to 1d4 minutes.

**New Exploit: Charm Person:** You can expend two uses of mythic power as a full-round action to use *charm person* as a supernatural ability. This ability is language-dependent. The save DC is Charisma-based.

**New Exploit: Mediation:** You can attempt to mediate a dispute between two other creatures, each of whom who may represent and speak for a larger group. To successfully mediate their dispute requires adjusting the attitude of both sides to become friendly, and the DC to adjust each side's attitude is increased by an amount equal to the base Diplomacy modifier of that group's leader (including ability modifiers and permanent or constant bonuses but not temporary modifiers). Each mediation attempt, with a Diplomacy check made against each spokesperson, requires 8 hours, though you can reduce this time to 1 hour by accepting a -10 penalty or by expending one use of mythic power, negating this penalty. You can continue negotiations even if one side becomes hostile, but if both sides become hostile the mediation ends.

**Greater Exploit: Charm Monster:** You can expend three uses of mythic power as a full-round action to use *charm monster* as a supernatural ability. This ability is language-dependent. The save DC is Charisma-based.



## DISABLE DEVICE

This mythic skill allows the following exploits:

**Disarm Trap:** You reduce the time required to disarm a trap by 1 round times your mythic tier. If this reduces the time required to 0, you disarm the trap as a standard action.

**Open Lock:** You reduce the time required to open a lock by 1 round times your mythic tier. If this reduces the time required to 0, you open the lock as a standard action.

**New Exploit: Disarm Magical Trap:** If you expend one use of mythic power when making a Disable Device check, you can disarm a magical trap even if you do not have the trapfinding ability.

**New Exploit: Divert Trap:** When you succeed on a saving throw against a trap, or when a trap requiring an attack roll attacks and misses you, you can expend one use of mythic power as an immediate action to divert the trap's effect to a creature adjacent to you, making a new attack roll for the trap against that creature or requiring a saving throw from that creature, as applicable.

**Greater Exploit: Knock:** You can expend one use of mythic power as a standard action to use *knock* as a supernatural ability.

**Greater Exploit: Sabotage Construct:** If you expend one use of mythic power as a standard action, you can attempt a Disable Device against a DC equal to a construct's CMD. If your check succeeds, you deal damage to the construct as if you had hit it with a melee attack with a weapon in your hand (which could be an improvised weapon, if you have ordinary tools rather than a weapon); this attack bypasses the constructs hardness or hit points. Rather than dealing damage, you can affect the construct as if you had made a successful dirty trick, disarm, reposition, sunder, or trip combat maneuver against it, using your Disable Device skill check in place of your combat maneuver check.

## DISGUISE

This mythic skill allows the following exploits:

**Disguise:** You reduce the penalties for disguising yourself as a different gender, race, age category, or size category by an amount equal to one-half your mythic tier. If more than one such penalty would apply, you reduce each penalty by this amount.

**New Exploit: Quick Change:** If you expend one use of mythic power, you can apply a disguise in 1d3 rounds as long as you are not changing your apparent gender, race, age category, or size category. If you change any of these characteristics, changing takes 1d3 minutes, or 1d3 rounds if you expend two uses of mythic power.

**Greater Exploit: Disguise Self:** You can expend one use of mythic power as a full-round action to use *disguise self* as a supernatural ability or to disguise the appearance of your armor as if it had the *glamered* property for 1 hour.

## ESCAPE ARTIST

This mythic skill allows the following exploits:

**Escape Bindings:** You subtract your mythic tier from the number of rounds required to escape manacles or bindings; you can expend one use of mythic power to instead subtract twice your mythic tier. If this reduces the number of rounds to 0, you can escape as a full-round action.

**Escape Grapple or Pin:** Escaping a grapple or pin is a move action, or a swift action if you expend one use of mythic power.

**Tight Squeeze:** Whenever you are squeezing, you can attempt a DC 30 Escape Artist check each round at the beginning of your turn. If the check succeeds, the penalties for squeezing are halved until the beginning of your next turn, or eliminated entirely if you exceed the DC by 5 or more.

**New Exploit: Evade Grapple:** When a creature succeeds on a grapple combat maneuver against you, you can expend one use of mythic power as an immediate action to make an Escape Artist check with a -10 penalty and use that in place of your CMD to resist the grapple. You reduce the penalty by an amount equal to your mythic tier.

**New Exploit: Quick Escape:** You reduce the time required to escape from manacles and bindings or to squeeze through a tight space by 1 round times your mythic tier. If this reduces the time required to 0, you can escape as a standard action. Escaping from a net or entangling spell like *animate plants* is a standard action and escaping from a grapple is a move action.

**Greater Exploit: Freedom of Movement:** You can expend two uses of mythic power as a standard action to gain *freedom of movement* for a number of rounds equal to your mythic tier.



## FLY

This mythic skill allows the following exploits:

*Fly in High Winds:* You are treated as one size category larger for the purpose of being checked or blown away by high winds, and you reduce the penalty you take on Fly checks due to high winds by an amount equal to one-half your mythic tier.

**New Exploit:** *Stay Aloft:* You add your mythic tier as a bonus on Fly checks to avoid losing 10 feet of altitude when you take damage while flying, plummeting to the ground after an aerial collision, or take damage from falling.

**New Exploit:** *Swift Swoop:* When moving by flight, you can increase your speed by 10 feet for 1 round as a DC 20 Fly check, but you take 1d3 points of nonlethal damage at the end of your turn. You can use this ability every round, but you become fatigued after a number of rounds equal to your Constitution score. You cannot use this ability if you are fatigued.

**Greater Exploit:** *Bank Away:* If you are attacked while flying, you can expend one use of mythic power as an immediate action to attempt a Fly check to negate the hit. The hit is negated if and you may take a 5-foot-step in any direction if your Fly check result is greater than the opponent's attack roll.

## HANDLE ANIMAL

This mythic skill allows the following exploits:

*Handle Animal:* Handling an animal for most tasks is a swift or move action, while pushing an animal is a standard action.

*Teach Animal:* You reduce the number of weeks required to train an animal for a new trick or task by one week for every 2 mythic tiers you possess.

**New Exploit:** *Animal Messenger:* You can expend one use of mythic power as a full-round action to use *animal messenger* as a supernatural ability.

**New Exploit:** *Animal Trance:* You can expend two uses of mythic power as a full-round action to use *animal trance* as a supernatural ability. The save DC is Charisma-based.

**Greater Exploit:** *Animal Whisperer:* You can select one specific kind of animals within 30 feet. You can expend one use of mythic power as a full-round action to *speak with animal* with animals of that kind for a number of rounds equal to your mythic tier, or to *calm animals* as a supernatural ability, affecting only animal of that type. The save DC is Charisma-based.

## HEAL

This mythic skill allows the following exploits:

*First Aid:* When you succeed on a Heal check to provide first aid, you can expend one use of mythic power as a swift action to heal a number of hit points equal to one-half the result of your surge die (or the full result of your surge die if your patient is currently at negative hit points).

*Long-Term Care:* You add your mythic tier to the number of patients you can treat at a time.

*Treat Deadly Wounds:* It takes you only 10 minutes to treat deadly wounds. If you expend one use of mythic power, you can treat deadly wounds in 1 minute or can add the result of your surge die to the number of hit points you cure when you succeed on a Heal check to treat deadly wounds.

*Treat Disease:* You can use Heal to treat a supernatural disease if you expend one use of mythic power. If your patient's save result exceeds the DC by 5 or more, the supernatural disease is cured. If you expend one use of mythic power after making a successful Heal check to treat a non-supernatural disease, your patient adds the result of your mythic surge die as a bonus on his saving throw.

*Treat Poison:* If you expend one use of mythic power after making a successful Heal check to treat poison, your patient adds the result of your mythic surge die as a bonus on his saving throw.

**New Exploit:** *Treat Fatigue:* With a successful DC 20 Heal check and one use of a healing kit, you can remove the fatigued condition after 10 minutes of treatment. If you expend one use of mythic power, you can remove fatigue after 1d4 rounds of treatment.

**Greater Exploit:** *Treat Ability Damage:* When you successfully treat deadly wounds, if you expend one use of mythic power you also cure 1 point of ability damage taken by the patient to an ability score of your choice. You treat one additional point of ability damage for every 10 points by which your check exceeds the DC.



## INTIMIDATE

This mythic skill allows the following exploits:

**Change Attitude:** You subtract your mythic tier from the number of rounds required to change a creature's attitude; you can expend one use of mythic power to instead subtract twice your mythic tier. If this reduces the number of rounds to 0, you can change a creature's attitude as a full-round action.

**Demoralize:** If you successfully demoralize a non-mythic creature with fewer Hit Dice than you, it is frightened for 1 round and then shaken for the remaining duration that it would have been shaken. If the creature's Hit Dice are less than one-half yours, it is panicked for 1 round and frightened for the remaining duration it would have been shaken.

**Greater Exploit: Scare Enemies:** You can expend one use of mythic power as a full-round action to use *doom* as a supernatural ability, or two uses of mythic power to use *scare* as a supernatural ability. The save DC is Charisma-based.

## KNOWLEDGE

This mythic skill allows the following exploits. You must be trained or have Skill Focus in the specific Knowledge skill appropriate to the type of information you wish to access to use these exploits.

**Identify Monster:** If you successfully identify a monster with a Knowledge check, add your mythic tier to the result to determine how many of the monster's abilities you discover.

**New Exploit: Research:** When you have access to a library (or a laboratory, if dealing with alchemy, constructs, medicine, item creation, or similar practical endeavors), 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 a question you are investigating. 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 data related to one Knowledge skill 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 a skill check against that Knowledge skill.

**New Exploit: Think Again:** When you fail a Knowledge check, you can expend one use of mythic power to reroll the check with a -10 penalty. This penalty is reduced by 1 for every mythic tier beyond 1st.

**Greater Exploit: Legend Lore:** You can expend five uses of mythic power to use *legend lore* as a supernatural ability relating to your chosen Knowledge skill.

## LINGUISTICS

This mythic skill allows the following exploits:

**Create or Detect Forgeries:** If a forgery was created by a non-mythic creature, you add your mythic tier as a bonus on Linguistics checks to detect it. If you are creating a forgery, the DC for a non-mythic creature to detect it is increased by an amount equal to one-half your mythic tier (minimum 1).

**Learn a Language:** When you put a rank into Linguistics, you learn to speak and read two new languages rather than one. This benefit is not retroactive.

**New Exploit: Create Cipher:** You can spend one week creating a code that cannot be read by anyone who does not have the code. Creatures trained in Linguistics can attempt to decipher the code by spending one day making a Linguistics check against a DC equal to the result of your Linguistics check when inventing the code, plus your mythic tier. If the initial check to decipher your code fails, subsequent retries take one week rather than one day.

**Greater Exploit: Translator:** When you encounter a language you do not understand, you can expend one use of mythic power to understand that language for a number of minutes equal to your mythic tier, as if using *comprehend languages*. If you expend two uses of mythic power, you can use *share language*<sup>APG</sup> as a supernatural ability for a number of minutes equal to your mythic tier.



## PERCEPTION

This mythic skill allows the following exploits:

**Listen:** If you spend a move action to listen carefully to hear a sound, you add your mythic tier as a bonus on the check, and if you expend a mythic surge to increase the result of this check you may roll the surge die twice and take the better result.

**Search:** You can search an adjacent 5-foot-square area as a swift action,

**Spot:** If you spend a move action to look carefully to spot something, you add your mythic tier as a bonus on the check, and if you expend a mythic surge to increase the result of this check you may roll the surge die twice and take the better result.

**New Exploit: Sleep with your Eyes Open:** You add your mythic tier as a bonus on Perception checks when you are asleep.

**Greater Exploit: Spot the Hidden:** You gain a circumstance bonus on Perception checks to spot an invisible creature or object equal to twice your mythic tier. If you attack a creature with a miss chance due to concealment, you reduce that miss chance by 5%, plus 5% per 2 mythic tiers you possess.

## PERFORM

This mythic skill allows the following exploits. You must be trained or have Skill Focus in the specific Perform skill appropriate to the type of performance you are using to use these exploits.

**Performance:** If you expend one use of mythic power when using performance to earn money, you earn twice the normal amount based on the result of your check.

**New Exploit: Famous Performer:** If you are using the reputation and fame rules from *Pathfinder Roleplaying Game Ultimate Campaign*, you add your mythic tier as a bonus on sphere of influence checks. In addition, if you succeed on a DC 30 Perform check you reduce the prestige point cost of any award you claim by 1 (minimum 1 PP). You can also spend 8 hours spreading tales or songs of the deeds of another character in order to grant that character a bonus on sphere of influence checks equal to one-half your mythic tier.

**New Exploit: Moving Performance:** You can use a Perform check with a -10 penalty in place of a Diplomacy

check to change the attitude of a listener. This effect is not language-dependent and can affect creatures with an Intelligence of 1 or higher.

**Greater Exploit: Enthral:** You can expend one use of mythic power to use *enthrall* as a supernatural ability. The save DC is Charisma-based.

## PROFESSION

This mythic skill allows the following exploits. You must be trained or have Skill Focus in the specific Profession skill appropriate to the vocational activity you wish to pursue.

**Job Skills:** Whenever you expend a mythic surge as part of a Profession check to access knowledge about your work or to perform some specific task, such as using Profession (sailor) to control a ship, you may roll your surge die twice and select the better result.

**Professional Work:** If you expend one use of mythic power when using this skill to make money, you earn twice the normal amount based.

**New Exploit: Guild Contact:** If you are using the contact rules from *Pathfinder Roleplaying Game Ultimate Campaign*, the trust level of a contact who is also trained in your Profession is increased by 1, and you can expend one use of mythic power to increase their trust level by one additional step; this increased trust lasts for a number of hours equal to your mythic power. If you expend a mythic surge as part of a negotiation check the result of your surge die is maximized.

**Greater Exploit: Legend Lore:** You can expend five uses of mythic power to use *legend lore* as a supernatural ability relating to your chosen Profession skill.







## RIDE

This mythic skill allows the following exploits:

**Cover:** Recovering from taking cover behind your mount is a free action.

**Leap:** Your mount adds your mythic tier as a bonus on Acrobatics checks made to jump, and you can expend one or more mythic surges to assist your mount's leap. Each surge die is always maximized, and you add the results of all surge dice together to determine the distance jumped.

**Spur Mount:** You add your mythic tier to the number of rounds you may spur your mount, and you reduce the nonlethal damage it takes from your spurring by an amount equal to one-half your mythic tier. You may increase your mount's speed by 20 feet rather than 10 feet; doing so counts as two rounds of spurring and increases nonlethal damage to 1d6. If you expend one use of mythic power, you double the speed increase for spurring your mount for a number of rounds equal to your mythic tier; this duration continues to elapse even if you do not spur your mount each round.

**Stay in Saddle:** You gain a bonus equal to one-half your mythic tier to your CMD against combat maneuvers that would force you off of your mount, including bull rush, drag, grapple, reposition, and trip maneuvers. You can expend one use of mythic power as an immediate action to increase this bonus to be equal to your mythic tier for a number of rounds equal to your mythic tier.

**New Exploit: Run to Death:** If your mount is fatigued, you can suppress the fatigued condition for a number of minutes equal to your mythic tier (or 10 minutes per mythic tier if you expend one use of mythic power). You can use this ability repeatedly to continue suppressing the fatigued condition, with the DC increasing by 1 for each use after the first. When you stop using this ability, your mount takes a number of points of Constitution damage equal to the number of times you suppressed its fatigue, and then must succeed on a DC 15 Fortitude save or die. On a successful save, it becomes exhausted.

**Greater Exploit: Leaping Charge:** You can expend one use of mythic power to leap onto your mount as a move action and then use the charge action after mounting. Alternatively, you may make an Acrobatics check to leap off of your mount as a free action at any point during a charge action. You are considered to have a running start for leaping in this way, as long as your leap is in the same direction (or within 45 degrees to the left or right) as your mount's movement during your charge. You can make your charge attack at any point during the movement provided by your leap. If you leap off of your mount before it completes its movement as part of the charge action, you may direct your mount to stop moving when you leap or to continue its movement to complete the charge (including attacking the target of the charge on its own, if trained for combat).



## SENSE MOTIVE

This mythic skill allows the following exploits:

**Hunch:** If you beat the DC to gain a hunch about a situation by 10 or more, you can expend one use of mythic power as a full-round action to determine whether following a particular course in that situation will lead to a harmful or beneficial outcome, as if you had cast *augury*.

**Intercept Secret Message:** When non-mythic creatures attempt to convey secret message with the Bluff skill, you add your mythic tier as a bonus on Sense Motive checks to intercept them. In addition, when a creature within 30 feet receives a message by telepathy or by *message*, *sending*, or a similar effect, you are entitled to a DC 35 Sense Motive check to notice. If you notice the message, you can expend one use of your mythic power to eavesdrop on the message.

**Observant:** You subtract your mythic tier from the number of rounds required to make a Sense Motive check; you can expend one use of mythic power to instead subtract twice your mythic tier. If this reduces the number of rounds to 0, you can use this skill (including any exploits) as a full-round action.

**Sense Enchantment:** You can expend one use of mythic power to use *detect magic* as a supernatural ability for a number of rounds equal to your mythic tier, as long as you continue concentrating. This ability affects a single creature within 30 feet, rather than affecting an area, and detects only enchantment effects and possession with this ability.

**Greater Exploit: Detect Thoughts:** You can expend two uses of mythic power to use *detect thoughts* as a supernatural ability for a number of rounds equal to your mythic tier. The save DC is Wisdom-based.

## SLEIGHT OF HAND

This mythic skill allows the following exploits:

**Hide Small Object:** Hiding a small object or drawing a hidden object is a move action. If a non-mythic creature attempts to find the hidden object, you add your mythic tier to the result of your Sleight of Hand check to set the Perception DC.

**Pickpocket:** When you take an object from a non-mythic creature, you add your mythic tier to the result of your Sleight of Hand check to set the Perception DC for that creature to notice.

**Quick Hands:** You reduce the penalty for performing a Sleight of Hand check as a move action by an amount equal to twice your mythic tier.

**New Exploit: Sneak Thief:** You gain a +2 circumstance bonus on combat maneuver checks made to steal.

**Greater Exploit: Prestidigitation.** You can expend one use of mythic power to use *prestidigitation* as a supernatural ability.

## SPELLCRAFT

This mythic skill allows the following exploits:

**Craft Magic Item:** You gain a +2 circumstance bonus on all Spellcraft checks made in conjunction with crafting a non-mythic magic item.

**Decipher Scroll or Learn Spell from a Spellbook:** You can expend one use of mythic power to use *read magic* as a supernatural ability.

**Identify Spellcasting:** You add one-half your mythic tier (minimum 1) as a bonus on Spellcraft checks made to identify a spell being cast by a non-mythic creature.

**Identify Magic Item:** Identifying a non-mythic magic item takes only 1 round per item if you thoroughly examine the item. You may identify a non-mythic magic item within 5 feet without handling it, but you take a -10 penalty on your Spellcraft check and it takes 1 minute per item. If you expend a mythic surge as part of a Spellcraft check to identify a magic item, you may roll the surge die twice and take the better result.

**New Exploit: Detect Magic:** You can expend one use of mythic power to use *detect magic* as a supernatural ability for a number of rounds equal to your mythic tier, as long as you continue to concentrate. Each round you can *detect magic* on a single 5-foot-square area.

**Greater Exploit: Unravel Magic:** You can expend three uses of mythic power to use *dispel magic* as a supernatural ability with a range of touch. This ability affects only a single creature or object. Your caster level is equal to your mythic tier plus one-half your number of ranks in Spellcraft. If you expend a mythic surge as part of the caster level check to *dispel magic*, you may roll the surge die twice and take the better result.





## STEALTH

This mythic skill allows the following exploits:

*Hide:* You reduce the penalty for moving more than half your speed by an amount equal to one-half your mythic tier.

*Sniping:* You reduce the penalty to hide again after sniping by an amount equal to your mythic tier. If you expend one use of mythic power, you can attempt a Stealth check as a swift action after sniping, rather than as a move action.

**New Exploit:** *Quick Hiding:* Making a Bluff check to create a diversion to hide is a move action for you, or a swift action if you expend one use of mythic power.

**Greater Exploit:** *Sneaking:* If you begin your turn with cover or concealment that allows you to make a Stealth check, you can leave cover or concealment and remain unobserved for a number of rounds equal to one-half your mythic tier (minimum 1), as long as you do not attack, cast a spell, or perform another similar action that draws attention to you prior to reaching cover or concealment.

## SURVIVAL

This mythic skill allows the following exploits:

*Endure Extremes:* If you are moving half your speed or less, you can expend one use of mythic power to gain the benefit of *endure elements* as a supernatural ability. If you remain stationary, you can use this ability without expending mythic power. You can move at full speed while using this ability if you expend two uses of mythic power.

*Get Along in the Wild:* You can use this ability while moving at your full speed by taking a -10 penalty on your Survival check. This penalty is reduced by an amount equal to your mythic tier.

*Predict Weather:* On a successful check, you can predict the weather one additional day in advance for every 2 mythic tiers you possess (minimum 1).

*Tracking:* When tracking a non-mythic creature, you add a bonus equal to one-half your mythic tier (minimum +1) on your Survival check, and you reduce the penalty for tracking while moving at your normal speed or twice your normal speed by an amount equal to one-half your mythic tier.



If you lose a trail, you can expend one use of mythic power as a full-round action to search again for the trail without waiting 1 hour (outdoors) or 10 minutes (indoors).

**New Exploit:** *Camouflage:* With a successful DC 15 Survival check, you can grant a +2 circumstance bonus on Stealth checks made by an ally when moving up to half your overland speed, or a +4 bonus when stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.

**New Exploit:** *Residual Tracking:* You can expend one use of mythic power to use *residual tracking*<sup>APG</sup> as a supernatural ability.

**Greater Exploit:** *Track the Trackless:* If you expend one use of mythic power, you can track creatures using spells or abilities that allow them to conceal or eliminate their tracks, such as *pass without trace*, *trackless step*, and a ranger's favored terrain. You also ignore the +5 Survival DC increase for creatures that cover their tracks.

## SWIM

This mythic skill allows the following exploits:

*Swimming:* You do not lose your Dexterity bonus when you fail a Swim check, nor do opponents gain a +2 bonus on attack rolls against you when you do so.

*Swim in Stormy Waters:* You can take 10 on Swim checks in stormy waters.

**New Exploit:** *Breaching Leap:* If you expend one use of mythic power, you can leap out of the water, substituting a Swim check in place of an Acrobatics check to determine how high and how far you jump. If you move at least 10 feet in the water before jumping, you are considered to have a running start.

**New Exploit:** *Cliff Diver:* When you fall into water, if the water is at least 10 feet deep the first 30 feet of falling deal no damage, the next 30 feet 1d3 points of nonlethal damage, and every 30 feet thereafter 1d3 points of lethal and nonlethal damage.

If you deliberately dive into water, you take no damage if the water is at least 5 feet deep for every 30 feet fallen if you succeed on a DC 15 Swim check, increasing by 5 for every 50 feet of the dive. If you expend one use of mythic power when diving, you take no damage if the water is at least 5 feet deep per 50 feet fallen, and the Swim DC increases by 5 for every 100 feet of the dive.

**New Exploit:** *Hold Breath:* You can hold your breath twice as long as normal. If you have not reached air by that time, you can expend one use of mythic power to continue holding your breath for the same amount of time. You can do this repeatedly to continue holding your breath. You add your mythic tier as a bonus on Constitution checks to avoid drowning, and if you fail a check and would begin drowning (or suffocating, as from a *suffocate* spell or being trapped in an airless void), you can expend one use of mythic power as an immediate action to delay the onset of that suffocation or drowning (including dropping to -1 hit points and falling unconscious) until the beginning of your next turn. You can do this repeatedly to continue delaying drowning or suffocation as long as you have mythic power remaining.

**New Exploit:** *Sub-Mariner:* You are inured to rough seas and the cold and pressure of very deep water. Whenever you would take damage from a failed Swim check in rough water or from cold and pressure damage in deep water, you reduce that damage by an amount equal to one-half your mythic tier.

**Greater Exploit:** *Swim Upstream:* You can swim up water flowing downhill, including rapids, cascades, or even waterfalls. To determine the Swim DC, take the Climb DC for the surface below or behind the down-flowing water and increase it by 10. If you do not reach the top of the cascade or waterfall, you can make a second Swim check against the same DC as an immediate action to maintain your position; otherwise, you are swept back to the bottom of the waterfall or cascade by the current as if you had failed a Swim check in rough water and also take falling damage based on your height at the end of your movement.

**Greater Exploit:** *Flip Away:* If you are attacked while swimming, you can expend one use of mythic power as an immediate action to attempt a Swim check to negate the hit. The hit is negated and you may take a 5-foot step if your Swim check result is greater than the opponent's attack roll.



## USE MAGIC DEVICE

This mythic skill allows the following exploits:

**Deceive Item:** When you use this skill to emulate a class feature, ability score, race, or alignment, you may expend one use of mythic power to extend the duration of that emulation to 24 hours before you must begin checking every hour.

**Use Item:** When you use this skill to activate a scroll, staff, wand, or other spell-trigger item, if the spell you activate is a spell for which you know the mythic version, such as with the Mythic Spell Lore feat, you can expend your mythic power to enhance the spell created by the item so that it takes effect as the mythic version of that spell. You can spend additional mythic power to augment the effect if the mythic spell has augmented effects for which you qualify. The item uses its own caster level (a magical staff follows the standard rules for its caster level).

**New Exploit: Limited Failure:** When you roll a natural 1 on a Use Magic Device check, you can expend one use of mythic power to reroll the check. As long as the reroll is not also a natural 1, you can continue using the item (rather than being unable to use it for 24 hours).

**Greater Exploit: Mythic Item Activation:** When you activate a scroll, staff, wand, or other spell-trigger item that creates a spell that is on your class list and of a level that you can cast, you can expend mythic power to enhance that spell, causing it to take effect as the mythic version of the spell (or the augmented mythic version, if you would qualify to cast that), even if you do not know that mythic spell. Using the item in this way requires you to expend double the normal amount of mythic power normally required to cast or augment that mythic spell.

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A FANTASTIC EXPANSION TO THE KINGDOM-BUILDING RULES FOR THE PATHFINDER ROLEPLAYING GAME.

If your characters are building a kingdom, this is a product you cannot miss! Designed as a perfect complement to the newly revised kingdom-building system, *Ultimate Rulership* contains a dazzling array of new options including new Edicts for royal commissions and endowments, espionage and festivals, and militarism and recruiting new armies. Add nearly 20 new buildings for your cities from Aeries to Tunnels, Hanging Gardens to Crematoria. Guidelines for population and military recruitment, and for integrating settlement attributes, kingdom events, and danger levels; naturally advantageous sites and exotic city locales from cliff dwellings to treetop towns to cities under the seal

## MASTER THE BATTLEFIELD LIKE NEVER BEFORE!

This rules supplement delves into mass combat with the same verve and creativity as *Ultimate Rulership* does to the more peaceable aspects of ruling a kingdom. From advanced tactics and strategy to casualties and prisoners of war, *Ultimate Battle* takes you from ambush to aftermath with new systems for camouflage and scouting, casualties and prisoners of war, tactical initiative and battle zones, and commanders and mercenaries. In addition, it provides you with expansions of existing rules, including new equipment and dozens of new tactics, command boons, and creature and character special abilities help bring almost any army to life, and robust rules for battlefield conditions from terrain and weather to visibility and the fog of war. This terrific expansion contains what you need to recruit, train, equip, maintain, and unleash your armies on the battlefield like never before, with 14 new tactics including Cavalry Sweep, Pike Square, and Strafing Skirmishers; 24 new command boons like Death Before Dishonor, Implacable Advance, and Master Recruiter; 21 types of army equipment from firearms to magic shields, chariots to howdahs; and 51 army special abilities, including for armies comprised of PC classes.

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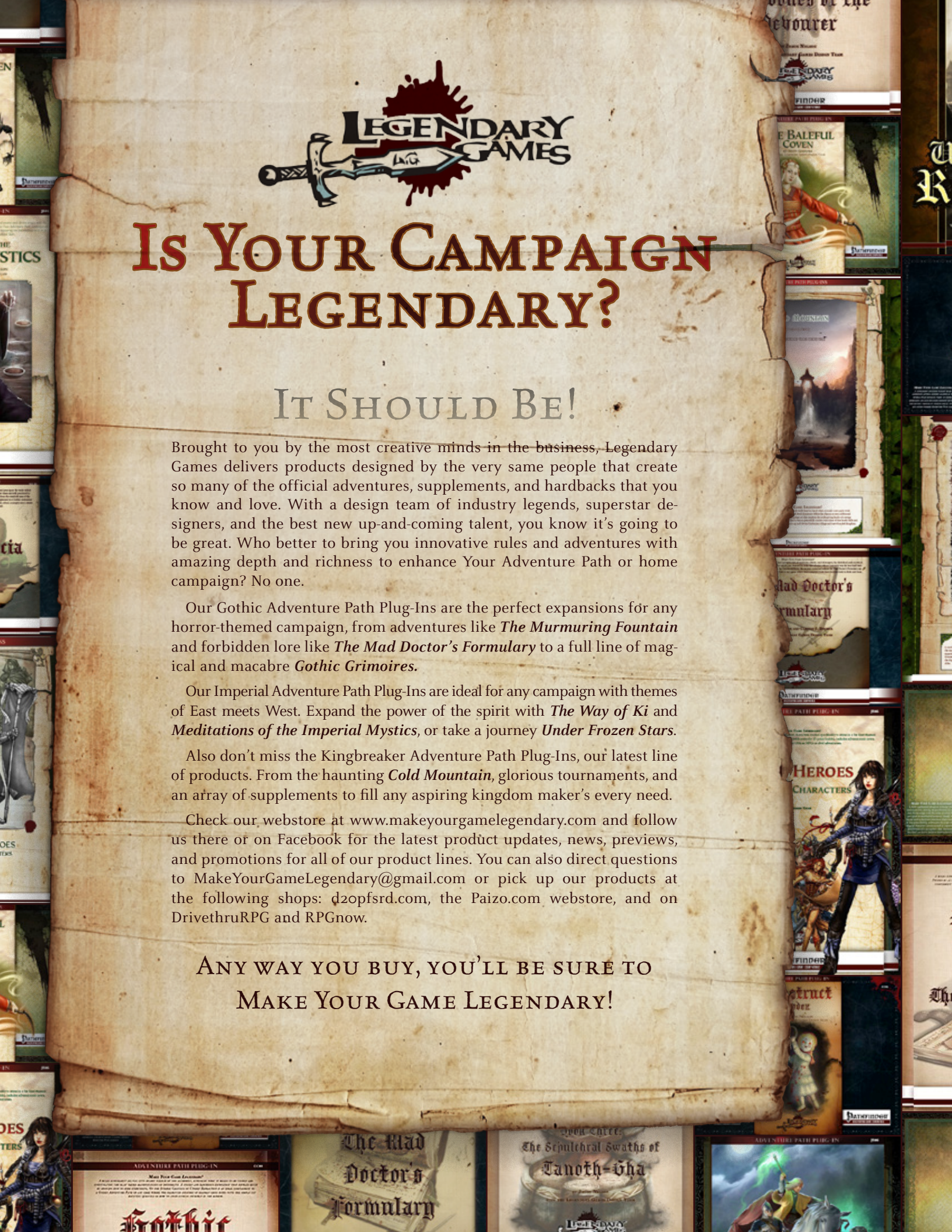
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MYTHIC PLUG-INS