



Pathfinder Society Scenario #5-15: Mythic Powers 2

Character Chronicle #

7

Score

Player Name

A.K.A.

Tesla

Character Name

14034-23

Pathfinder Society #

Sczomi

Faction

This Chronicle sheet grants access to the following:

Exceptional Deeds: You have received the blessing of the Ruby Sage, who granted you some of her power so that you might retrieve the stolen sage jewels and find the Diamond Sage. When you begin *Pathfinder Society Scenario #5-16: Destiny of the Sands, Part 3: Sactum of the Sages*, you gain two of the following abilities for the duration of the scenario so long as you have the Exceptional Deeds ability from the Mythic Power 1 Chronicle sheet.

Absorb Blow: As an immediate action, whenever you take hit point damage from a single source (such as a dragon's breath, a spell, or a weapon), you can expend one use of mythic power to reduce the damage you take from that source by 15 points (to a minimum of 0 points of damage taken). If you have another ability or effect that reduces damage (such as protection from energy), reduce the damage with the absorb blow ability before applying any other damage-reducing effects. For every 10 points of damage that this ability prevents, for 1 minute you gain DR 1/epic and 5 points of resistance against acid, cold, electricity, fire, and sonic damage. The DR and resistances stack with any other DR and resistances that you have.

Beast's Fury: As a swift action, you can expend one use of mythic power to imbue your animal companion, cohort, eidolon, familiar, or bonded mount with some of your mythic power. As an immediate action, that creature can move up to its speed and make an attack with one of its natural weapons. When making this attack, the creature rolls twice and takes the higher result. Any damage dealt by this attack bypasses all damage reduction. A creature affected by this ability can take these actions in addition to any others that it takes during its turn.

Fleet Charge: As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding 3 to the attack roll. This is in addition to any other attacks you make this round. Damage from this attack bypasses all damage reduction.

Legendary Magic: As a swift action, you can expend one use of mythic power to cast any one spell without expending a prepared spell or spell slot. The spell must be on one of your class spell lists and must be of a level that you can cast with that spellcasting class. You don't need to have the spell prepared, nor does it need to be on your list of spells known. When casting a spell in this way, you treat your caster level as 2 levels higher for the purpose of any effect dependent on level. You can apply any metamagic feats you know to this spell, but its total adjusted level can't be greater than that of the highest-level arcane spell you can cast from that spellcasting class.

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

Surprise Strike: As a swift action, you can expend one use of mythic power to make a melee attack or ranged attack against a target within 30 feet, in addition to any other attacks you make this round. When you make a surprise strike, the target is considered flat-footed regardless of any class features or abilities it might have, and you add 3 to the attack roll. Damage from this attack bypasses damage reduction.

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| | 1-2 | — | — |
| | SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| MAX GOLD | Out of subtier | — | — |
| | SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| | 4-5 | — | — |
| MAX GOLD | SUBTIER | <input type="checkbox"/> Slow | <input type="checkbox"/> Normal |
| | — | — | — |
| | <p>Starting XP</p> <p>XP Gained (GM ONLY)</p> <p>Final XP Total</p> | | |
| EXPERIENCE | Initial Prestige | Initial Fame | |
| | Prestige Gained (GM ONLY) <p>Prestige Spent</p> | | |
| | Current Prestige | Final Fame | |
| FAME | Starting GP | | |
| | GP Gained (GM ONLY) | Day Job (GM ONLY) | |
| | Gold Spent | Total | |

For GM Only

Pandy (Eric)

EVENT

EVENT CODE

5/11/14

DATE

Eric Robinson

Game Master's Signature

49185

GM Pathfinder Society #