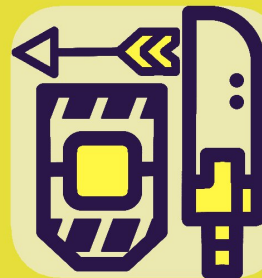


Mythic Fighter



Martial masters of myriad manifestations, Mythic Fighters are able to effortlessly embody extra-planar creatures and beguiling beasts. Through the use of quaint, quasi-magical effects and fantastic, fanciful footwork they can grant themselves incredible boons and legendary powers for a limited time. Their dynamic dancing on the battlefield is near unrivaled, unmatched, and unequalled.

Mythic Forms

At 3rd level you learn to shift your momentum and body in certain ways to that allows you to channel and emulate the abilities of beasts and monsters. Select two Mythic Forms from the options available to you (listed at the end of this document). Each time you gain a level in this class, you can replace one form you know with a different one that is available to you. When you reach certain levels in this class you learn additional forms, as shown in the Mythic Forms Known table.

As a bonus action you may enter a form and gain its benefits for 10 minutes or until you choose to end it (no action required). You may use your forms a number of times equal to your Constitution modifier, regaining all expended uses upon finishing a short or long rest.

If a Mythic Form requires a Saving Throw the DC equals 8 + proficiency + your Strength or Dexterity modifier. If a Mythic Form requires you to be a certain level it refers to your level in the Fighter class.

Mythic Forms Known

| Fighter Level | Number of Forms |
|------------------|-----------------|
| 3 rd | 2 |
| 7 th | 3 |
| 10 th | 4 |
| 15 th | 5 |

Mythic Lore

At 3rd level your superior study of ancient legends grants you proficiency in both Arcana and Religion.

Unflinching Form

At 7th level you have advantage any saving throw or ability check against being knocked prone or being moved against your will. Additionally getting up from prone only takes 5 ft. of movement for you.

Immutable Form

At 10th level the magic and training that allows you to change your form, also helps you maintain it. Your form cannot be changed against your will.

Power of Legends

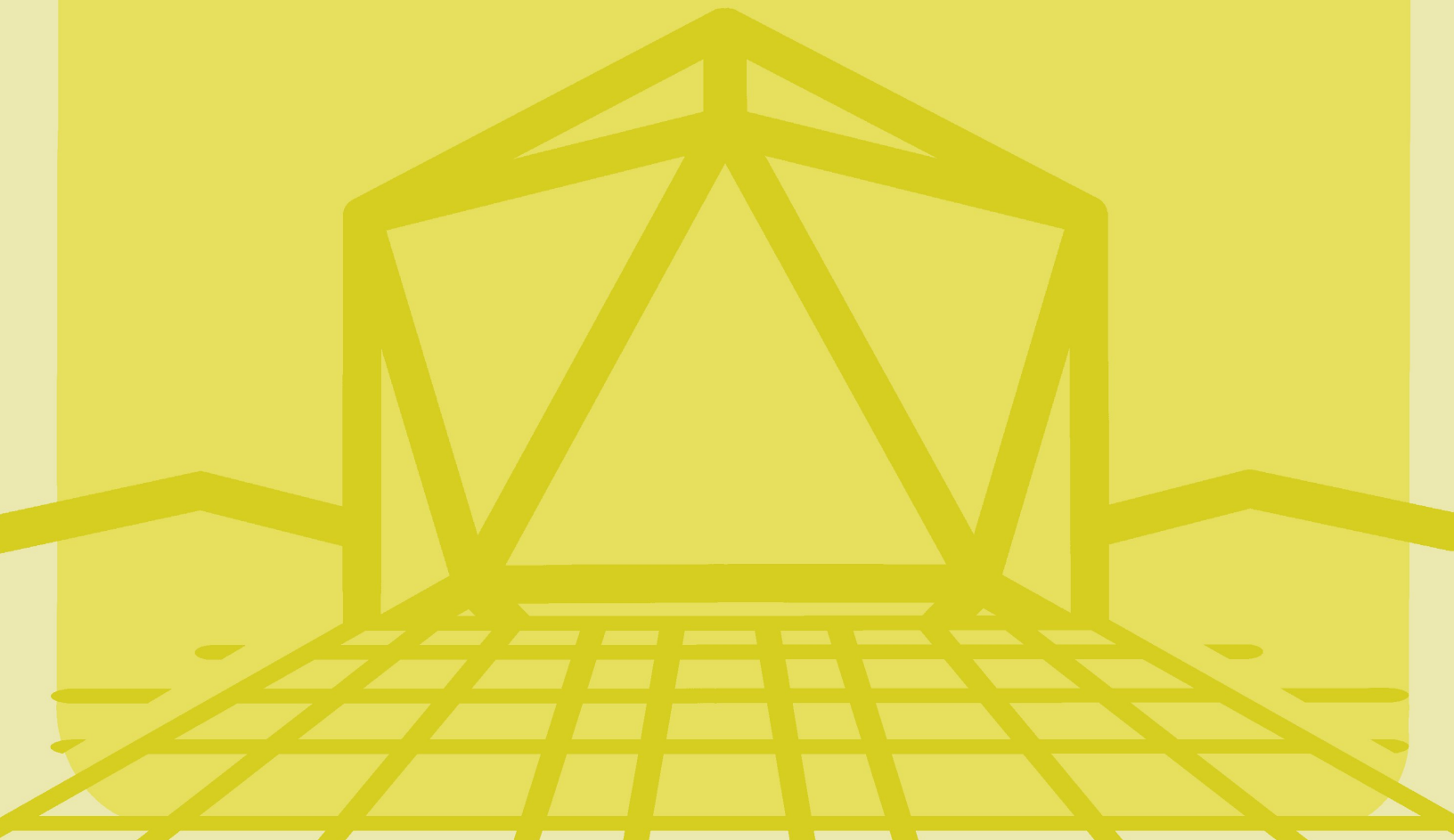
Also at 10th level you gain the ability to empower your mythic forms by fully throwing yourself into the form and further channeling the monstrous mythic might of the creatures you embody. When you enter a form you may choose to empower it (no action required). If you do so the transformation only lasts 1 minute but gives you an additional effect based on the form.

Mythic Shield

At 15th level when you enter a Mythic Form you gain a number of temporary hit points equal to your Constitution Modifier + your Fighter level

Master of Myth

At 18th level you have gained mastery over your trans-formative powers and the power of myth. When you enter a Mythic Form, you may select another form you know and gain the benefits of both forms at once. You cannot use Power of Legends while using two Mythic Forms at once.



Mythic Forms

Bat Form (7th level):

While within Bat Form you gain the following benefits;

- You have Blind Sense out to 30 ft. You cannot use this ability if you are deafened.
- You have advantage on Wisdom (Perception) checks that rely on hearing.
 - Empowered Effect: While in this form you have a flight speed of 30 ft. If you are in dim light or darkness this becomes 60 ft.

Bull Form:

While within Bull Form you gain the following benefits;

- You gain a +1 to attack rolls while in this form.
- When you deal damage, you may reroll one of your weapon's damage die. You must use the new roll.
 - Empowered Effect: While in this form you may add an additional 1d10 of damage when determining damage for an attack. The damage type is the same as the weapon you are wielding.

Cheetah Form:

While within Cheetah Form you gain the following benefits;

- Your movement speed increases by 5 ft. while in this form.
- You may take the dash action as a bonus action while in this form.
 - Empowered Effect: While in this form your movement doesn't provoke attacks of opportunity

Dragon Form (18th level):

While within Dragon Form you gain the following benefits;

- When you enter this form all creatures of your choice within 60 ft. of you must make a Wisdom saving throw or be frightened of you for 1 minute. A creature may repeat the saving throw at the end of its turns, ending the effect on a success.
- You gain resistance to two damage types of your choice between fire, cold, lightning, acid, or poison damage for the duration of this form.
 - Empowered Effect: While in this form you gain the ability to unleash a torrent of elemental energy, similar to a dragon. As an action you may unleash a 60 ft. cone of fire, cold, lightning, acid, or poison damage. Creatures in the cone must make a Dexterity saving throw or take 8d6 of the damage type you choose or half as much on a successful save.

Elemental Form (18th level):

While within Elemental Form you gain the following benefits;

- While within this form you gain resistance to fire, cold, lightning, and bludgeoning damage.
- You ignore difficult terrain and any effects of extreme weather while in this form.
 - Empowered Effect: As a reaction when you take damage you can turn any resistance you have into an immunity for 1 round.

Fey Form (10th level):

While within Fey Form you gain the following benefits;

- Magic cannot put you to sleep and you have advantage on saving throws to avoid or end the charmed condition
- You have advantage on all Charisma checks.
 - Empowered Effect: You have advantage on saving throws against spells and cannot be charmed

Fiend Form (10th level):

While within Fiend Form you gain the following benefits;

- You gain dark vision out to 120 ft. and can see in magical darkness.
- Like the complex contracts created by devils, you gain the ability to create coded ciphers that only creatures of your choice can read. Creatures that cannot read it must make an Intelligence saving throw to try and decipher it. On a failed save a creature takes 4d8 psychic damage
 - Empowered Effect: You become resistant to fire, cold, and poison damage and immune to the poisoned condition

Giant Form (10th level):

While within Giant Form you gain the following benefits;

- Your melee weapon attacks gain an extra 5 ft. of reach
- Your size becomes large for the duration of this form.
 - Empowered Effect: While in this form, you gain the fearsome might of giants. Your strength becomes 22 for the duration of this form.

Merfolk Form (7th level):

While within Merfolk Form you gain the following benefits;

- You gain a swimming speed equal to your walking speed and gain 60 ft. dark vision. While underwater, this increases to 120 ft. of dark vision.
- You gain the ability to breath both air and water for the duration.
 - Empowered Effect: You have advantage on melee attack rolls against any creature that does not have all its hit points

Phoenix Form (18th level):

While within Phoenix Form you gain the following benefits;

- When you drop to 0 HP you may choose to drop to 1 instead. Each time you use this after the first you must make a Constitution saving throw against your own DC to gain the effect. After each successful save, the DC increases by 1 for you.
- Each time you drop to 1 HP instead of 0 all creatures within 10 ft. of you must make a Dexterity saving throw or take 3d6 fire damage or half as much on a successful save
 - Empowered Effect: The first time you use this form to drop to 1 HP instead of 0, you instead regain half your maximum hit points

Shadow Form (7th level):

While within Shadow Form you gain the following benefits;

- You may take the hide action as a bonus action
- Armor no longer gives you disadvantage on Dexterity (Stealth) checks and you have advantage on Dexterity (Stealth) checks while in dim light or darkness.
 - Empowered Effect: While in this form you can blend into the shadows. While in dim light or darkness you can become invisible as a bonus action as if under the Invisibility spell.

Turtle Form:

While within Turtle Form you gain the following benefits;

- You gain a +1 to your AC while in this form.
- When you take damage in this form you may use you reaction to reduce that damage by 1d10 + your Fighter level
 - Empowered Effect: While in this form you do not suffer any additional damage or effects from a critical hit.

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- You gain resistance to two damage types of your choice between fire, cold, lightning, acid, or poison damage for the duration of this form.
 - Empowered Effect: While in this form you gain the ability to unleash a torrent of elemental energy, similar to a dragon. As an action you may unleash a 60 ft. cone of fire, cold, lightning, acid, or poison damage. Creatures in the cone must make a Dexterity saving throw or take 8d6 of the damage type you choose or half as much on a successful save.

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