

# PATH OF WAR

## mystic

Mystic  
Level

### MANŒUVRES

**MAX MANŒUVRE LEVEL** Initiator Level

$$\boxed{\phantom{00}} = \left( \phantom{00} + 1 \right) \div 2$$

Manoeuvre Save DC = **10** + **SAG** + Manoeuvre Level

**MANŒUVRES KNOWN**

**READIED MANŒUVRES**

**2** Manœuvres immediately available at the start of each encounter, chosen each day

**INITIAL MANŒUVRES**

Mystic Level

$$= \phantom{00} \div 3 \quad (\text{arrondi à l'inférieur})$$

Randomly selected at the start of each encounter

At the end of each turn, one random manoeuvre is granted.

If there are no manoeuvres that can be granted, all are reset.

### BLADE MEDITATION

As a full round action, spend one point of animus to expend all remaining manoeuvres. At the end of your turn, all are reset.

Until then, melee attackers suffer 1d6 elemental damage, plus 1d6 for every two points of Animus in the pool.

Utilisations  
Niveau par jour

**6** **1**  
**10** **2**  
**14** **3**  
**18** **4**

### INSTANT ENLIGHTENMENT

Once per day as a free action, replace one granted manoeuvre with another known.

☐ Utilisations  
☐ aujourd'hui

### DON SUPPLEMENTAIRE

Niveau

**2**

Niveau

**7**

Niveau

**12**

Niveau

**17**

### ARCANE DEFENCE

Niveau Bonus

**2** **+1**  
**6** **+2**  
**11** **+3**  
**20** **+4**

Insight bonus to AC and saving throws against psionic powers, psi-like abilities, spells and spell-like abilities.

### MYSTIC ARTIFICE

Niveau 4 Use your initiator level as your caster level when crafting items. When crafting an item for which you lack a spell requirement, replicate it with a Spellcraft check.

Spellcraft Check DC = **15** + Niveau du sort

### WITHSTAND SPELL

Niveau 5 When targeted by a spell or effect that allows a Fortitude or Reflex save for partial effect, instead make a Will save and, if successful, ignore the effect entirely.

### QUELL MAGIC

Niveau 9 As a standard action, disable an ongoing effect for a number of rounds equal to your **WIS**, by spending animus points equal to the spell level or power level.

### MANŒUVRES

**INITIATOR LEVEL**

Mystic Level

Martial Prestige Class Levels

Other Class Levels

$$\boxed{\phantom{00}} = \phantom{00} + \phantom{00} + \left( \begin{matrix} 1 & 2 & 3 \\ \div & & 2 \end{matrix} \right)$$

Manoeuvre	Type	Immédiat Prêt	Granted	Utilisé	Portée	Aire	DD de sauvegarde
1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
19		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
20		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
21		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

### STANCES

Stance	Active	Portée	Aire	DD de sauvegarde
1	<input type="checkbox"/>			
2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			

### ANIMUS

**INITIAL ANIMUS**

$$= 1 + \text{SAG}$$

**ANIMUS PER ROUND**

**ANIMUS POOL**

**ANIMUS BONUS**

Niveau Max  
**1** **1**

pts

☐

**Enhance Manoeuvre**

+2 to d20 rolls for one manoeuvre

☐

**Increase DC**

Bonus to save DC for one manoeuvre

Niveau Max  
**4** **2**

pts

☐

**Anima Burn**

Add (class level ÷ 2) to damage rolls

☐

**Increase Potency**

Ignore 10 points of energy resistance or 5 points of damage reduction

Niveau Max  
**9** **3**

pts

☐

**Animus Rush**

Move up to your base speed before initiating a strike

☐

**Increase Range**

Target a creature within 30ft with a melee strike

Niveau

**13**

Max

**4** pts

Niveau

**19**

Max

**5** pts

Niveau

**15**

### FONT OF ANIMUS

As a move action, boost your animus pool. Bonus points exist for 1 minute.

Animus Bonus

$$= 1d6 + \text{SAG}$$