

PATH OF WAR mystic

Mystic
Level

MANOEUVRES

MAX MANOEUVRE LEVEL Initiator Level

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

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

MANOEUVRES KNOWN

READIED MANOEUVRES

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

INITIAL MANOEUVRES

Mystic Level

$$= \div 3 \quad (\text{Redondear abajo})$$

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.

Nivel	Usos al día	INSTANT ENLIGHTENMENT
6	1	Once per day as a free action, replace one granted manoeuvre with another known.
10	2	
14	3	<input type="checkbox"/> <input type="checkbox"/> Uses today
18	4	<input type="checkbox"/> <input type="checkbox"/>

Dote Adicional

Nivel **2**

Nivel **7**

Nivel **12**

Nivel **17**

ARCANE DEFENCE

Nivel	Bonus	
2	+1	Insight bonus to AC and saving throws against psionic powers, psi-like abilities, spells and spell-like abilities.
6	+2	
11	+3	
20	+4	

MYSTIC ARTIFICE

Nivel **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 + Nivel de Conjuro

WITHSTAND SPELL

Nivel **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

Nivel **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.

MANOEUVRES

INITIATOR LEVEL

Mystic Level

Martial Prestige Class Levels

Other Class Levels

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

Manoeuvre	Tipo	Preparado	Immediate	Granted	Usado	Alcance	Área	CD Salvacion
1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
19		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
20		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
21		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

STANCES

Estancia	Activa	Alcance	Área	CD Salvacion
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

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

ANIMUS PER ROUND

ANIMUS POOL

ANIMUS BONUS

Nivel 1	Max 1 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Enhance Manoeuvre +2 to d20 rolls for one manoeuvre
Nivel 4	Max 2 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Increase DC Bonus to save DC for one manoeuvre
Nivel 9	Max 3 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Anima Burn Add (class level ÷ 2) to damage rolls
Nivel 13	Max 4 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Increase Potency Ignore 10 points of energy resistance or 5 points of damage reduction
Nivel 19	Max 5 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Animus Rush Move up to your base speed before initiating a strike
Nivel 15	Max 5 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Increase Range Target a creature within 30ft with a melee strike

FONT OF ANIMUS

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

Animus Bonus = 1d6 + **SAB**