PATH OF WAR Mystic	MANEWRY							
mystic Level	INITIATOR LEVEL	R Mysi Lev				ther Levels		
MANEWRY		=	+	+ (	1	2 3 :	- 2 )	
MAX MANOEUVRE Initiator								
LEVEL	Manewr			Rodzaj Compolica	itanie distrib	Zasięg	Obszar	ST Rz. Ob
Manoeuvre Save DC = 10 + RZT + Manoeuvre Level	2							
MANOEUVRES KNOWN MANOEUVRES								
	5							
2 Manoeuvres immediately available at the start of each encounter, chosen each day	7							
INITIAL Mystic MANOEUVERS Level	8							
- ÷ 2	9							_
(Zaokrąglane w dół)	10							
At the end of each turn, one random manoeuvre is granted.	11							_
If there are no manoeuvres that can be granted, all are reset.	12							_
BLADE MEDITATION	13							
As a full round action, spend one point of animus to expend all remaining manoeuvres. At the end of your turn, all are reset.	14							_
Until then, melee attackers suffer 1d6 elemental damage,	15							_
plus 1d6 for every two points of Animus in the pool.	16							
Użycia Poziom na dzień INSTANT ENLIGHTENMENT	17							_
6 1 Once per day as a free action, replace one	18							_
10 2	19							_
14 3 Uses 18 4 Uses	20							-
PREMIOWY ATUT	21			POSTAW	77/			
Poziom				PUSTAW	Akr.		01	07.0
2	Postawa 1				AKIJWN3	Zasięg 	Obszar	ST Rz. Ob
Poziom	2							
7	3							_
Poziom	4							
12	5							_
Poziom	6							_
17	7							
ARCANE DEFENCE	INITIAL ANIMUS			ANIMU ANIMUS PER ROUNI		ANIUMUS POOL	ANI BON	UMUS IUS
2 +1 Insight bonus to AC and saving throws		= 1 +	RZT	1				
6 +2 against psionic powers, psi-like abilities, 11 +3 spells and spell-like abilities. 20 +4	Poziom Max		Enhance Manoeu +2 to d20 rolls fo		re			
MYSTIC ARTIFICE	1 1 ptk							
Poziom 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.	Poziom Max		Anima Burn Add (class level ÷ 2) to damage rolls					
Spellcaft Check DC = 15 + Poziom Czaru	ptk		Increase Potency Ignore 10 points	1		points of dama	ge reduction	
WITHSTAND SPELL	Poziom Max Animus Rush  9 3 Move up to your base speed before initiating a strike							
Poziom  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.	ptk		Increase Range Target a creature					
QUELL MAGIC	Max Max	<b>4</b> ±	moizod 1	9 × 5 ±				

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

Poziom 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.

Animus

Bonus

= 1d6 + RZT