

# PATH OF WAR

## mystic

Mystic  
Level

### MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

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

Manoeuvre  
Save DC

$$= 10 + \text{МУД} +$$

Manoeuvre  
Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES




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

INITIAL  
MANOEUVRES

Mystic  
Level

$$\boxed{\phantom{00}} = \phantom{00} \div 3 \quad (\text{Округлять к меньшему})$$

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.

Использований

Уровень в день

6 1  
10 2  
14 3  
18 4

### INSTANT ENLIGHTENMENT

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

☐ Uses  
☐ today

### BONUS FEAT

Уровень

2

Уровень

7

Уровень

12

Уровень

17

### ARCANE DEFENCE

Уровень Бонус

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

Уровень 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.

4

Spellcraft  
Check DC

$$= 15 + \text{Уровень}$$

Заклинания

### WITHSTAND SPELL

Уровень 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.

5

### QUELL MAGIC

Уровень 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.

9

### MANOEUVRES

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

Тип

Immediate  
Ready  
Granted  
Used

Дальность

Область

КС Спаса

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

### STANCES

Stance

Active

Дальность

Область

КС Спаса

1

2

3

4

5

6

7

### ANIMUS

INITIAL  
ANIMUS

ANIMUS  
PER ROUND

ANIMUS  
POOL

ANIMUS  
BONUS

$$\boxed{\phantom{00}} = 1 + \text{МУД}$$

1

☐  
☐  
☐

☐  
☐  
☐

УровеньMax  
1 1  
очк

☐  
☐

**Enhance Manoeuvre**  
+2 to d20 rolls for one manoeuvre

УровеньMax  
4 2  
очк

☐  
☐

**Increase DC**  
Bonus to save DC for one manoeuvre

УровеньMax  
4 2  
очк

☐  
☐

**Anima Burn**  
Add (class level ÷ 2) to damage rolls

УровеньMax  
9 3  
очк

☐  
☐

**Increase Potency**  
Ignore 10 points of energy resistance or 5 points of damage reduction

УровеньMax  
9 3  
очк

☐  
☐

**Animus Rush**  
Move up to your base speed before initiating a strike

УровеньMax  
13 4  
очк

☐  
☐

**Increase Range**  
Target a creature within 30ft with a melee strike

УровеньMax  
13 4  
очк

☐  
☐

УровеньMax  
19 5  
очк

### FONT OF ANIMUS

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

Animus  
Bonus

$$= 1d6 + \text{МУД}$$