

PATH OF WAR

mystic

Mystic
Level

MANOEUVRES

MAX MANOEUVRE LEVEL Initiator Level

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

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

MANOEUVRES KNOWN

READIED MANOEUVRES

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

INITIAL MANOEUVRES

Mystic Level

$$= \div 3 \quad (\text{Naar beneden afgerond})$$

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.

Level Uses per day

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

Level

2

Level

7

Level

12

Level

17

ARCANE DEFENCE

Level 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

Level 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** + Spell Level

WITHSTAND SPELL

Level 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

Level 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

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

Manoeuvre

Type

Immediate Ready
Granted
Used

Range

Area

Save DC

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

STANCES

Stance

Active

Range

Area

Save DC

1

2

3

4

5

6

7

ANIMUS

INITIAL ANIMUS

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

ANIMUS PER ROUND

ANIMUS POOL

ANIMUS BONUS

Level Max
1 **1** pts

☐

Enhance Manoeuvre
+2 to d20 rolls for one manoeuvre

☐

Increase DC
Bonus to save DC for one manoeuvre

Level 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

Level 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

Level Max
13 **4** pts

Level Max
19 **5** pts

Level

15

FONT OF ANIMUS

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

Animus Bonus

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