

# 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 + МУД + Manoeuvre  
Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES



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

INITIAL  
MANOEUVRES

Mystic  
Level

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

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 + 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

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

Manoeuvre	Тип	Immediate Ready	Granted	Used	Дальность	Область	КС Спаса
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	Дальность	Область	КС Спаса
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

ANIMUS  
PER ROUND

ANIMUS  
POOL

ANIMUS  
BONUS

$$\boxed{\phantom{00}} = 1 + \text{МУД} \quad \boxed{1} \quad \begin{array}{cc} \square\square\square & \square\square\square \\ \square\square\square & \square\square\square \\ \square\square\square & \square\square\square \end{array}$$

УровеньMax

1

1

очк

Enhance Manoeuvre  
+2 to d20 rolls for one manoeuvre

УровеньMax

4

2

очк

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

УровеньMax

9

3

очк

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

Уровень

13

Max

4

очк

Уровень

19

Max

5

очк

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

$$= 1d6 + \text{МУД}$$