PATH OF WAR
MYSTIC

Mystic Level ☐

MANOEUVRES

MAX MANOEUVRE LEVEL Initiator Level

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

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 MANOEUVERS Mystic Level

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

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.

Уровень	Использований в день	
6	1	**INSTANT ENLIGHTENMENT**
10	2	Once per day as a free action, replace one granted manoeuvre with another known.
14	3	☐☐ Uses
18	4	today

BONUS FEAT

Уровень	
2	_____
7	_____
12	_____
17	_____

ARCANE DEFENCE

Уровень	Бонус	
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

Уровень	
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.

Spellcaft Check DC $= 15 + $ Уровень Заклинания

WITHSTAND SPELL

Уровень	
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

Уровень	
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

$$\boxed{} = + + (\; 1 \quad 2 \quad 3 \; \div 2)$$

	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**

$$\boxed{} = 1 + \text{МУД} \qquad \boxed{1}$$

ANIMUS POOL ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

ANIMUS BONUS ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐

Уровень	Max			
1	1 очк	☐☐☐	**Enhance Manoeuvre** +2 to d20 rolls for one manoeuvre	
		☐☐☐☐☐	**Increase DC** Bonus to save DC for one manoeuvre	
4	2 очк	☐☐	**Anima Burn** Add (class level ÷ 2) to damage rolls	
		☐☐☐☐☐	**Increase Potency** Ignore 10 points of energy resistance or 5 points of damage reduction	
9	3 очк	☐☐☐☐☐	**Animus Rush** Move up to your base speed before initiating a strike	
		☐☐	**Increase Range** Target a creature within 30ft with a melee strike	

Уровень	Max		Уровень	Max	
13	4 очк		19	5 очк	

Уровень	**FONT OF ANIMUS**	Animus Bonus
15	As a move action, boost your animus pool. Bonus points exist for 1 minute.	$= 1d6 + $ МУД