

PATH OF WAR

MYSTIC

ELEMENTAL GLYPH

ELEMENTAL ATTUNEMENT

Select an element when readying manoeuvres.

Changing your active element is a standard action, or a free action by spending one point of animus while assuming a new stance.

Spend one point of Animus to change a manoeuvre's damage type to the selected element.

Fuoco
(fire)

☐
☐

Aria
(electricity)

☐
☐

Terra
(acid)

☐
☐

Acqua
(cold)

☐
☐

ELEMENTAL GLYPH

Livello 3 As a move action, spend one point of animus to activate one glyph. Grant bonus to allies you can see.

MAX ALLIES

SAG

DURATA

rd = 1 + SAG

GLYPH MASTERY

Livello 20 As a move action, spend two points of animus to activate two glyphs at once.

ELEMENTS

| | | |
|--------------|-----------|--|
| ARIA | Livello 3 | Gain +10ft bonus to all movement speeds. May make a 90° turn while charging. |
| | 8 | Bonus increases to +30ft |
| | 13 | May move 30ft as a swift action |
| | 19 | May make one attack at highest bonus during swift movement. |
| DARKNESS | Livello 3 | Concealment: 20% miss chance. |
| | 8 | Darkvision and see invisibility up to 60ft. |
| | 13 | Total concealment: 50% miss chance. |
| | 19 | Blindsight 30ft. |
| TERRA | Livello 3 | Bonus to CMD equal to your WIS. |
| | 8 | DR/admanantine equal to your WIS. |
| | 13 | Resistance to all energy types equal to your Mystic level. |
| | 19 | Once per encounter, automatically stabilise at 0hp and stay there. |
| FUOCO | Livello 3 | Bonus to attack rolls equal to ¼ your Mystic level. |
| | 8 | Bonus fire damage equal to ½ your Mystic level. |
| | 13 | Attacks ignore energy resistance equal to your Mystic level. |
| | 19 | When attacked in melee, whether hit or not, the attacker takes fire damage equal to your Mystic level. |
| ILLUMINATION | Livello 3 | Ignore the miss chance for concealment less than total concealment. |
| | 8 | Bonus to Will saves against illusion spells and effects, equal to your Mystic level. |
| | 13 | True seeing up to 30ft. |
| | 19 | Mind blank: immune to divination, +8 bonus against mind-affecting spells and effects. |
| METAL | Livello 3 | Natural armour bonus equal to ¼ your Mystic level. |
| | 8 | Bonus to Fortitude saves equal to ¼ your Mystic level. |
| | 13 | Ignore damage reduction and hardness equal to your WIS. |
| | 19 | Damage reduction /– equal to your WIS Spell resistance equal to 15 + your Mystic level. |
| ACQUA | Livello 3 | Bonus to CMB and Swim checks equal to your WIS. |
| | 8 | Ignore difficult terrain. |
| | 13 | Freedom of movement. |
| | 19 | Fast healing 10. |