

PATH OF WAR

mystic

Mystic
Level

MANOEVRE

MAX MANOEVRE LEVEL Initiator Level

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

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

MANOEVRES KNOWN

READIED MANOEVRES

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

INITIAL MANOEUVERS

Mystic Level

$$= \div 3 \quad (\text{per difetto})$$

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.

Usi
Livello al giorno

6 **1**
10 **2**
14 **3**
18 **4**

INSTANT ENLIGHTENMENT

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

☐ Utilizzi
☐ oggi

TALENTI BONUS

Livello

2

Livello

7

Livello

12

Livello

17

ARCANE DEFENCE

Livello 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

Livello **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.

Spellcraft Check DC = **15** + Livello Inc.

WITHSTAND SPELL

Livello **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

Livello **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.

MANOEVRE

INITIATOR LEVEL

Mystic Level

Martial Prestige Class Levels

Other Class Levels

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

| Manovra | Tipo | Immediato | Granted | Usati | Gittata | Area | CD Salvezza |
|-----------|------|--------------------------|--------------------------|--------------------------|---------|------|-------------|
| 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"/> | | | |
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| 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"/> | | | |
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| 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"/> | | | |

POSE

| Posa | Attivo | Gittata | Area | CD Salvezza |
|----------|--------------------------|---------|------|-------------|
| 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

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

ANIMUS PER ROUND

ANIMUS POOL

ANIMUS BONUS

Livello Max **1** **1** pti

☐

Enhance Manoeuvre

+2 to d20 rolls for one manoeuvre

Livello Max **4** **2** pti

☐

Increase DC

Bonus to save DC for one manoeuvre

Livello Max **9** **3** pti

☐

Anima Burn

Add (class level ÷ 2) to damage rolls

Livello Max **13** **4** pti

☐

Increase Potency

Ignore 10 points of energy resistance or 5 points of damage reduction

Livello Max **15** **5** pti

☐

Animus Rush

Move up to your base speed before initiating a strike

Livello Max **19** **5** pti

☐

Increase Range

Target a creature within 30ft with a melee strike

Livello **15**

FONT OF ANIMUS

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

Animus Bonus

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