

PATH OF WAR  
mystic

Mystic  
Level

MANEUVR

MAX MANEUVR  
LEVEL

Initiator  
Level

= (  + 1 ) ÷ 2

Manoeuvre  
Save DC = 10 + RZT + Manoeuvre  
Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES

2

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

INITIAL  
MANOEUVRES

Mystic  
Level

=  ÷ 3 (Zaokrąglane w dół)

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.

Użycia  
Poziom na dzień

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

PREMIOWY ATUT

Poziom

2

Poziom

7

Poziom

12

Poziom

17

ARCANE DEFENCE

Poziom Premia

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

Poziom 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 + Poziom  
Czaru

WITHSTAND SPELL

Poziom 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

Poziom 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

MANEUVR

INITIATOR  
LEVEL

Mystic  
Level

Poziomy Klas  
Prestiż. Adeptów Walki

Other  
Class Levels

=  +  + ( 1 2 3 ÷ 2 )

Manewr	Rodzaj	Immediate Gotowy	Granted	Użyty	Zasięg	Obszar	ST Rz. Obr.
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"/>			

POSTAWY

Postawa	Aktywna	Zasięg	Obszar	ST Rz. Obr.
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

= 1 + RZT

1

☐☐☐☐☐☐  
☐☐☐☐☐☐  
☐☐☐☐☐☐

Poziom Max  
1 1  
ptk

☐☐☐☐

Enhance Manoeuvre

+2 to d20 rolls for one manoeuvre

☐☐☐☐☐☐

Increase DC

Bonus to save DC for one manoeuvre

Poziom Max  
4 2  
ptk

☐☐

Anima Burn

Add (class level ÷ 2) to damage rolls

☐☐☐☐☐☐

Increase Potency

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

Poziom Max  
9 3  
ptk

☐☐☐☐☐☐

Animus Rush

Move up to your base speed before initiating a strike

☐☐

Increase Range

Target a creature within 30ft with a melee strike

Poziom  
13

Max  
4 ptk

Poziom  
19

Max  
5 ptk

FONT OF ANIMUS

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

Animus  
Bonus

= 1d6 + RZT