

PATH OF WAR mystic

Mystic
Level

MANOEVRE

MAX MANOEVRE
LEVEL

Initiator
Level

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

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

MANOEUVRES
KNOWN

READIED
MANOEUVRES

2

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

INITIAL
MANOEUVRES

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 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 + Livello
Inc.

WITHSTAND SPELL

Livello 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

Livello 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

MANOEVRE

INITIATOR
LEVEL

Mystic
Level

Martial Prestige
Class Levels

Other
Class Levels

$$= + + \left(\div 2 \right)$$

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"/>			
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"/>			

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

ANIMUS
PER ROUND

ANIMUS
POOL

ANIMUS
BONUS

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

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 Max
13 4
pti

☐

Font of Animus

As a move action, boost your animus pool.

Bonus points exist for 1 minute.

Livello Max
19 5
pti

☐

Animus
Bonus

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