PATH OF WAR Mystic				×	MANOEUVRES												
MYSTIC				INITIATOR Mystic Martial Prestige Other LEVEL Level Class Levels Class Levels													
MANOEUVRES .							=	+		+	(1	2	3	÷ 2)		
MAX I		UVRE Initiator Level								1/2	_						
LEVE	Ц] = (+ 1) ÷	· 2	Manoe	uvre				Туре	Inned D		Tey S	% 	Range	Ar	ea	Save DO
Manoeuvre Save DC = 10 + WIS + Manoeuvre Level			2														
MANOEUVRES READIED KNOWN MANOEUVRES			<i>1.</i>					_				-					
KNOW	N IN	MANOE	JUVRES	5													
				6													
	2	Manoeuvres immediately av start of each encounter, cho		7									-				
INITIAL MANOEUVERS		Mystic S Level	8									-					
		= ÷3	(5 11)	9					_				_		_		
Randomly selected at the start of each encounter		10															
At the end of each turn, one random manoeuvre is granted.			11					_				-					
If there are no manoeuvres that can be granted, all are reset.			12 13									_					
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.			14									_					
			15														
			16														
	Uses			17						_			_				
Level	rel per day INSTANT ENLIGHTENMENT Once per day as a free action, replace one			18									_				
10			19														
14	3	□□ Uses □□ today		20													
18	4	DONILL FRAM		21													
		BONUS FEAT	* (``					ST	ANC	ES						
Level 2				Stance								ACKI		Range	Ar	ea	Save Do
				1											-		
Level	Level			2													
•				3								_					
Level 12				5													
12				6											-		
Level				7								_					
17									AN	JIM	US						
*	ARCANE DEFENCE		INITIAL ANIMUS				ANIMUS PER ROUNI				ANIUMUS ANIUMUS POOL BONUS						
Level 2	Bonus +1	Insight bonus to AC and s	saving throws	AINIIVI	103		_ 1 .	TI/IC	PER		ND]	[
6	+2	against psionic powers, p spells and spell-like abilit	si-like abilities,				= 1 +	WIS		1							
11 20	+3 +4	opono ana opon me asim	The second secon		Max 1 pts			+2 to d20 rd	<mark>anoeuvre</mark> olls for one m	anoeu	ıvre						
×		MYSTIC ARTIFICE		1					; ive DC for one	e mano	oeuv	re					
Level	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 Spell Level		Level	Max 2 pts			Anima Burn	nima Burn dd (class level ÷ 2) to damage rolls									
							Increase Po	tency oints of energ	jy resi	stan	ce or	5 pc	oints of dam	age redu	ction		
×		WITHSTAND SPELL		Level	3				nimus Rush Move up to your base speed before initiating a strike								
Level 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.			pts			Increase Ra Target a cre	nge ature within	30ft w	ith a	mele	e st	rike				

e 13

15

QUELL MAGIC

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.

Level

9

Max bts

Level FONT OF ANIMUS

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

Max bt st

Animus

Bonus

= 1d6 + WIS