PATH OF WAR Mystic	\ \	MANEWRY						
mystic Level	INITIATOR LEVEL	R Myst				ther Levels		
MANEWRY		=	+	+ (1	2 3 :	- 2)	
MAX MANOEUVRE Initiator LEVEL Level				· `			•	
= (+ 1) ÷ 2	Manewr			Rodzaj Gorowy Co	Stanted Sty	Zasięg	Obszar	ST Rz. Ol
Manoeuvre Save DC = 10 + RZT + Manoeuvre Level	2							
MANOEUVRES KNOWN READIED MANOEUVRES	4							
	5							
2 Manoeuvres immediately available at the start of each encounter, chosen each day	6 7							
INITIAL Mystic MANOEUVERS Level	8							
- ÷ 2	9							
(Zaokrąglane w dół) 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							
BLADE MEDITATION	13							-
As a full round action, spend one point of animus to expend all remaining manoeuvres. At the end of your turn, all are reset.	14							-
Until then, melee attackers suffer 1d6 elemental damage,	15							_
plus 1d6 for every two points of Animus in the pool.	16							
Użycia Poziom na dzień INSTANT ENLIGHTENMENT	17							
6 1 Once per day as a free action, replace one	18							
10 2	19							-
14 3	20							-
PREMIOWY ATUT	21			POSTAW				
Poziom	Part la			PUSTAV	Akiywna	7	01	OT D. OI
2	Postawa 1					Zasięg 	Obszar	ST Rz. Ob
Poziom	2							
7	3							
Poziom	4							
12	5							
Poziom	6							
17	7			A 3.113.511				
ARCANE DEFENCE	INITIAL ANIMUS			ANIMU ANIMUS PER ROUNI		ANIUMUS POOL	ANI BON	UMUS IUS
2 +1 Insight bonus to AC and saving throws 6 +2 against psionic powers, psi-like abilities,		= 1 +	RZT	1				
6 +2 against psionic powers, psi-like abilities, 11 +3 spells and spell-like abilities. 20 +4	Poziom Max		Enhance Manoeu +2 to d20 rolls fo		re			
MYSTIC ARTIFICE	1 1 ptk		Increase DC Bonus to save DC	? for one manes				
Poziom 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.	Poziom Max		Anima Burn Add (class level :					
Spellcaft Check DC = 15 + Poziom Czaru	ptk		Increase Potency Ignore 10 points	/ of energy resist	ance or 5 p	ooints of dama	ge reduction	
withstand spell	Poziom Max 9 3		Animus Rush Move up to your	base speed befo	ore initiatin	g a strike		
Poziom 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.	ptk		Increase Range Target a creature within 30ft with a melee strike					
QUELL MAGIC	Poziom Max	4 [*] td	Poziom	9 × 5 ±				

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

Poziom 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.

Animus

Bonus

= 1d6 + RZT