

# PATH OF WAR mystic

Mystic  
Level

## MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

$$\boxed{\phantom{00}} = \left( \phantom{00} + 1 \right) \div 2$$

Manoeuvre  
Save DC = 10 + WE + Manoeuvre  
Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES



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

INITIAL  
MANOEUVRES

Mystic  
Level

$$\boxed{\phantom{00}} = \phantom{00} \div 3 \quad (\text{abrunden})$$

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.

Einsetzbar  
Stufe pro Tag

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

## BONUS TALENT

Stufe

2

Stufe

7

Stufe

12

Stufe

17

## ARCANE DEFENCE

Stufe 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

Stufe Use your initiator level as your caster level when crafting  
4 items. When crafting an item for which you lack a spell  
requirement, replicate it with a Spellcraft check.

Spellcraft  
Check DC = 15 + Zauber  
Level

## WITHSTAND SPELL

Stufe When targeted by a spell or effect that allows a Fortitude  
5 or Reflex save for partial effect, instead make a Will save  
and, if successful, ignore the effect entirely.

## QUELL MAGIC

Stufe As a standard action, disable an ongoing effect for a  
9 number of rounds equal to your WIS, by spending  
animus points equal to the spell level or power level.

## MANOEUVRES

INITIATOR  
LEVEL

Mystic  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

$$\boxed{\phantom{00}} = \phantom{00} + \phantom{00} + \left( \phantom{00} \phantom{00} \phantom{00} \phantom{00} \div 2 \right)$$

Manoeuvre	Art	Immediate Ready	Granted	benutzt	Reichweite	Area	RW SG
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"/>			

## STANCES

Stance	Aktiv	Reichweite	Area	RW SG
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

$$\boxed{\phantom{00}} = 1 + WE$$

1

☐☐☐☐☐☐  
☐☐☐☐☐☐  
☐☐☐☐☐☐

Stufe Max  
1 1  
Pkt.

☐☐☐☐☐  
**Enhance Manoeuvre**  
+2 to d20 rolls for one manoeuvre  
**Increase DC**  
Bonus to save DC for one manoeuvre

Stufe Max  
4 2  
Pkt.

☐☐  
**Anima Burn**  
Add (class level ÷ 2) to damage rolls  
☐☐☐☐☐  
**Increase Potency**  
Ignore 10 points of energy resistance or 5 points of damage reduction

Stufe Max  
9 3  
Pkt.

☐☐☐☐☐  
**Animus Rush**  
Move up to your base speed before initiating a strike  
☐☐  
**Increase Range**  
Target a creature within 30ft with a melee strike

Stufe 13 Max 4 Pkt.

Stufe 19 Max 5 Pkt.

Stufe  
15

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

Animus  
Bonus = 1d6 + WE