

PATH OF WAR

mystic

Mystic
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

Manoeuvre
Save DC = 10 + **WIS** + Manoeuvre
Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

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

INITIAL
MANOEUVRES

Mystic
Level

$$\boxed{} = \div 3 \quad (\text{Round down})$$

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.

Level	Uses per day	INSTANT ENLIGHTENMENT
6	1	Once per day as a free action, replace one granted manoeuvre with another known.
10	2	
14	3	<input type="checkbox"/> <input type="checkbox"/> Uses today
18	4	<input type="checkbox"/> <input type="checkbox"/>

BONUS FEAT

Level **2**

Level **7**

Level **12**

Level **17**

ARCANE DEFENCE

Level	Bonus	
2	+1	Insight bonus to AC and saving throws against psionic powers, psi-like abilities, spells and spell-like abilities.
6	+2	
11	+3	
20	+4	

MYSTIC ARTIFICE

Level **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.

Spellcraft
Check DC = 15 + Spell
Level

WITHSTAND SPELL

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.

QUELL MAGIC

Level **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.

MANOEUVRES

INITIATOR
LEVEL

Mystic
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre	Type	Immediate Ready	Granted	Used	Range	Area	Save DC
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	Active	Range	Area	Save DC
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

$$\boxed{} = 1 + \text{WIS} \quad \boxed{1}$$

Level 1	Max 1 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Enhance Manoeuvre +2 to d20 rolls for one manoeuvre
Level 4	Max 2 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Increase DC Bonus to save DC for one manoeuvre
Level 9	Max 3 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Anima Burn Add (class level ÷ 2) to damage rolls
Level 13	Max 4 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Increase Potency Ignore 10 points of energy resistance or 5 points of damage reduction
Level 19	Max 5 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Animus Rush Move up to your base speed before initiating a strike
Level 15	Max 5 pts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Increase Range Target a creature within 30ft with a melee strike

FONT OF ANIMUS

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

Animus
Bonus = 1d6 + **WIS**