

PATH OF WAR mystic

Mystic
Level

MANŒUVRES

MAX MANŒUVRE
LEVEL

Initiator
Level

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

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

MANŒUVRES
KNOWN

READIED
MANŒUVRES

2

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

INITIAL
MANŒUVRES

Mystic
Level

$$= \div 3 \quad (\text{arrondi à l'inférieur})$$

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.

Utilisations
Niveau par jour

6 1

10 2

14 3

18 4

INSTANT ENLIGHTENMENT

Once per day as a free action, replace one
granted manoeuvre with another known.

☐ Utilisations
☐ aujourd'hui

DON SUPPLEMENTAIRE

Niveau

2

Niveau

7

Niveau

12

Niveau

17

ARCANE DEFENCE

Niveau 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

Niveau 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 + Sort
Niveau

WITHSTAND SPELL

Niveau 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

Niveau 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.

MANŒUVRES

INITIATOR
LEVEL

Mystic
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre	Type	Immédiat Prêt	Gratifié	Utilisé	Portée	Aire	DD de sauvegarde
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	Portée	Aire	DD de sauvegarde
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

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

1

☐
☐
☐

☐
☐
☐

Niveau Max
1 1
pts

☐
☐
☐
☐

Enhance Manoeuvre

+2 to d20 rolls for one manoeuvre

☐
☐
☐
☐

Increase DC

Bonus to save DC for one manoeuvre

Niveau Max
4 2
pts

☐
☐

Anima Burn

Add (class level ÷ 2) to damage rolls

☐
☐
☐
☐

Increase Potency

Ignore 10 points of energy resistance or 5 points of damage reduction

Niveau Max
9 3
pts

☐
☐
☐
☐

Animus Rush

Move up to your base speed before initiating a strike

☐
☐

Increase Range

Target a creature within 30ft with a melee strike

Niveau Max
13 4
pts

Niveau Max
19 5
pts

FONT OF ANIMUS

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

Animus
Bonus

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