

PATH OF WAR

MYSTIC

Mystic
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

Manoeuvre Save DC = 10 + МУД + Manoeuvre Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

2

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

INITIAL
MANOEUVRES

Mystic
Level

$$\boxed{} = \div 3 \text{ (Округлять к меньшему)}$$

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.

Использований

Уровень в день

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 FEAT

Уровень

2

Уровень

7

Уровень

12

Уровень

17

ARCANE DEFENCE

Уровень Бонус

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

Уровень 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.

4

Spellcraft Check DC = 15 + Уровень Заклинания

WITHSTAND SPELL

Уровень 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.

5

QUELL MAGIC

Уровень 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.

9

MANOEUVRES

INITIATOR
LEVEL

Mystic
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre	Тип	Immediate Ready	Granted	Used	Дальность	Область	КС Спаса
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	Дальность	Область	КС Спаса
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

$$\boxed{} = 1 + \text{МУД} \quad \boxed{1} \quad \begin{array}{cc} \square\square\square & \square\square\square \\ \square\square\square & \square\square\square \\ \square\square\square & \square\square\square \end{array}$$

УровеньMax

☐☐☐

Enhance Manoeuvre
+2 to d20 rolls for one manoeuvre

1 1

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☐☐☐☐☐

Increase DC
Bonus to save DC for one manoeuvre

УровеньMax

☐☐

Anima Burn
Add (class level ÷ 2) to damage rolls

4 2

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☐☐☐☐☐

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

УровеньMax

☐☐☐☐☐

Animus Rush
Move up to your base speed before initiating a strike

9 3

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☐☐

Increase Range
Target a creature within 30ft with a melee strike

Уровень

13

Max

4

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Уровень

19

Max

5

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FONT OF ANIMUS

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

Animus
Bonus

$$= 1d6 + \text{МУД}$$