

PATH OF WAR mystic

Mystic
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

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

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

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

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

Manoeuvre

Art

Immediate
Ready

Granted

benutzt

Reichweite

Area

RW SG

1

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STANCES

Stance

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Reichweite

Area

RW SG

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ANIMUS

INITIAL
ANIMUS

ANIMUS
PER ROUND

ANIMUS
POOL

ANIMUS
BONUS

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

1

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Stufe Max
1 1
Pkt.

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Enhance Manoeuvre

+2 to d20 rolls for one manoeuvre

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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

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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

$$= 1d6 + WE$$