

PATH OF WAR

MYSTIC


ELEMENTAL GLYPH

ELEMENTAL ATTUNEMENT


Select an element when readying manoeuvres.


Changing your active element is a standard action, or a free action by spending one point of animus while assuming a new stance.

Spend one point of Animus to change a manoeuvre's damage type to the selected element.



 Feuer (fire)

☐
☐


 Luft (electricity)


 Erde (acid)

☐
☐


 Wasser (cold)

ELEMENTAL GLYPH

Stufe 3 As a move action, spend one point of animus to activate one glyph. Grant bonus to allies you can see.

MAX ALLIES

WE

DAUER

Runden = 1 + WE

GLYPH MASTERY

Stufe 20 As a move action, spend two points of animus to activate two glyphs at once.

ELEMENTS

AIR	Stufe 3	Gain +10ft bonus to all movement speeds. May make a 90° turn while charging.
	8	Bonus increases to +30ft
	13	May move 30ft as a swift action
	19	May make one attack at highest bonus during swift movement.
DARKNESS	Stufe 3	Concealment: 20% miss chance.
	8	Darkvision and see invisibility up to 60ft.
	13	Total concealment: 50% miss chance.
	19	Blindsight 30ft.
EARTH	Stufe 3	Bonus to CMD equal to your WIS .
	8	DR/admanantine equal to your WIS .
	13	Resistance to all energy types equal to your Mystic level.
	19	Once per encounter, automatically stabilise at 0hp and stay there.
FIRE	Stufe 3	Bonus to attack rolls equal to ¼ your Mystic level.
	8	Bonus fire damage equal to ½ your Mystic level.
	13	Attacks ignore energy resistance equal to your Mystic level.
	19	When attacked in melee, whether hit or not, the attacker takes fire damage equal to your Mystic level.
ILLUMINATION	Stufe 3	Ignore the miss chance for concealment less than total concealment.
	8	Bonus to Will saves against illusion spells and effects, equal to your Mystic level.
	13	True seeing up to 30ft.
	19	Mind blank: immune to divination, +8 bonus against mind-affecting spells and effects.
METAL	Stufe 3	Natural armour bonus equal to ¼ your Mystic level.
	8	Bonus to Fortitude saves equal to ¼ your Mystic level.
	13	Ignore damage reduction and hardness equal to your WIS .
	19	Damage reduction /– equal to your WIS Spell resistance equal to 15 + your Mystic level.
WATER	Stufe 3	Bonus to CMB and Swim checks equal to your WIS .
	8	Ignore difficult terrain.
	13	Freedom of movement.
	19	Fast healing 10.