

## Untameable Power: A Guide to the PoW Mystic

The final base class to debut in Path of War: Expanded, the Mystic is like the martial equivalent of a sorcerer. Mystics fight using barely controlled arcane energy to augment their considerable martial skill. Standing above even the Harbinger in terms of supernatural feel, the mystic straddles the line between caster and warrior, but approaches the issue from the opposite direction of its obvious parallel, the Magus.

### How to use this Guide

This guide will use the popular Color/star ranking system used in many other guides and started by Treantmonk. The Ratings are as follows:

**Purple\*\*\*\*\***: One of the best choices, or an exceptionally powerful ability.

**Blue\*\*\*\***: A very good choice, better options may exist, but you can't really go wrong.

**Green\*\*\***: A good choice, solid or reliable ability although not exactly stellar.

**Orange\*\***: Not that great of a choice or ability, but at least useable.

**Red\***: A bad choice, either because it is comparatively worse than nearly any other option, or so broken as to be unusable.

### The Mystic

The Stat Breakdown for a Mystic would probably look something like this:

**STR\*\*\***: Well, your Strength will actually be either **Purple\*\*\*\*\*** or **Red\*** depending on whether or not you want to build towards Strength or Dexterity as your attacking stat. Strength is slightly less useful in the long run, but it benefits from being less feat intensive. If you choose to go Strength focus, it needs to be your top priority as you progress, otherwise you only need to meet the minimum requirements for your equipment

**DEX\*\*\***: Unlike Strength, you can't afford to entirely dump Dexterity, so it'll be either **Purple\*\*\*\*\*** or **Orange\*\*** depending on if you're planning to use DEX as your attacking stat or not. The downside to using DEX is that it requires more feats, and you'll generally be using less damaging weapons, but the upshot is that you'll have better Initiative, Reflex Saves, and potentially AC. With the mystic's light armor proficiency, they're generally better off pursuing a DEX build, but if you're only playing at low levels, it won't be as significant a difference and you may struggle to get the necessary feats lined up in time for your campaign.

**CON\*\*\***: Since you're not a tank, you don't need as much Constitution as a Warder or Zealot, however there's a good chance that you'll be on the front lines, so don't go dumping this.

**INT\*\***: If you can squeeze a +1 modifier out of your Intelligence, I recommend doing it simply to get a little more breathing room for your discipline skills. Otherwise, I wouldn't worry about this too much.

**WIS\*\*\*\***: This is your Initiating Modifier, and it determines the strength of your Glyphs, meaning that all your best class features run off of this stat. You're going to want to make this a major priority.

**CHA\***: You can go right ahead and dump this into the dirt. Who needs to be popular when you have unlimited arcane power?

So in order of priority: **STR\*\*\* or DEX\*\*\* > WIS\*\*\*\* > CON\*\*\* > INT\*\* > STR\*\*\* or DEX\*\*\* > CHA\***

**Note**: Remember that your attacking stat (STR or DEX) is actually **Purple\*\*\*\*\***, not **Green\*\*\***

**Suggested Races**: When choosing a race for your Mystic, look for bonuses to DEX or STR and WIS.

**Dwarf\*\*\*\*\***: CON and WIS boosts, with a penalty to CHA. Add in darkvision, some nice resistances and a scottish accent, and you've got yourself a great Mystic.

**Elf\***: Stats are not where you need them to be and the racial abilities, while nice, aren't really worth the penalties. Too bad, they seem like they'd be perfect mystics.

**Gnome\*\***: The CON boost is nice, but the rest of the stat boosts don't help. Darkvision and the other racial abilities help keep this afloat as a choice. Small size is kind of a wash.

**Half-Elf\*\*\*\***: Being able to choose where your bonus goes is great, multiclassing bonuses are only useful if that's something you plan on doing, but it's available if you need it. Plenty of alternate racial traits give half-elves a staggering amount of versatility.

**Halfling\*\***: Might be useable as a DEX Mystic, but they don't quite have the racial boosts you need. Their other racial abilities are useful though.

**Half-Orc\*\*\*\***: Pick your own stat boost and darkvision are both very nice, as is the Ferocity ability. Half-Orcs also have a number of very useful alternate racial traits that deserve a good look.

**Human\*\*\*\*\***: A top tier choice for any class, the bonus feat can be used to get a head start on your build, and the extra skill points give you more room to play with your stats because you can lower your INT more.

**Aasimar\*\*\*\*\***: Archon-Blooded and Garuda-Blooded are the choices you want, if they're available. The standard Aasimar is OK, but +CHA does nothing for you.

**Catfolk\***: The penalty to WIS really hurts this race. Their racial abilities and feats are fun though, so if you've got a very high point buy (or very lucky rolls), then... probably still not.

**Dhampir\*\*\*\***: The standard Dhampir isn't very good, but Nosferatu Born are acceptable. The CON penalty is going to hurt no matter what, and keeps this race from really achieving their own. Much better in evil parties as you'll be more likely to be able to take advantage of Negative Energy Healing.

**Drow\***: Stats are all wrong, and light sensitivity hurts a lot. Not really worth it.

**Fetchling\*\***: Penalty to WIS hurts a lot, and the bonus to CHA is doing you no favors. The additional racial abilities are pretty sweet and almost worth it though.

**Goblin\*\*\***: Small size and +4 DEX are great for some Mystics, no bonus to WIS, but the penalties you won't care about. They've got some really interesting racial stuff too, and Paizo likes to shower their unofficial mascots with love.

**Hobgoblin\*\*\*\***: Good stat spread, boosting two secondary stats, and nice racial abilities. Some of their alternate racial features can be fun too.

**Ifrit\*\***: Much as I love Ifrits and their racial traits, their stat spread leaves a lot to be desired.

**Kobold\***: I have yet to find a single class that I could seriously recommend Kobolds as a good racial choice for. They're thematic, I can say that at least.

**Orc\*\***: The penalty to WIS is bad, but +4 STR is better than pretty much anyone else. Probably better off with a Half-Orc though.

**Oread\*\*\*\***: An awesome choice for a STR mystic, they've got great stats, good racial abilities and an elemental theme that goes well with your class's fluff.

**Ratfolk\*\*\***: Boosts DEX, at least. Their skill bonuses and darkvision are nice, so they're useable, but there are better choices.

**Suli\*\*\***: Based solely on their stats, the Suli are nothing to write home about, however, they do come with a STR bonus. It's their fluff and secondary abilities (resistances, skill bonuses, and damage boost) that make them potentially great mystics in the right campaign. It's like they were purposely designed with Elemental Flux in mind... too bad they're geared towards Charisma.

**Sylph\*\*\***: DEX bonus and no WIS penalty, elemental theme and some good racial abilities.

**Tengu\*\*\*\***: The CON penalty hurts, but otherwise these guys have great stats and some fun racial abilities.

**Tiefling\*\*\*\*\***: Poor Tieflings have to suffer with a racial penalty their holier-than-thou cousins don't have, but they can still make fierce mystics. Asura-Spawn, Demodand-Spawn, Devil-Spawn, Oni-Spawn, and Qlippoth-Spawn all have great stat spreads. The Tiefling racial abilities are super customizable and very useful. You'll never have a hard time finding something useful.

**Undine\*\*\*\*:** A great choice for DEX mystics, with nice racial abilities and an elemental theme to make them really fit with your class.

### **Dreamscarred Press Races**

**Blue\*\*:** The wrong stat spread for a mystic, and they don't even have the extra DEX that goblins have to get more benefit out of being a DEX Mystic.

**Dromite\*:** The only thing they really offer is a DEX bonus, not really worth it.

**Duergar\*\*\*\*:** Perfectly placed stats, awesome racial abilities including useful Psi-Like abilities.

**Elan\*\*\*\*:** As good a choice as every other Pick Your Stat race except humans. Elan have some issues with social interactions but otherwise great racial features.

**Half-Giant\*\*\*\*:** Perfect for STR mystics, with ideal stats, Powerful Build and some potential elemental ties if you want to fluff their giant heritage that way.

**Maenad\*\*\*:** Another Pick Your Stat race, and good just for that. Their racial abilities aren't really something you can take advantage of, you'll definitely want to avoid Outburst.

**Ophidian\*\*\*\*:** Great DEX mystics, with racial abilities that boost defenses and a nasty bite attack.

**Xeph\*\*:** Not the stat spread you want to see, but their higher than average mobility compliments the Mystic's playstyle very well.

### **The Chassis**

**HD\*\*\*:** A D8 hit die is pretty standard for striker classes, a little more fragile than you'd like to be, but not everyone can have barbarian Hit Dice.

**BAB\*\*\*\*:** Another standard for striker classes, you've got  $\frac{3}{4}$  Base Attack Bonus, which would be much worse if you didn't rely on strikes for damage and accuracy.

**Fort\*\*/Ref\*\*/Will\*\*\*\* Saves:** Your only good save is Will, which is an important save, but you'll be hurting inside a fireball or if you get slapped with a Flesh to Stone spell.

**Skill Points\*\*\*:** 4+INT modifier is enough skill points to keep your discipline skills maxed and maybe squeak an extra skill in there every now and again.

**Skills:** Acrobatics (Dex), Autohypnosis (Wis), Craft (Int), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magical Device (Cha).

**Initiating-** The Mystic has access to **6** different disciplines, all of which possess a supernatural bent. Most of these disciplines also strongly reward aggressive play styles which really works towards the mystic's strengths.

**Initiating Modifier\*\*\*\*:** Your Initiating Modifier is Wisdom, which is a great one to have, as it boosts your Will Save, Perception checks and Sense Motive.

**Maneuvers Known\*\*\*\*:** You start with 7 maneuvers known and end with 22, putting you about on par with the Stalker, a little ahead even. This is important because of the way your maneuver recovery works.

**Maneuvers Readied\*\*\*\*:** You start with 5 maneuvers readied (out of 7) and end with 12 readied (out of 22). Again, this puts you a little ahead of the Stalker, but there's a potential issue with the way your maneuvers work.

**Stances\*\*\*:** The same stance progression as pretty much everyone else, which is nothing to complain about. You'll definitely have a variety of interesting stances to choose from though, so looking to pick up an extra stance or two wouldn't be a bad idea.

**Maneuver Recovery\*\*\*\*:** So what stinks about recovering maneuvers is that you have to spend actions to do it. Wouldn't it be great if you just recovered them automatically? Well the mystic can do that. There's a caveat of course, in that you don't get to *choose* which maneuvers you receive when you recover your maneuvers (sort of, I'll explain more below).

The Mystic recovers maneuvers the same way that the Crusader did back in 3.5. At the start of combat, you receive a number of granted maneuvers as determined by your class table (at level 1 this will be 2 maneuvers) each round at the start of your turn, you receive another one of your readied maneuvers, determined randomly. This continues until you've received all of your maneuvers, after which point the process resets and any maneuvers you haven't used yet go back into the pile.

The mystic does have one advantage over the Crusader's maneuver recovery system though, your first two granted maneuvers at the beginning of each cycle *are* chosen by you, so you should be able to get something useful each time. I recommend making sure that a counter is among one of your chosen maneuvers, if only to guarantee you'll have it that one time you do get attacked.

The benefits of this setup are that you can afford to constantly spam maneuvers from the get-go and not have to worry about wasting time recovering them. The downside is that what maneuvers you have available isn't always up to you and you run the risk of having a maneuver you just can't use right now. The final ruling though is that this is a great recovery method. It doesn't eat into your combat rhythm and you always have a little bit of control over what you'll be getting. And with how powerful all these maneuvers are, you'll very rarely be unable to find something to use.

## Class Features

**Animus\*\*\*:** Animus is the resource that the Mystic uses to pay for her Glyphs or augment some of her Elemental Flux maneuvers. The Mystic starts combat with 1+WIS modifier anima, and gains one animus for free each turn, plus an additional point of animus each round in which she initiates a maneuver. Animus can be used by the mystic to augment any maneuver she initiates, with a limit on the amount of animus she can spend per maneuver based on her level. As she levels, the mystic learns new ways to spend her animus to augment her maneuvers. Note that the limitations on how much animus can be spent per maneuver apply no matter how the animus is spent. This is especially important for Elemental Flux or Sleeping Goddess maneuvers (more on that later).

At level 1 the mystic can spend up to 1 point of animus in the following ways:

**Enhance Maneuver\*\*\*-** 1 point of animus nets you a +2 to all d20 rolls associated with the maneuver, provided they aren't additional attacks. If you spend on this and make a multi-attack maneuver, the bonus only applies to the first attack's roll. This caps at 3 animus, for a total of +6. Given your  $\frac{3}{4}$  BAB, this is actually pretty useful. At low levels you won't have much else to spend animus on, and you'll appreciate the accuracy bonus. At higher levels it matters less, but can really help in a pinch against certain enemies.

**Increase DC\*\*\*\*-** Each point of animus spent increases the save DC of the maneuver by 1. This can be really useful for maneuvers that can't be augmented themselves but that you want to make sure land their effects. Given how freely animus can be generated, it's not terribly costly either.

At 4th level the mystic can spend up to 2 points of animus and can use the following additional augments:

**Anima Burn\*\*\*-** Costs 2 points and adds  $\frac{1}{2}$  your mystic level to damage. Can only be bought once per maneuver, keeping it from getting crazy, but as an additional source of damage it can be tacked on to your boosts, stances and strikes to really apply the hurt. Much less useful if you do a lot of multiclassing.

**Increase Potency\*\*-** Each point of animus spent allows the mystic to ignore 10 points of energy resistance or 5 points of DR the opponent has. There are times when this is useful, but given how many maneuvers you have available, and the access to Elemental Flux, you can probably afford to ignore this one 90% of the time.

At 9th level the mystic can spend up to 3 points of animus and use the following additional augments:

**Animus Rush\*\***- costs 3 animus, but lets you move up to your speed before initiating the maneuver. With all the speed boosting, additional movements and extra movement modes available in PoW, this is a pricey way to get a little extra range on your attacks. But if you feel the need for speed, this will get you there.

**Increase Range\*\*\***- Costs 2 animus, and allows you to use a melee range strike against a target within 30 ft. This will probably be a better (cheaper) option than animus rush if you need the extra range, and it offers a cooler visual to boot.

After 9th level the mystic no longer gains new ways to spend animus on her maneuvers through her class, but at 13th level, a mystic can spend up to four points of animus on maneuver augmentation, and at 19th level, she can spend up to five points of animus per augmentation.

**Elemental Attunement\*\*\*\***: Elemental Attunement gives the Mystic an active energy type, which is intrinsically tied to their Elemental Flux maneuvers (should they have any) or their psionic active energy type (again, should have have one). What makes this really nice is that you can spend animus to change the damage type of your strikes to match your elemental attunement, meaning that you should never be at a loss for how to damage an enemy.

You can select your Elemental Attunement when you ready your maneuvers, and then change it with either a standard action or by spending one point of animus as a free action when assuming a new stance. The versatility of the active element seems small at first, but it allows the mystic the ability to overcome enemy DR or Energy Resistance, and is the key to getting the most power out of her Elemental Flux maneuvers.

**Blade Meditation\*\*\***: Blade Meditation works like a forced reset of your granted maneuvers. It's a full round action (which is bad, but a lot of initiators do full round actions to recover maneuvers) and costs a point of animus. Blade Meditation also covers you in a cloak of elemental energy for the round that does damage based on whatever's left in your animus pool, which can quickly add up to a huge amount of damage. At level 1 you could easily have an animus pool of 5, and spending one point for blade meditation would leave you with 4d6 damage against anyone who attacks you in melee for the round. And that's the real saving grace of this ability.

**Bonus Feat\*\*\*\*:** Nobody is going to complain about extra feats, and you can choose between combat feats or Item Creation feats, although you don't have the spells necessary for item creation (DARN YOU PAIZO!!!!) you can still make the attempt with the help of your fellow party members.

**Arcane Defense\*\*\*:** A small scaling bonus to AC and Saving Throws against psi-stuff and spell-stuff. It's not a huge increase, but it comes free and it will help protect you from some of the nastiest effects in the game.

**Elemental Glyphs\*\*\*\*\*:** Available at 3rd level, this core class feature of the mystic turns them from a solid striker class to a premiere buffer, rivaling even the bard and skald for in combat goodies. Glyphs are a move action to activate for 1 animus, and provide an elementally themed buff to Initiation Modifier (IM) allies for 1+IM rounds. Glyphs don't have to match your active element (as some are non-elemental in nature) and grant cumulative bonuses. Allies can only benefit from one glyph at a time.

**Air:** Gotta go fast, the Air glyph provides movement bonuses to allies.

**3rd\*\*:** A 10 ft. enhancement bonus to speed is ok, but won't stack with 99% of other speed increases. The free turn as part of a charge is nice for your party BSFs.

**8th\*\*:** Increases the movement speed bonus to 30 ft. and improves acrobatics checks a little. Unfortunately, it still doesn't stack with most other speed increases.

**13th\*\*\*\*:** Move up to 30 ft. as a swift action. Equivalent to about a 2nd level boost, it still provokes AoOs, but sometimes you need to be able to move *now*, like in the middle of a full attack.

**19th\*\*\*\*:** 19th level tacks on a free attack as part of using 13th level's swift action movement. Anything that grants extra attacks is going to be gravy in the hands of a martial character.

**Darkness:** The Darkness glyph grants both concealment and vision enhancement to allies.

**3rd\*\*\*\*:** Gives allies concealment. Concealment can be overcome, but low level miss chance effects are rare and valuable. It also really helps out the rogue or other sneak attackers.

**8th\*\*\*:** Darkvision is fairly common and so isn't that great. *See Invisibility* is much rarer and while only situationally useful, those situations are extremely important.

**13th\*\*\*\*\*:** Total concealment is a 50% miss chance, that's a huge benefit that everyone in your party will love.

**19th\*\*\*\*:** Blindsight allows you to ignore concealment, invisibility, displacement and gaze attacks. All things that are not fun to go up against if you lack the proper tools.



**Earth:** The Earth glyph provides powerful defensive benefits to allies.

**3rd\*\*:** Allies gain your WIS modifier as a bonus to CMD. Situationally useful at best. Many high level monsters have absolutely ridiculous CMB and CMD.

**8th\*\*\*:** Grants allies DR/Adamantine that scales with your WIS. This can be a massive increase in durability for mid to upper levels if you're maxing your wisdom.

**13th\*\*\*\*:** Resistance to all energy types equal to your class level. Lots of energy attacks out there are unpleasant, especially negative energy. And this counts against that.

**19th\*\*\*\*\*:** Immunity to bleed means next to nothing at this level. The sweetness comes from the free "you can't kill me" you now get once per glyph. Given the rocket taggy nature of high level combat, being immune to death by HP for a round makes you and your party insanely survivable. Note that it only works once per application of the glyph.

**Fire:** Adds accuracy, damage and potency to your allies attacks.

**3rd\*\*\*\*:** A bonus to attack rolls that scales slower than the bard's Inspire Courage, but not by much. Given how important hitting things is, this is a very useful ability to have.

**8th\*:** Up to 10 additional fire damage on attacks. This is not a lot of damage, and from one of the most commonly resisted types of damage to boot.

**13th\*\*\*:** Passively ignoring energy resistance equal to your class level is good. It might even mean that some of your fire damage gets through to the enemy.

**19th\*:** More free fire damage that will probably be resisted. And this requires you to be attacked to boot.

**Illumination:** Illumination is even less of an "element" than Darkness, but it does exactly what it says, allowing you to get past enemy defenses like concealment or illusions and protecting you from much of the same.

**3rd\*\*\*:** At low levels concealment mostly comes from darkness, which can be beaten by any halfway decent torch, but ignoring any miss chance is good.

**8th\*\*\*:** Add your WIS to saving throws against illusion spells and effects. If your GM likes using fake walls and stuff, this glyph will make him hate you.

**13th\*\*\*\*:** *True Seeing* is a staple adventuring spell, and one that can be very important against a number of enemies.

**19th\*\*\*\*:** *Mind Blank* isn't the straight "nope" it was in 3.5 but it's still an incredibly potent defense against my least favorite effects in the game. It comes on line too late to be purple though.

**Metal:** Another defensive glyph, comparable to Earth but with a different focus.

**3rd\*\*:** A scaling natural armor bonus is OK but not great. Some characters will care about it a lot more than others.

**8th\*\*\*:** A small scaling bonus to Fortitude Saves isn't bad but not really anything to write home about either. Fort does have some nasty stuff it saves against and you don't have the best Fortitude Save to begin with.

**13th\*\*\*:** Ignoring DR *and* Hardness makes this not just a potential DPR increase, but also a potential puzzle solver.

**19th\*\*\*\*:** Unbreakable DR/- is great, and spell resistance can be useful. Just remember that there are rules interactions involving spell resistance that can be a real pain.

**Water:** A little bit of everything, but with a stronger focus on mobility. The water glyph provides some very useful effects for adventurers.

**3rd\*\*:** A bonus to CMB and Swim checks equal to your WIS modifier. Situationally useful at best.

**8th\*\*:** Ignoring difficult terrain makes chargers happy, and makes it a lot easier to 5-ft. step. But this is also approaching the level where access to flight becomes pretty common.

**13th\*\*\*\*:** *Freedom of Movement* is such a great spell, being able to put it on your whole party is going to make a big difference going forward.

**19th\*\*\*\*:** It's free fast healing, at an amount that's still relevant to this level. There's nothing to complain about here, at the very least it'll let you heal your party up after every fight.

**Mystic Artifice\*\*\*\*:** This ability allows you to become a crafter without having to cast spells. It adds a little complexity to the process by allowing you to imitate a spell with an additional Spellcraft check, but you should be able to make those without too much difficulty.

**Withstand Spell\*\*\*\*\*:** This amazing ability comes online at 5th level. It allows you to use your much better Will Save in place of your Fortitude or Reflex Saves when you're targeted by a spell or psionic power. It *also* lets you completely negate the effect of the spell on yourself if you succeed on the save. It's like Stalwart and Evasion rolled into one, just limited to spells and powers. You must be in light armor and unencumbered to use this ability, so it favors DEX builds over STR builds.

**Instant Enlightenment\*\*\*:** This ability allows you to replace a granted maneuver with a new one of your choice. It makes a great emergency button for those times when you just don't have anything good available, but it's limited to a few times per day, so use it sparingly.

**Quell Magic\*\*\*\*:** Hoo boy, this is a *nasty* anti-caster ability. The best part about it is that unlike counterspelling, it's *easier* to negate a spell the higher level it is. Keeping your Spellcraft topped off for this ability is a must, but man is it worth it.

**Font of Animus\*\*\*:** Extra Animus for a move action. Lots of extra animus, too. So if you need the animus it's there for you.

**Glyph Mastery\*\*\*\*:** The capstone ability for the mystic allows her to spend and cast two glyphs at once, giving a great deal more versatility to one of the best buffing abilities in the game.

## Feats

As I state in most of my other documents, there is a plethora of feats to choose from. Sadly, most are crap. I will stick to focusing on the really good feats for the most part, although I will highlight a few feats that could be traps or might need further discussion.

### Path of War Feats

**Advanced Study [Combat]\*\*\*\***: This feat lets you add two new maneuvers or one stance to your list of maneuvers/stances known. It can be taken multiple times, so feel free to take it if you want to nab a few extra high level maneuvers or stances. This is also a good way to nab a useful out of discipline maneuver or stance.

**Discipline Focus [General]\*\*\***: Discipline Focus increases the Save DC of your maneuvers and the damage of Discipline weapons. If there's a particular weapon you're attached to (like your fists) this is a good way to add a little extra damage and a little extra oomph to your favorite discipline.

**Deadly Agility [Combat]\*\*\*\***: The best feat to be released in Path of War, Deadly Agility allows you to use your Dexterity in place of Strength for any finesseable weapon.

**Double Weapon Finesse [Combat]\*\*\***: Double Weapon Finesse is kind of tough to rate, if you're building a Dex based, Two Weapon Fighting, Double Weapon using character, then your prayers are answered. But otherwise, you're not going to even look at this long enough to know what it does.

**Extra Readied Maneuver [Combat]\*\***: Most initiators want this because they can control which maneuvers they get back. The Mystic has to rely on granted maneuvers, meaning that increasing your readied maneuvers makes it less likely that you'll get the maneuver you want.

**Fuse Styles [Combat, Style]\*\*\***: Allowing you to assume a stance and a style with the same action is pretty nice if you're using both. Path of War: Expanded includes Style Feats for every discipline in both Path of War and Path of War: Expanded.

**Greater Unarmed Strike [Combat]\*\*\***: Let's make Improved Unarmed Strike viable for people who aren't monks or ninjas. There's some good damage progression on this feat, but it doesn't

interact at all with classes that use a Monk's Unarmed Strike damage progression. If you're thinking of taking a Monk dip, you can probably skip this unless going all the way to 20th level, but without the Monk dip, this is a great damage boost.

**Lightning Recovery [Combat]\*\*\*:** Once per day you can immediately recover an expended maneuver as a free action. You can take this feat multiple times, but honestly I'm not sure it's worth it.

**Victorious Recovery[Combat]\*\*\*\*:** Once per encounter, whenever you kill an enemy you can recover your maneuvers as a free action. While the mystic is always recovering maneuvers, the specific interaction this feat has with the mystic's recovery means it's still incredibly useful for making sure you get the maneuvers you need right away.

### **Mystic Specific Feats**

**Animus Healing [Combat]\*\*\*:** Some useful healing if you find yourself with spare Animus at the end of combat. The total healing won't be much but it can help reduce the burden on your party's healer.

**Extra Animus [General]\*\*:** Much better for people who aren't mystics, as Mystics will generate animus like its going out of style.

**Extra Granted Maneuver [Combat]\*\*\*:** This gives you an additional granted maneuver at the start of combat or whenever your maneuvers refresh. It won't give you an extra maneuver outside of combat, where I like to have them, but three guaranteed maneuvers is technically better than two.

**Hone Weapon [Combat]\*\*:** I don't like this feat. Not because it doesn't offer an appreciable damage bonus, but because it creates this weird situation where characters need to take a feat in order to roleplay properly taking care of their equipment. I think that honing your weapons and maintaining your equipment should be part of the roleplay experience, not part of the mechanics.

**Improved Blade Meditation [Combat]\*\*\*:** A straight upgrade to Blade Meditation, it kind of sucks that it's a feat tax, but you won't always need blade meditation anyway, so don't worry about it too much.

**Tap Animus [General]\*:** If you don't have animus and are using Elemental Flux, you **almost need this feat\*\*\*\***. But since you're a mystic and animus is baked into your class features already, you'll never touch this.

## **PoW:E Feats**

**Awakened Animus\*\*\*:** Only for those of you that are mystics who picked up Sleeping Goddess. Awakened Animus is a great feat that allows you to use your animus to augment Sleeping Goddess maneuvers instead of Power Points. It also opens up access to psionic feats, of which there are several that could be useful.

**Daisho Expertise\*\*\*\*:** For DEX based characters that like using katana or wakizashi, this feat is a great alternative to Weapon Finesse. It increases the damage of your katana or wakizashi and allows you to use DEX instead of STR when attacking with them. It also qualifies as a prerequisite for any feat that needs Weapon Finesse. Given that Mystics have proficiency with these weapons already, there's not much reason to pass this up unless katanas are off limits in your game.

**Elemental Current\*\*\*:** For those of you that like Mithral Current and Elemental Flux on your mystics, this feat can offer an appreciable damage boost to your elemental damage if you can combo the vulnerability granting strikes of Mithral Current with the appropriate elemental damage strikes of Elemental Flux.

**Elemental Focus\*\*:** If you're building an EF focused character that only wants to use one element, then you'll absolutely want to look at this feat. For most people however, the ability to change up your element is the big appeal of Elemental Flux, and giving that up for the ability to ignore some energy resistance typically isn't worth it.

**Elemental Sun\*\*\*:** Adds a passive debuff to your target's resistances if you hit them with a Solar Wind strike while in an Elemental Flux stance. The debuff can be significant depending on party build, and it's free once you have the feat, so it's worth considering, but only after you've got the important ranged feats under control.

**Improved Quick Draw\*\*\*:** Part of the build up for capitalizing on Mithral Current's "draw and sheathe" mechanic. It allows you to keep your weapon sheathed while still threatening and making attacks of opportunity with it. If that's the kind of playstyle you like, then consider this feat. Otherwise, give it a pass.

**Lurker in Darkness\*\*\*:** Mystics aren't intended to be scouts, but they have a DEX based inclination, Stealth as a class skill, and access to a wide variety of utility maneuvers and stances. Lurker in Darkness helps make anyone much more stealthy by negating most special senses that outright no-sell stealth attempts.

**Mirror of the Moon\*\*\*:** A highly "magically" inclined mystic should look at adding this feat to their build. If you're investing in Shattered Mirror and Veiled Moon, the ability to leave behind free *major images* whenever you teleport can make headaches for your opponents, so long as your DM is willing to play along.

**Molten Silver Strike\*\*:** If you've got Mithral Current and Solar Wind maneuvers, or just want to add some powerful boosts to your MC damage, then this feat can give you that opportunity. It does require some very specific build and play styles though, so most people will pass on this.

**Polearm Dancer\*\*\*\*:** Another alternative to Weapon Finesse, this allows you to finesse polearms and spears, and counts as weapon finesse for prerequisites.

**Variable Wind\*\*\*:** Good for anyone who wants to use something other than fire with their Solar Wind maneuvers. A ranged mystic will want this in order to take full advantage of their elementally focused design.

## Older Feats

**Improved Unarmed Strike\*\*\*\*:** I recommend this for anyone using Broken Blade, Steel Serpent or Thrashing Dragon. If you're going for an unarmed build, this is obviously required, but even if you aren't, there are some very good Thrashing Dragon and Steel Serpent maneuvers that get an extra benefit from having IUS, and as long as you have it, you always have a Discipline Weapon to use for Broken Blade.

**Weapon Finesse\*\*\*\*\*:** You want this because you want Deadly Agility. You want this so you can dump Strength. You want this.

**Piranha Strike\*\*\*\*:** The Dex based Power Attack, it's a very useful feat if available, but because it's in an obscure book it may not be allowed.

**Improved Initiative\*\*\***: This does border on **Blue\*\*\*\***, depending on your exact build. Your dexterity is so high, and you have extra options to improve your initiative further that you *could* avoid taking this, but if you find yourself with room, it's a very good choice to have.

**Point Blank Shot/Precise Shot/Rapid Shot/Deadly Aim\*\*\*\***: This rating **only** applies if you're playing a ranged Mystic. You're going to need these feats and other archery feats to make your style viable in the long run. I don't want to go into detail on all of them, but archery is very feat intensive and these 4 are key to any archery build.

**Snap Shot\*\*\*\***: For ranged characters, this is just as important as the above feats, but I separated it out because its effect is so different and worth talking about. At some point you will find yourself in melee, and this feat allows you to threaten adjacent squares and not provoke AoOs from your ranged attacks, eliminating a lot of the drawbacks of playing ranged characters.

**Quick Draw\*\***: Really only necessary if you are focusing on Mithral Current maneuvers, but if that's a focus you want, then you'll need Quick Draw to do your thing.

**Mixed Combat\*\***: The same with Quick Draw, this feat is very important for using Mithral Current, but much less so for anyone else.

## Style Feats

Path of War: Expanded comes with new style feats for every discipline published up to that point. **Please note that most of them were actually written by me and take that into consideration if it matters to you.** Otherwise, I will review them below:

**Black Seraph Style\*\*\***: Black Seraph likes fear effects, and this feat capitalizes on it by giving you a small AC boost against creatures that are suffering from fear effects.

**Black Seraph's Malevolence\***: At current, this does nothing due to the errata to profane damage.

**Black Seraph Annihilation\*\*\*\***: A lot of work to get to the payoff, but removing immunity to fear is key to making Black Seraph and a number of other abilities work. People who want to build for intimidate need this feat or something with a similar effect in order to maintain their effectiveness.

**Broken Blade Style\*\*\***: Ignoring DR is not that difficult as a mystic, but bypassing hardness, even a low amount, is a useful trick to have up your sleeve. The only mystics that will want to look at this will probably be Aurora Souls, however.



**Broken Blade Crush\*\*:** Sunder is poo-pooed because it damages valuable treasure and many enemies don't need armor in order to be a threat, but crippling your opponent's AC for free is sometimes worth doing, and *mend* exists for a reason.

**Broken Blade Rhythm\*\*:** Spread the combat maneuver love around. The more invested you are in combat maneuvers (and broken blade) the better this is for you.

**Cursed Razor Style\*\*\*:** Bleed damage is kind of meh, and for a class without native access to cursed razor, the effort likely isn't worth it.

**Cursed Razor Plague\*\*\*\*:** *If* you are invested in Cursed Razor, then Cursed Razor plague is a must have feat, doubling the amount of curses you can lay out and thus increasing the effectiveness of your maneuvers.

**Cursed Razor Massacre\*\*\*:** One extra attack per round, if you're fighting multiple opponents. Anything to boost the damage your party can dish out is welcome, but this requires a lot of investment for a mystic.

**Elemental Flux Style\*\*\*\*:** Normally, changing your active element is a standard action (or swift if you're switching stances) once per round free shifting is useful to have if you need to change up your elemental effects all of a sudden, but don't want to switch stances.

**Elemental Flux Shift\*\*\*:** This is a small damage boost for whenever you switch your element. It may not be significant, but Elemental Flux Style makes it easy to do.

**Elemental Flux Explosion\*\*:** A free weapon enhancement for your attacks. Most of the time, it won't be worth it, but free damage is free damage.

**Eternal Guardian Style\*:** Not only do mystics not have native access to Eternal Guardian, they also don't care much for most combat maneuvers.

**Eternal Guardian Oath\*:** This is a tanking feat, and not one that you'd get much use out of.

**Eternal Guardian Endurance\*:** Tied to both cursing and Eternal Guardian, this feat does little to nothing to benefit you.

**Golden Lion Style\*\*:** While adding extra AoOs to an enemy is a great benefit, you're better off letting someone with native access to Golden Lion handle this.

**Golden Lion Charge\*\*:** Again, you don't really do Golden Lion, although you're a buffing class, what the mystic does is generally pretty different from the tactical gameplay of Golden Lion. If you want to go all in on team support, the ability to more or less charge an opponent as an immediate action is pretty nice.

**Golden Lion Command\*\*\*\*:** Have you actually invested enough to get this far into the discipline? If so, picking up this maneuver makes you a pseudo healer as you tear through your opponents. The more attacks you land, the better off your allies are, so TWFiing might be the way to go.

**Iron Tortoise Style\*:** Mystics can use shields, but can't use Iron Tortoise without spending a trait. Probably ought to pass on this as it's a damage buff for a generally subpar weapon.

**Iron Tortoise Shell\*:** Evasion for a round is nice on a Dex inclined class, but most of the things you'd want to evade can be dealt with via the mystic's Withstand Spell ability for easier and better.

**Iron Tortoise Snap\*\*:** Generating extra attacks is always fun, but with two **red\*** entries before this one, why are you here?

**Mithral Current Style:** You don't have anything that benefits from feinting natively, but there are options out there that can give you something more than a minor accuracy boost.

**Mithral Current Flow\*\*\*\*:** Free movement when an attack misses you can keep you safe and position you for a powerful counterattack.

**Mithral Current Slice\*\*\*:** If you're focused on single attack strikes, this is an appreciable damage boost for users of Mithral Current. Given that mystics can stack damage with the best of them, this can make for a very potent damage multiplier.

**Piercing Thunder Style\*:** This is a tanking feat, and you are not a tank. Yes, if you've got a polearm it's an increase in your threatened area, but that isn't something a mystic generally concerns themselves with.

**Piercing Thunder Push\*:** Again, you have better ways to handle your actions.

**Piercing Thunder Trample\*\*:** Free combat maneuvers are fun, for zealots or other people who aren't barely contained eruptions of primal elemental energy.

**Primal Fury Style\*:** Mystic leans towards a DEX based playstyle, so this feat doesn't do much for you, on top of being based around a discipline you don't have ready access to. Just stick with Acrobatics or Perform (Dance).

**Primal Fury Slash\*\*:** Extra attacks are good when you have mobility to add to them, but as a mystic this probably won't be on your radar simply because it's a chore to pick up.

**Primal Fury Leap\*:** If you are a mystic and can't fly by the level that this comes around, you've failed. I'm sorry, but there's no other way to state it.

**Riven Hourglass Stance\*\*:** Rerolls can be powerful and useful, or completely wasted. This style feat isn't bad, just entirely dependent on your dice.

**Riven Hourglass Eternity\*\*\*\*\*:** Heh, infinite persistence. Depending on the buffs your party can throw around, it might be entirely worthwhile to lose out on a maneuver to keep them up and running.

**Riven Hourglass Rewind\*\*:** Mystics may have a hard time using this, due to the randomized nature of their recovery mechanic, but there are times where being able to suppress a negative condition is important.

**Scarlet Throne Style\*\*:** Probably not for you, it's an evocative image but the mystic doesn't have the class abilities necessary to make einhanding worthwhile without dipping.

**Scarlet Throne Dignity\*\*\*:** You know how I recommended that you always have a counter as one of your chosen maneuvers just in case? Well, this feat allows any of

your maneuvers to serve as a pretty decent counter. It's attack roll vs. attack roll, so on a ¾ BAB class it won't be world shaking, but it can at least free up a maneuver slot for something more interesting.

**Scarlet Throne Riposte\*\*\*:** If you've picked up Scarlet Throne Dignity, this could be worth picking up as well. It improves on Dignity's ability to negate attacks by tacking on an AoO for you. So if you've got the necessary feats to make it work, why not?

**Shattered Mirror Style\*\*\*:** Free AC? Sweet. It's a simple boost, but one that's easy to pick up as a mystic.

**Shattered Mirror Waltz\*:** You've got teleports, alternate movement modes and crazy supernatural powers out the butt, ignoring difficult terrain is not a challenge for most mystics.

**Shattered Mirror Duality\*:** Expend a boost for a different kind of boost. You have other, better, accuracy buffs available to you as a mystic.

**Silver Crane Style\*:** This is a tanking feat, and you lack the heavy armor and other defenses necessary to pull off being a tank. Tack on that this discipline is not native to the mystic and it's a pass.

**Silver Crane Feathers\*:** Another tanking feat. It's your job to deal damage, not take it.

**Silver Crane Wind\*\*:** If only because it gives you a chance to negate the damage instead of taking on yourself.

**Sleeping Goddess Style\*\*:** Alternate maneuver recoveries are always intriguing to mystics, but this is a non-native discipline style feat, and the recovery isn't super great to begin with.

**Sleeping Goddess Slumber\*\*\*:** Confusion is a powerful (if random) debuff, and it can be tacked on to any attack you make. Unless you're deep into Sleeping Goddess, there's not a whole lot else for you to use your Psionic Focus on.

**Sleeping Goddess Strike\*\*\*:** Many of your maneuvers have powerful effects that require a saving throw. Reducing enemy saves increases your success chance, so this is worth a look.

**Solar Wind Style\*\*\*\*\*:** The fire damage is negligible, but coating your target in *faerie fire* means that they can't run or hide from you, and lose out on most miss chances. For a ranged mystics, this feat is exceptional.

**Solar Wind Flash\*\*\*:** Blinding an opponent is great. The Save DC is a little low, but you have ways of boosting it, and a lot of reasons to boost your initiation modifier.

**Solar Wind Inferno\*\*:** This one is probably not worth it as a mystic, simply because you have so many ways to get around enemy resistances and immunities.

**Steel Serpent Style\*\*\*:** Of potential use to Aurora Soul mystics, there's some potent debuffing involved in this style. Generally speaking though it isn't worth it to go out of your way to get.

**Steel Serpent Fangs\*:** Mystics don't often care about flat-footing their targets and there are much better things to spend your swift actions on.

**Steel Serpent Venom\*\*\*\*:** Nauseated is one of the worst conditions to suffer in the game. If you've invested in Steel Serpent, then strongly consider this feat.

**Tempest Gale Style\*\*:** Ranged combat maneuvers are Tempest Gale's thing, but the actual maneuvers tend to do a better job unless you invest heavily in boosting your CMB.

**Tempest Gale Haze\*\*\*\*:** Free miss chance? Yes please.

**Tempest Gale Storm\*\*:** Double the combat maneuvers on a single attack. It can make for a great opening shot, but probably not worth picking up outside of Gunsmoke mystics with strange ideas.

**Thrashing Dragon Style\*:** Two weapon fighting support for when you can't get off a full attack. Unfortunately, that's what maneuvers are for.

**Thrashing Dragon Pounce:** This amounts to a small damage boost to your single attack strikes. With the right support, it can be a notable damage boost, but I wouldn't expect a mystic that isn't an Aurora Soul to want this.

**Thrashing Dragon Whirlwind\*\*:** It's whirlwind attack with less silly requirements and geared towards two weapon fighting. However, that doesn't significantly improve much.

**Veiled Moon Style\*\*\*\*:** Blipping in and out of combat as you move creates some very interesting avenues of attack and allows you to mess around with your opponents. Plus it's kind of a cool image.

**Veiled Moon Shunt\*\*\*\*\*:** With your high save DCs, you can reliably shunt opponents all over the map, and send them over cliffs, into pits of acid, or into the waiting arms of a friendly *black tentacle*. Even if that isn't an option, you can just send them straight up into the air to watch them fall.

**Veiled Moon Warp\*\*:** This is a strange little effect that incorporealizes an opponent, but not their equipment. Its action requirements keep it from being anything more than a fun party trick, however.

## Mystic Archetypes

**Aurora Fist:** An unarmed strike focused Mystic Archetype. The Aurora Fist uses a nimbus of elemental energy to empower their fists and make deadly attacks against their enemies.

### What Changes

**Disciplines\*\*\*:** You lose Mithral Current, Shattered Mirror and Solar Wind for Broken Blade, Steel Serpent and Thrashing Dragon. This gives you much more melee focus, and more mundane mobility in place of supernatural stuff. It also sets you up nicely for prestiging into Dragon Fury if you're looking for something like that.

**Weapon and Armor Proficiency\*\*:** No shields or non-light armor for you. Definitely points towards a DEX focus.

**Mystic Combat\*\*\*\*:** Over the course of your career, you end up trading out your bonus feats for Improved Unarmed Strike, Greater Unarmed Strike, the ability to overcome DR/Magic, adding your initiation modifier to your unarmed strike damage, a bonus to CMB/CMD and a bonus to crit confirmation. Overall a net positive, since it helps you naturally build your character and gives you pseudo-full BAB. It doesn't help reduce MADness though, as your Initiation Modifier is only applied to damage rolls, not attack rolls.

**Defensive Aura\*\*\*:** While in combat and while your anima pool is greater than 0, you add your initiation modifier to your AC. This is a force effect, so it blocks pretty much everything. Except, oddly, attacks you're unaware of. The AC boost is a nice boon though, even with the weird caveat.

**Final Ruling\*\*\*:** This is a pretty balanced archetype. It's more focused on a specific combat style, but there's nothing wrong with that and it definitely does a good job of providing you the tools to make the most out of your flaming fists of fire.

**Gunsmoke Mystic:** A weird west warrior with magic guns and lots of fun, the gunsmoke mystic provides you with all the black powder and magic you crave.

### What Changes

**Disciplines\*\*\*:** You lose Mithral Current, but pick up Tempest Gale instead. Makes sense given your focus on ranged attacks.

**Weapon and Armor Proficiency\*\*\*:** Light armor and bucklers only. Simple weapons and firearms. Given that firearms are the whole reason to take this archetype, there's little to complain about.

**Magical Gunsmith\*\*\*:** You start with a gun that only you can use and the gunsmithing feat. More stuff you need to have in order to make guns work.

**Animus Ammunition\*\*\*:** As a free action you can spend 1 animus to magically reload your gun with bullets made of magic. So long as you're generating plenty of animus (and there's no reason you shouldn't be) you'll be able to keep your gun loaded with little issue.

**The Way of the Gun\*\*\*:** This comes with multiple abilities that improve your ability to wield firearms effectively in combat. Trades out your bonus feats, but typically these are worth about the same if not more.

**Animus Flush\*\***- One of the things that sucks about guns is misfiring. This lets you clear your gun for an animus and a move action. Not great but sometimes necessary.

**Gun-Fu\*\***- Starting at 2nd level you can hit people with your gun and threaten adjacent squares with it. You still provoke for actually firing it while in melee though. Most of the time, 5 ft. stepping out of melee will be better.

**Animus Charged Bullets\*\*\***- 1 point of animus for a solid bonus to gun damage for the round. Worth spending your animus on since it's a better ROI than most damage boosting augments, and it stacks with them.

**Focused Aim\***- Spend a move action to increase the range increment on your gun. Or, you could just... move closer.

**Ricochet Shot\*\*\***- This varies in usefulness based on the maneuver used, and can get pretty expensive, but being able to initiate a maneuver twice can be really useful.

**Martial Reloading\*\*\***- Free animus bullets when you use a strike, comes online a little late, but just in time for those crazy full attack maneuvers.

**Flowing Movements\***: This makes it much easier to reload your weapons, but you could do that already with Animus bullets. What you trade away really kills this ability.

**Final Ruling\*\*\***: Giving up Withstand Spell and Quell Magic is painful, but the archetype oozes flavor and is *very* good at what it does. The ability to fight at range and still apply your glyphs should not be underestimated, nor should the damage potential of guns + strikes + boosts + stances.

**Knight-Chandler**: Glowing beacons of hope in a dark world, Knight Chandler mystics provide alternative buffs to glyphs in the form of votive effects from their magical candles.

### What Changes

**Soul Candle\*\*\*\***: The key to the Knight-Chandler's abilities. The candle is neither creature nor object and can't be targeted by any form of attack. It shines bright light based on the Illumination that the Knight-Chandler has built up, and can be moved by the Knight-Chandler once per round as a free action. It's basic effect is to grant allies some resistance to the K-C's active element, but what it really does is serve as the focal point for most of the K-C's abilities.

**Illumination\*\*\***: Instead of Animus, K-Cs have Illumination. They always have 1 point of illumination outside of combat, and generate it in combat every turn or whenever they use a boost. Because of Illumination, her K-C levels count as Arcane Caster levels for purposes of meeting prerequisites. Illumination also comes with some passive benefits:

**1st level\*\*\*\***- Anyone you hit can be marked with *faerie fire*, which nicely eliminates a lot of unpleasant abilities enemies may have.

**4th\*\*\***- A nice damage bonus against enemies who threaten allies other than you.

**9th\*\*\***- Hitting a *faerie fire*'d enemy allows you to choose to end the *faerie fire* effect to heal some damage. Won't be used all the time, but nice to have when needed.

**17\*\*\*\***- 17th level allows you to more or less scry through your candle and also teleport to it once per round as a standard action. Much more useful for scouting than actual combat.

**Candle Magic\*\*\*\*\***: This replacement for Elemental Glyphs is thankfully about as potent an ability, though it works very differently. As you build Illumination and grow in level, you can project more and more powerful effects on your allies. You can only have one effect active at a time, and can change the effect as a swift action. The big downside compared to glyphs is that

allies have to stay within 15 ft. of the candle to gain the effects. The second biggest downside is that none of them have individual names, which makes it a pain to write their ratings.

**Votive Effects:** Come online at 3rd level. They include a *Morale bonus to saves vs. Mind Affecting effects\*\*\*\**, *Additional Energy Damage (of your active energy type)\*\*\** up to your class level, an *Additional 5 ft. step as a swift action\**, and *a swift action for Temporary HP up to your class level\*\**. These effects are soft capped by the amount of Illumination you have, and hard capped by your class level.

**Lantern Effects:** Available starting at 8th level. They include giving allies a *move action teleport adjacent to you\*\*\**, *immunity to death effects and a bonus on saves vs. undead stuff\*\*\**, *a bonus on caster/manifesters/skill checks\*\**, or a *deflection bonus to AC\*\**. Again, all of this is soft capped by your Illumination.

**Bonfire Effects:** Available starting at 15th level. These include *fast healing\*\*\**, *healing ability score damage when you recover maneuvers (or spend a standard action)\*\*\**, *moving twice their speed as a swift action with no AoOs\*\*\*\**, and a one off *nope I'm not dead effect\*\*\**. The Nope effect can only be used on one ally once per encounter and drains all but one of your Illumination.

**Share the Light\*\*\*\*:** A cool effect that allows you to let your allies initiate one of your boosts or counters. It should probably be used for counters in order to help protect allies, but sometimes a boost is more useful.

**Eternal Candle\*\*\*\*:** The outsider stuff is mostly fluffy and fun, but dual boosting is an amazing capstone, something that only the Warlord can do, except that the K-C can do it all day long.

**Final Ruling\*\*\*:** This archetype changes so much about the mystic it might as well be a different class. It makes things difficult to rate comparatively, but on its own merits, the Knight Chandler is almost as good of a buffer and just as good of a striker with some different and interesting flavor.



# Maneuvers by Discipline List

## Black Seraph

Black Seraph is an evil, eeviiill discipline that draws power from the lower planes to damage, debilitate and demoralize your foes. Many maneuvers deal profane damage, which does an extra 50% damage to good aligned creatures. There's a good chance this won't fly in your standard party of goody two shoes, but in an evil party this is a powerhouse discipline. The associated skill for Black Seraph is Intimidate and its associated weapon groups are axes, flails and polearms.

### 1st

**Black Seraph's Glare\***: Stance. This stance is unfortunately broken. As it's written, you can make free action intimidate checks against creatures you've damaged this round. When coupled with the "any number of free actions per round" rule, it essentially allows you to take 20 on intimidate checks, at level 1. A good RAI is probably to limit this to one check per target, or one check per attack, which would make the stance probably **green\*\*\***, maybe **blue\*\*\*\***.

**Gutstrike\*\***: Strike. Sickened is a fine debuff, but requiring a save and only lasting for one round really limit this strike's usefulness.

**Ravaging Blow\*\*\***: Strike. This is almost identical to Gutstrike, but it's extra 1d6 profane damage makes it a clearly better choice.

**Savage Stance\*\*\*\***: Stance. The level 1 damage boosting stance, a -2 to hit but an extra 1d8 damage, better returns than power attack, and although they stack, I wouldn't risk using both together at low levels.

**Strength of Hell\*\*\*\***: Boost. Increased hit, increased damage, and a penalty to AC. Even at low levels, Black Seraph specializes in dishing out the damage.

**Voracious Drive\*\*\***: Strike. A non provoking charge attack that deals extra damage, solid but not the most creative strike.

### 2nd

**Fear Eating Technique\*\*\*\***: Boost. Turn your successful demoralize attempts into free HP for you. Combines well with numerous maneuvers and Dazzling Display to boot.

**Inner Demon Strike\*\*\***: Strike. Works like a suped up version of the *vicious* enchantment. A big boost to damage at low levels, but this is also when your hp is at its lowest.

**Intimidating Force\*\*\*\***: Counter. Intimidate vs. attack roll to negate an attack. A good AC replacing counter.

**Seraph's Wrath\*\*\***: Strike. Good bonus damage for the level and Reflex Save or knock the target prone. A solid maneuver choice.

**Shadow Feather Strike\*\***: Strike. A pseudo ranged attack (30 ft.) that will probably do about the same damage as one of your melee strikes, but it ages quickly.

### 3rd

**Black Seraph Battle Stance\*\*\*\***: Stance. *Unholy* weapon enchantment and *protection from good* for as long as you maintain the stance. It will eventually be outclassed by other stances, but it offers a good mix of offense and defense regardless.

**Savage Drive\*\*\***: Strike. A charge with all the benefits and none of the drawbacks, plus a hefty damage boost.

**Taunting Laugh\*\*\*\***: Boost. Swift action demoralize, plus flat-footing the target if you pull it off. This can really put the target in an awkward position and hugely benefits your chances to score a hit.

**Tendon Rip\*\*\*\***: Strike. Decent damage boost and a debilitating rider effect that last for a good while. I'm going with the longer text interpretation that says it lasts Initiation Modifier Rounds.

**Unfettered Progression\*\*\***: Boost. Free movement, damage boost and ignoring DR. A good boost for this level.

#### 4th

**Bilious Strike\*\*\*\*\***: Strike. The damage boost is above average for this level, as well as being profane (for that extra hell-flavored kick), and you're guaranteed to nauseate the target for at least one round, which is pretty devastating.

**Circle of Razor Feathers\*\*\*\***: Strike. A 30 ft. burst (centered on you) of profane damage which guarantees at least 1 round of sickening everything. The Reflex Save for half is expected, but does cut into this maneuvers effectiveness.

**Vengeful Riposte\*\*\***: Counter. One of those counters that doesn't actually protect you from harm, at least the no save stagger rider gives it some use the following round.

**Walk in the Dark\*\*\***: Stance. A 4th level stance, which I think is unique, this gives you effectively 50% concealment (due to darkness effect), Darkvision if you don't have it, and a move action *fear* effect that lasts for Initiating Modifier rounds. Its a lot of related abilities, but none are individually all that powerful.

#### 5th

**Abyssal Lance\*\*\***: Strike. Close range touch attack, which does **8d6** (not 10d6) profane damage and may stun the target. The damage is meh, but the addition of the rider effect and the fact that it gives melee a decent ranged option makes it worth considering.

**Sensory Rip\*\*\*\***: Strike. Charisma Damage is good against dragons and outsiders of all stripes, as well as nearly all spontaneous casters, stripping them of useful spell slots and save DC boosts. However the damage is a little lacking. Chance to blind helps make this more appealing.

**Sharing the Dark Soul\*\*\***: Strike. The bonus damage is good, but the rider effect requires a save and is only good for 1 round.

**Soul Consumption\*\*\*\***: Boost. Decent healing if you manage to kill somebody, which you should be doing consistently.

#### 6th

**Abyssal Drive\*\*\*\***: Strike. A charge with no drawbacks, bonus profane damage and the chance to sicken the target. Just a straight upgrade from Savage Drive.

**Black Seraph's Wrath\*\*\***: Boost. Bonus profane damage equal to your Intimidate check on your next attack. Potentially leads to a lot of damage.

**Razor Wings of the Black Seraph\*\*\*\***: Stance. Free, unlimited flight is enough to make this blue. The minor AC boost and Whirlwind Attack feat are just a small bonus.

**Shadow Raptor Swarm\*\*\***: Strike. A 30 ft cone of profane damage, reflex half. This discipline is starting to get a very "caster" feel.

## 7th

**Armageddon Lance\*\*\*\***: Strike. A ranged touch attack which does plenty of damage and has a chance to panic the target. The drawback is that it also hurts you, but at this level 2d6 damage isn't much to worry about.

**Charge of the Ravager\*\***: Strike. So close to being amazing, a pounce attack with +2d6 damage per attack, but you're forced to target a different enemy with each attack, which really cuts into the damage potential of this maneuver.

**Consumption Strike\*\*\*\***: Strike. Not true healing, but temporary HP. Still, +10d6 damage and +10d6 temporary HP is pretty darn good.

**Devastating Riposte\*\*\***: Counter. Again, not the counter you want to use if you're worried about actually getting hit. However it offers hefty bonus damage and is obviously better than Vengeful Riposte.

## 8th

**Apocalyptic Strike\*\*\*\***: Strike. a 40 ft. radius burst which does truly impressive profane damage with a chance to daze anyone hit. Good Reflex Saves can make this maneuver disappointing though.

**Soul Crusher\*\*\*\***: Strike. Does a lot of charisma damage, potentially enough to down most BSFs and other CHA dumpers, or utterly cripple spontaneous casters.

**Vampiric Aura\*\*\*\***: Stance. A 20 ft. area around you deals constant damage to anyone within it and gives you temporary HP to play with. The issue is whether or not the temporary HP from this maneuver stacks with itself or not. If you get 2d6 temporary HP from each creature, you could be looking at a maximum of 48d6 temporary HP each round, otherwise, this maneuver is pretty lackluster for an 8th level stance.

**Void Seraph Strike\***: Strike. Sorry, but this strike is just too random to really work at high levels. And the fact that it actually protects your target from extra attacks for its duration makes it even less appealing.

## 9th

**Black Seraph Onslaught\*\*\*\***: Strike. Full Attack (+1 extra) which does +4d6 damage per hit and nauseates (no save) for 1 round per successful hit is either going to shut down or destroy your target completely. In either case, a very powerful capstone maneuver.

## Broken Blade

Broken Blade is a discipline focused on unarmed strikes and close range weapons. Its associated skill is Acrobatics, and its associated weapon groups are close, monk, and natural weapons. **NOTE:** Broken Blade maneuvers can **only** be initiated while wielding a Broken Blade Discipline Weapon or Unarmed Strike. This may affect your weapon/feat choices.

### 1st

**Brawler's Attitude\*\*\*:** Boost. This boost gives you a bonus to your CMB when you use your unarmed strike or Discipline Weapon to make one of several maneuvers. Unfortunately you still provoke an AoO if you don't have the appropriate feat, but the boost is significant enough to make combat maneuvers viable.

**Flurry Strike\*\*\*\*:** Strike. Make two attacks as a standard action. This is great, because you can either hit the big guy twice, or hit two little guys at once to take them out. It wears out once your full attacks get better, but it's probably worth keeping just in case.

**Iron Hand Stance\*\*\*:** Stance. A scaling shield bonus to AC, that hits a maximum of +5 at level 18. It's a solid AC boost, which might be lacking at low levels.

**Pommel Bash\*\*\*\*:** Strike. Hit your opponent's flat-footed AC? Great. Do extra damage with an unarmed strike? Also Great. Do both of those together? Beautiful. This even has use at higher levels when you can use flat footed opponents to trigger your Deadly Strike.

**Pugilist Stance\*\*\*\*\*:** Stance. This stance is the best 1st level stance you can take if you're planning to stick to Broken Blade Discipline Weapons. A +1d6 damage with no drawback is a serious damage boost that will see use up through 10th level.

**Shards of Iron Strike\*\*\*\*\*:** Hit your opponent and stun them for one round with no save. That's right, *no save*. Top that wizards.

### 2nd

**Bronze Knuckle:** Boost. Increase the damage of your attack and let it ignore DR. The only downside is that you have to use discipline weapons, but really that isn't much of a downside.

**Cartwheel Axe Kick\*\*\*:** Strike. This is the first maneuver choice that requires the use of your Discipline skill. Your acrobatics check is low enough that you should easily make it, thus getting free movement and a powerful attack off in one standard action.

**Counter Step\*\*\*:** Counter. The first counter that Broken Blade offers, it's an acrobatics check to negate an attack. It's nice that they threw in a free five foot step too, but you have to have a safe square to move to.

**Knuckle to the Blade\*\*\*:** Strike. Combining a disarm and a melee attack is nice, but I don't know why they let you choose to use the weapon or not. Chances are it isn't a discipline weapon, and therefore it locks you out of using Broken Blade maneuvers until you drop it.

**Leg Sweeping Hilt\*\*:** Strike. Okay, so with this one, the CMB check comes first. It still doesn't provoke and you get a competence bonus to the check, but if you're fighting anything with more than two legs, trip attempts become very difficult. And if you can't trip them with this, you can't hurt them with it either.

### 3rd

**Broken Blade Stance\*\*\*\***: Stance. A bonus to your discipline skill and an extra attack on a full attack are great to have. No wonder this is the eponymous stance for this Discipline.

**Flat Iron Riposte\*\*\*\***: Counter. This maneuver brings a tear to my eye. You can finally throw your opponents around without following a flow chart and spending three feats. The opponent even has to make a Reflex Save or be rendered prone.

**Iron Dust\*\*\***: Boost. I don't really like the Dirty Trick combat maneuver, but being able to sneak one in on a regular attack or martial strike is a definite boon to that combat maneuver.

**Steel Flurry Strike\*\*\*\***: Strike. For a -2 to hit you get to make three attacks as a standard action and they gain a significant damage boost. This is a boss killer at mid levels and it's a much better trade off than even *Power Attack*.

#### 4th

**Broken Blade Riposte\*\***: Counter. Ok so the upside of this is that it's a powerful counter with a guaranteed push effect on the enemy. The downside is that you have to get hit to use it.

**Iron Axe Kick\*\*\***: Strike. This powerful unarmed strike deals a lot of extra damage, and can daze the opponent for up to 4 rounds on a failed Fort save.

**Iron Knuckle\*\*\***: Boost. Bronze knuckle's older brother, it's really just increased damage over its little brother, and not much of an increase.

**Iron Breaking Palm\*\***: Strike. This is an improved sunder attempt against a foe's weapon, armor or shield. The bonus damage makes sundering more viable, but you're not killing your opponent with this attack which is unfortunate.

#### 5th

**Iron Monger's Throw\*\*\***: Strike. This beautifully simple maneuver reduces the grappling flowchart steps necessary to hurl your opponent down to one simple CMB check that doesn't provoke AoOs and offers a nice little bonus. If you want to throw your opponents around, this is the maneuver for you. Bonus points for the name reference.

**Shards of Steel Strike\*\*\*\***: Strike. Shards of Steel has a lot going for it. Significant damage boost? Check. Bleed damage? 2d4 Checks. Ignore Damage Reduction? Check. Definitely worth taking.

**Steel Grappler's Attitude\*\*\***: Stance. If you like Combat Maneuvers, this stance gives some pretty hefty boosts to using a good number of them. If you don't use Combat Maneuvers, you won't want to touch this, but if you like them (especially grappling) then this will be great for you.

**Throw The Blade Down\*\*\*\***: Counter. The classic sidestep counter in real world martial arts appears here in all its beauty. A simple acrobatics check (which at this level you should never fail) and you can move into an unoccupied square, leaving your opponent to stumble into your previously occupied square and forcing a Reflex Save to avoid falling prone.

#### 6th

**Singing Steel Punch\*\*\*\***: Strike. They should have named this attack "Suck it Casters." Deafening *and* silencing the opponent on a failed Fort Save makes this a great maneuver to use. Note that you still deafen the target for one round even if they succeed on the save.

**Steel Axe Kick\*\*\***: Strike. The damage bonus is impressive, but the Fort Save dependent Daze isn't as good as it could be. As long as you get that daze though, they're going down.

**Finishing Kick\*\*\*\***: Boost. Extra attacks are a thing of beauty, and extra attacks with extra damage are even better. For a swift action, your full attack gets one last devastating blow in to finish off that pesky boss.

**Pit Fighter's Stance\*\*\***: Stance. I didn't like this stance the first time I read it. But a swift action Dirty Trick attempt that doesn't provoke is actually pretty useful, as is the bonus damage you get on your attacks if you manage to flat foot your opponent using your dirty tricks.

## 7th

**Adamantine Knuckle\*\*\***: Boost. Another Knuckle boost, this one adds ignoring DR/Hardness to your attacks, which is much appreciated.

**Shards of Adamantine Strike\*\*\*\***: Strike. This comes with a huge damage boost, a great effect in ignoring DR/Hardness, and the ability to nauseate a foe on a failed Fort Save. Shards of Adamantine Strike has everything there is to love about Path of War wrapped up in one nice neat little package.

**Spinning Flurry Rush\*\*\*\***: Strike. One of the consistent problems with Melee is a lack of AOE damage (Area Of Effect). This is Broken Blade's answer to that problem. Two unarmed strikes per opponent with bonus damage on each strike makes for a very effective mook killer. Especially if you can get some extended reach.

## 8th

**Meteoric Throw\*\*\*\*\***: Strike. Is this the most powerful maneuver in Path of War? No. But its purple because it lets you do that one thing we've *all* wanted to do: Beat one opponent to death by throwing a different opponent at them.

**Spinning Adamantine Axe\*\*\*\***: Strike. Broken blade's next AOE attack offers similar damage output to Spinning Flurry Rush, but has the added effect of knocking all your opponents prone, no save.

**Unbreakable Stride Stance\*\*\*\***: Stance. This is a swift action *freedom of movement* that lasts as long as you remain in the stance and lets you ignore any AoOs. It's incredibly potent, but a little underwhelming to me for an 8th level stance.

## 9th

**Storm of Iron Fists Strike\*\*\*\*\***: Strike. This is it, the big finisher, the ultimate final secret technique, the thing Goku spends half the Namek Arc powering up to do. It doesn't disappoint. It opens with a Full Attack as a standard action, followed by an extra 4d6(5d6? the short text says 4, the detailed description says 5) damage per hit, the ability to ignore any Damage Reduction or Hardness, and finishes with an overwhelming Fortitude Save that if failed immediately reduces your poor opponent to -1 hit points. What makes the fortitude save so good? How about the +2 to the save DC for every attack you land? With a little luck, your opponent could be looking at a minimum DC 39 Fort Save. The Tarrasque only has a +31 to Fort Saves. Think about it.



## Cursed Razor

Cursed Razor is a supernatural discipline that makes use of [curse] effects to deliver potent damage and debuff effects to your enemies. Much of the discipline is debuff focused, and relies on your ability to curse your targets to get the damage boosts. Its discipline weapons are Heavy Blades, Light Blades and Spears, and its associated skill is Spellcraft.

### 1st

**Aura of Misfortune\*\*\*\***: Stance. Right out of the gate, Cursed Razor offers a stance that penalizes any foe in close range, making your maneuvers hit harder and deliver their rider effects more often. The range increases as you level, making this a good choice for the long haul.

**Luck Shifting\*\***: Boost. While the range on the boost is impressive, it really doesn't offer much. A 1 round boost to your AC would really make more sense as a counter, making this a strange maneuver.

**Spilled Salt\*\*\***: Counter. An immediate action reduction in your target's attack roll is nice at early levels where any random orc with a falchion can kill you. It won't scale too well as you go up in levels, but a -4 penalty is enough to at least last into 5th or 6th level.

**Stutter Strike\*\*\***: Strike. Your first wizard killer, a 25% spell failure and the [cursed] condition are both nice, but it targets what is generally a caster's highest save (Will) meaning it may not go off when you need it to.

**Touch of the Witch\*\*\*\***: Stance. Any attack you make curses (no save) the target for a number of rounds equal to your initiating modifier. This is a great basic stance to have because so many of your other strikes rely on your target being cursed to bring the big numbers.

**Woeful Burden\*\*\***: Strike. The ability to penalize your target's movement speed is great, and the scaling of the penalty is a nice addition. Use this to keep your target from getting away from you.

### 2nd

**Bad Karma\*\*\*\***: Counter. A -4 penalty to all D20 rolls is very significant. Being able to use the counter against anyone who targets you gives plenty of opportunities to use this counter, and a nice duration mean that this is a good option for both protecting yourself and screwing over your opponent. Beware the Will Save though.

**Mockery\*\*\***: Strike. Your first strike to take advantage of [curse] effects from your other maneuvers, the damage is a little higher against cursed foes, but much lower against un-cursed targets. So only use against [cursed] targets.

**Murderous Spite\*\*\***: Boost. A boost version of Mockery, with identical damage boosts against cursed and un-cursed foes. Take both to be able to pseudo-ready two of the same maneuver, or use them both in the same turn as a good way to kill a low level boss monster.

**Torment the Weak\*\***: Strike. A rare Damage over Time (DoT) effect in d20. Cursed foes take 1d6 damage every round for a number of rounds equal to your Initiating Modifier. While this could net you more damage than Mockery and Murderous Spite (and potentially more than both together), I can't really recommend this strike as keeping an enemy on the mat that long can

end up hurting you more than it hurts them. It does have utility in that it forces casters to make concentration checks, which is why I didn't mark it as **red\***.

**Word of Retribution\*\***: Counter. The target of the counter must be [cursed] and must attack you. If you succeed on a spellcraft check (remember how I told you to max your discipline skills?) you deal them the same damage they dealt to you. I much prefer counters that negate damage dealt to you or at least offer a chance of avoiding enemy nastiness, so I would recommend giving this counter a pass.

### 3rd

**Aura of Shared Misery\*\*\*\***: Stance. This stance lets you spread the [cursed] status around like nobody's business. Since Cursed Razor relies on the [cursed] status to inflict its damage, this is a great stance to take. The extra damage is minor, but can be useful to put an enemy over the edge.

**Dogpile Strike\*\*\*\***: Strike. While the damage boost isn't great, if the target is flanked (not just by you, by **anyone**) it spikes to an impressive 5d8, and has a chance to knock the target prone. If you're friends with a Rogue, Inquisitor or Stalker, this is a great help.

**Huntsman's Curse\*\*\*\***: Strike. This strike confers a number of debuffs all at once, slowing your target, staggering them and imposing minor penalties to attack rolls, AC, and Reflex Saves. Remember that it requires a Will Save to stick, and don't expect it to do a ton of damage, this is just to make it easier to take your target down later.

**Sorcerer's Sidestep\*\*\***: Counter. The effectiveness of this counter relies almost entirely on the number of people you've currently got cursed. A +2 bonus to saves is minor, a +10 bonus is amazing. So make sure you're cursing left and right, and then laugh off 3 million fireballs, hold persons, and stinking clouds.

### 4th

**Hangman's Curse\*\*\***: Strike. Exhausting your opponent is a potent debuff that can completely shut down most strength reliant characters. It targets a fortitude save though, and doesn't offer even token damage boost, so it doesn't quite push into blue territory.

**Persecution\*\*\*\***: Strike. As with all high damage Cursed Razor maneuvers, Persecution should be used against [cursed] foes. At least Persecution offers a damage boost against non cursed foes that's roughly equivalent to other 4th level maneuvers, but the difference between 4d6 and 8d8 bonus damage should be obvious.

**Warlock's Stride\*\*\***: Boost. Warlock's Stride is essentially an area denial effect. An enemy who knows what it does will avoid crossing the squares you've moved through, while enemies who don't recognize the effect will suffer potent debuffs leaving them ripe for counterattack. Unfortunately, without a way to force someone through the squares, you have to rely on your DM to be either fair or dumb enough to put enemies in that position.

**Witchfinder's Brand\*\*\***: Boost. This boost really acts more like a counter, activating when your target tries to cast a spell. Concentration checks are more difficult to pass now, giving you a better chance to really mess up a poor wizard.

### 5th



**Festering Curse\*\***: Strike. A more powerful version of Torment the Weak, with the same issues. Its damage is comparably better, but now it requires a fortitude save every round or the damage stops. It might be worse than Torment the Weak in that regard but the damage is more than double, saving it from being complete garbage.

**Shadow Pin\*\*\*\***: Counter. A counter you use in response to movement, instead of an attack? What madness is this? Its pretty impressive, immobilizing a foe for 1 round and causing flying creatures to fall out of the sky. Of course, you should be able to fly yourself by this point.

**The Dragon Knows\*\*\*\***: Stance. 60 ft of blindsight is incredible, and making enemies auto-fail their acrobatics checks to avoid AoOs is just as good. This stance has great in and out of combat utility.

**Witch's Revenge\*\*\***: Strike. This strike imposes some hefty penalties to your target's ability scores. You **need** them to fail a Fortitude Save though, or you've all but wasted your turn. As always, works significantly better on cursed targets.

## 6th

**Curse of Chains\*\*\*\***: Strike. It requires a Will Save to work, but this strike is like a disease, spreading through anyone adjacent to someone suffering from its paralytic effects. If you pull this off, enjoy the coup de graces as you mow down your helpless foes.

**Eye for an Eye\*\***: Counter. While its entirely what I expected for a counter named Eye for an Eye, I must reiterate how much I dislike counters that require you to actually get hurt instead of keeping the bad stuff from happening to you.

**Sorcerer's Gaze\*\*\***: Boost. This is the boost you use when you **need** to hit your target. Wily rogues, mages, magi and miss chance abusing enemies of all kinds can suck it.

**Warlock's Blow\*\*\*\***: Strike. Warlock's blow, how wonderful are you? Let me count the ways... You are a long range (400 ft +40 ft. per level) strike that teleports my [cursed] foe into the loving grasp of my blade, denying them any chance to flee. And upon their appearance, you level a hefty 8d6 damage onto them as well.

## 7th

**Oathbreaker's Aura\*\*\***: Stance. This stance denies enemies within 30 ft of you a long list of potential bonuses, whether or not your opponent is benefitting from these bonuses is what will determine the effectiveness of this stance.

**Traitor's Roar\***: Strike. So much potential, but Traitor's Roar relies too heavily on your DM's interpretation of the rules. Yes, the target (if they fail a Will Save) must attack its allies, but only one attack, and it can just as easily hurt you with the same attack (it's even given as an example in the text!). Its just too easy for this strike to end up doing more harm than good.

**Woedrinker\*\*\***: Boost. The first problem with Woedrinker is that it's a standard action boost. Fortunately that's really the only problem. Once initiated, you gain 10 temporary hitpoints, +2 to attack and +2 to damage for each cursed enemy in medium range (100 ft +10 ft per level). The hitpoints last for an hour, and the attack and damage bonuses last for 1 minute. So like everything else in Cursed Razor, curse everyone in sight and profit.

## 8th

**Luckdrinker Aura\*\*\*\***: Stance. Steal your enemies' power and give it to your allies. A great effect that just keeps on giving.

**Unending Nightmare Strike\*\*\*\***: Strike. An aptly named strike, there's a very good chance that if your target fails its first Will Save, it will never recover, continuing to take INT, WIS, and CHA damage until there's nothing left. Enjoy the pain.

**Warlock's Mirror\*\*\*\***: Counter. Succeeding on a Spellcraft check allows you to redirect any attack, maneuver, spell, power, SLA, or PLA targeting you against anyone else you choose in the range of the effect. This is what all those other counters were trying to be.

## 9th

**Festival of Shadows\*\*\*\***: Strike. Festival of Shadows immobilized every enemy within close range and deals potent damage to all of them. The damage is obviously better if the target is cursed, but being an AOE it's not a "guaranteed" kill like other 9th level maneuvers.

## Elemental Flux

Manipulating the arcane energies and untapped elemental forces that make up the world and the initiator, Elemental Flux is the signature discipline of the Mystic. The discipline plays with elemental abilities that can be augmented by spending anima or offer alternative effects based on what your current active energy type is (acid, cold, electricity or fire). The discipline skill for Elemental Flux is Spellcraft, and its associated weapon groups are Light Blades, Monk weapons and Thrown weapons.

### Note:

**Animus**: A lot of Elemental Flux maneuvers are scalable based on spending Animus. This isn't a problem for the Mystic, but for those who swap into the discipline, Animus requires a feat to get.

**Active Element**: Many Elemental Flux maneuvers have different effects depending on your Active Element type (acid/earth, cold/water, electricity/air or fire/fire, duh). Your Active Energy type is chosen each time you ready your maneuvers, and can be changed with a standard action.

## 1st

**Eldritch Shield\*\*\***: Counter. Spend an immediate action to gain resistance 10 to your active element for one attack. Definitely the kind of low level counter you'd expect from this discipline and not a bad one to have. Just be careful with your active energy type.

**Elemental Nimbus\*\*\***: Stance. Varying effects based on your active element, most effects are decent, but they don't scale well (or at all in some cases: Air and Water). The Earth effect is probably the most consistently useful, while the fire one potentially offers the most damage.

**Embrace the Elements\*\***: Stance. The defensive counterpart to the offensively oriented Elemental Nimbus stance. Again, runs into the issue of not scaling, unlike most 1st level stances. Fire is useful for the initiative boost, and Water boosts your Reflex Saves. Air and Earth mostly just raise your AC.

**Fluctuation Movement\*\*\*\***: Boost. Augments your movement based on your active Element. Air lets you Jump Good, Earth and Water are useful for chargers, and Fire just lets you go further. There's plenty of options, should you want to take advantage of them.

**Spark Strike\*\*\***: Strike. A damage boosting strike, does a little bit more damage than most other 1st level strikes, and can be augmented to do more. Make sure you're matching your Active Element properly or you'll run into issues.

**Variable Flux\*\*\*\***: Strike. Comparable damage to Spark Strike, but with much better rider effects, including increased accuracy, sicken, fatigue and catching fire. You can afford to target your enemy's weakest save and drop a nasty debuff on them, which gives this maneuver serious oomph.

## 2nd

**Arcane Shield\*\*\*\***: Counter. A skill check vs. attack roll, animus will let you augment it to give you +2 AC for the rest of the round. Solid counter considering the usefulness of skill checks.

**Degrade Resistance\*\*\*\*\***: Boost. The obvious downside to using elements is the presence of Elemental Resistance. Being able to ignore some Elemental Resistance is key to getting the most out of this discipline, and adding an extra 1d6 damage to the effect only makes it better.

**Eldritch Fang\*\*\*\***: Boost. Another great boost, this one allows you to ignore DR and adds force damage and a Stagger effect to your attack.

**Elemental Strike\*\*\***: Strike. I'm docking points for the name, but this is pretty solid. This is a heavily augmentable strike (up to an extra 3d6 damage and +3 to the save DC, putting it on par with 4th or 5th level maneuvers). Unfortunately, it really only targets one save, although the variety of effects are pretty useful: prone, extra damage, blinded or nauseated.

**Energy Jolt\*\*\*\***: Strike. Another heavily augmentable strike, this one is a ranged touch attack, with either Fortitude or Reflex as the targeted save. Depending on your Active Element, you could do extra damage, knock an opponent backwards, sicken them or entangle them. Air and Water are particularly useful for battlefield control.

## 3rd

**Elemental Flux Stance\*\*\*\*\***: Stance. This stance gives you nearly everything you need from Elemental Flux in one sweet package. Extra damage, Energy Resistance and some potent defensive abilities based on your Active Element. Of particular note is the great out of combat utility of the Fire effect, but all of them are useful.

**Lance of Power\*\*\***: Strike. This definitely feels like it belongs in a Psionics book with the way it augments, but here it is. A 30 ft. line is one of the worst area effects, but there are tactical benefits to it if you know what you're doing. The Active Element effects vary, but no save Deafening, and a scaling *grease* effect are pretty notable.

**Energy Spark\*\*\*\***: Boost. Make a ranged attack as a swift action, or two ranged attacks with animus augmentation? Sure, sounds good to me. This one doesn't scale damage though, so it'll probably be a prime target for trading out.

**Raging Flux\*\*\***: Strike. Elemental damage and a knockback. There's no save on the knockback effect, just the requirement that you do 10+ damage. The animus augment is nice, but hardly necessary.

#### 4th

**Arcane Torrent\*\*\*\***: Strike. 6d6 force damage is nothing to sneeze at, and the augment lets you hit as an AOE. But don't be fooled folks, this is a spell pretending to be a maneuver. It doesn't even require an attack roll!

**Assay Resistance\*\*\*\*\***: Boost. 150% better than Degrade Resistance, definitely take this. It might even be worthwhile to have both this and Degrade Resistance if you're fighting a lot of elementally aligned foes, but you can probably do just fine with only this.

**Eldritch Consumption\*\*\*\*\***: Counter. Skill check to negate a spell or power and heal HP based on the level of the spell. An excellent choice without a doubt.

**Energy Hammer\*\*\*\***: Strike. 6d6 extra damage and your choice of blinded, deafened, nauseated or stunned, each targeting different saves and lasting 1d4 rounds. This one is also highly augmentable, although the damage will fall off quicker as you get into higher levels.

#### 5th

**Elemental Drive\*\*\***: Strike. 9d6 bonus damage and a free bull rush. Solid choice for a maneuver. You can augment it to increase the likelihood of getting your Bull Rush to succeed.

**Elemental Vortex\*\*\*\***: Strike. The name reads like a bad anime finishing move, but this is a pretty good maneuver. The damage is a little less than Elemental Drive, but its augmentable. Air and Water are probably the best elemental riders, with extra accuracy and entangling being powerful team benefits.

**Elemental Absorption\*\*\*\***: Counter. Immunity to your active element and free healing from the damage you'd otherwise take. Definitely great, just don't try to use it to block a greatsword.

**Enter the Vortex\*\*\*\*\***: Stance. All the movement modes are yours to play with as you see fit (along with tremorsense and the ability to breathe underground or under water). This stance would be purple with just that, just for its sheer out of combat utility (and in combat utility). The addition of a 4d6 elemental ranged attack is just a nice bonus.

#### 6th

**Eldritch Energy Hammer\*\*\*\***: Strike. From the name, you'd expect this to be Energy Hammer's big brother, but it's a whole different monster. This is an attack with a *dispel magic* rider, and it continues to try and dispel *something* until it succeeds. It also deals bonus damage based on the level of the spell you dispel.

**Elemental Destruction Ring\*\*\*\***: Strike. A nice AoE that includes some nasty rider effects on its Reflex Save. Area of Effect attacks are hard to come by even for initiators, so this is definitely worth considering.

**Eldritch Fang Flurry\*\*\*\*\***: Boost. Stack some force damage on all your attacks for the round, ignore DR and each attack forces a Fort Save or blinds the target. One of the best boosts you can grab for its level.

**Nexus of Elemental Redistribution\*\***: While the Energy Resistance is significant, the total benefits you get from this stance simply don't measure up, especially when compared to the kind of benefits you can get from other stances, it just doesn't stack up. Since the primary

benefit can be replicated by boosts and counters found within the discipline, or picked up via magic items, this stance won't see much use.

**Shatter Resistance\*\*\*\*\***: Boost. Another absolutely stellar boost, this one ignores all Energy Resistance and still deals ½ damage to energy immune creatures. It also adds even more damage onto your attacks for the round.

## 7th

**Cascade of Elemental Wrath\*\*\*\*\***: Strike. A full attack strike, gives bonus damage and increases that bonus damage the more you switch around your active element (which you can do as a free action). A great way to do a ton of damage, and even change up your active element without having to burn an action. The augment just racks up the attacks on this.

**Force Majeure\*\*\***: Strike. Makes your attack deal mucho damage, and all of it is of your active energy type. The damage is good, but its not very creative.

**Redirecting Flux\*\*\*\*\***: Counter. A spellcraft check to redirect a spell or power to a different valid target. Nothing is quite so sweet as shooting the bad guy with his own bullets.

## 8th

**Elemental Breach\*\*\*\*\***: Boost. The granddaddy of anti-elemental resistance effects, Elemental Breach lets you ignore any resistance or immunity possessed by your targets for one round, and boosts your elemental damage by 50%. Definitely a must have.

**Master of the Elements\*\*\*\*\***: Stance. Large size, stat boosts, Darkvision, new movement types based on your active element, and a bunch of immunities all rolled into one. It's the equivalent of a persisted 6th level spell, but you can use it so much better than the wizard can.

**Zephyr Flux\*\*\*\***: Strike. An elementally altered chain lightning spell, with you as the lightning bolt. There's a lot of strange interaction with this spell that isn't really spelled out, but the effects are nice.

## 9th

**Strike of Elemental Devastation\*\***: Strike. Let's be clear here, you're spending a full round action to do 150 damage spread around to one or more targets within 30 ft. as a ranged touch attack. The rider effects are nice, but they only last 1d4 rounds each and require saves. Additionally, its very easy for this to become resisted, so you'll probably want to burn Elemental Breach to make sure this goes off and does enough damage to be worthwhile (225 for the record). For a 9th level maneuver, this just isn't impressive.

## Eternal Guardian

Eternal Guardian is similar to Iron Tortoise, in that it is focused on battlefield control and tanking. However, it differs in its supernatural nature, focus on [fear] and [curse] effects and Combat Maneuvers. Don't expect to drop a ton of dice on the table with this discipline, but you *will* be the bane of your DM with how effectively you can make his baddies into quivering useless

pieces of jello. The associated skill for Eternal Guardian is **Intimidate** and its associated weapon groups are: Hammers, Heavy Blades and Polearms.

### 1st

**Guard's Oath\*\*\*\***: Strike. Upon failing their Will Save, the target of this maneuver provokes attacks of opportunity from you for any movement they make. A strong opening for this discipline.

**Strike of the Infinite Protector\*\***: Strike. The buff is fairly straight forward, a minor boost to one ally's AC for a round. The problem is that it *is* minor, and won't scale at all.

**Terrifying Blow\*\*\***: Strike. A failed Will Save frightens your target, and they take extra damage if [cursed]. A decent combo maneuver for low levels.

**Valiant Keeper's Stance\*\*\***: Stance. Allies moving through your threatened area do not provoke any Attacks of Opportunity. This gets better the bigger you can make your threatened area.

**Vigilant Keeper's Stance\*\*\*\***: Stance. Your threatened area becomes difficult terrain, meaning that enemies moving through it can only move at ½ speed. As a bonus your AoOs curse your targets for 1 round.

**Warden's Bearing\*\*\*\***: Boost. This is **the** combat maneuver buff. It applies to any combat maneuver, gives a +2 bonus to your attempt, prevents AoOs, and makes you count as 1 size category larger.

### 2nd

**Debilitating Fear\*\*\***: Boost. Pick one enemy within 60 ft. who is suffering from a fear effect (shaken, frightened, panicked, cowering or demoralized) and Save or Suck them into being paralyzed for 1 round. Note that since this is a boost, even if your target makes its save, you still haven't wasted your turn.

**Fear the Reaper\*\*\*\***: Counter. Intimidate an enemy into not attacking you or an ally and leave them shaken for 1 round for daring to attack you or your allies. A very solid counter that will continue to scale well.

**Oath of the Intercessor\*\*\***: Counter. Switch places with an ally in melee range and take the attack in their place. A good way to save your squishy's bacon.

**Strike of the Royal Guardian\*\*\***: Strike. Hitting an enemy with this strike curses them and confers a scaling penalty to any damage rolls they make against your allies (but not you) unless they choose to go prone and grovel for 1 full round. The image of an enemy doing this is priceless, but more than likely the target will choose to eat the damage penalty.

**Relentless Warden's Strike\*\*\*\*\***: Strike. You need to read the description carefully, but this maneuver is great for clearing low level hordes. It lets you teleport in, then attack all enemies in reach and deal bonus damage to them. Just make sure to keep your enemies afraid.

### 3rd

**Binding Fetters\*\*\*\*\***: Boost. This handy little boost has two different effects. You can either forcibly teleport an enemy target adjacent to you at the end of their turn, or you can teleport an ally to you. That kind of versatility deserves a purple rating.



**Intruder's End\*\*\*\***: Counter. Intruder's End is like having a Warder's Zone of Nope available as an immediate action. The zone is capped at 20 ft, and doesn't really move so it's less overall useful than the Warder's Defensive Focus, but it still has its place thanks to its action requirements, availability and the fact that it is a Teleport effect giving you an easier time getting around to make your attacks.

**Stance of the Eternal Guardian\*\*\*\***: Stance. A great ability to have for protecting an ally, you grant them a scaling bonus to AC and Saves, and take half their damage for them (as per *shield other*).

**Swallow Your Fear\*\*\***: Counter. The bonus to saves is big, and although the requirements are narrow, it's the kind of effect you *want* to make sure nobody suffers. The extra Hit Points are helpful as well.

#### 4th

**Grim Guard's Laughter\*\*\*\***: This maneuver combos really well with other maneuvers in this discipline, as it applies Demoralize to a bunch of enemies. It also lets you attack all your foes in reach and do bonus damage. Its only downside is that the damage is lacking compared to other disciplines.

**Oath of Torpor\*\*\*\***: Boost. *Slowed* is a hell of a debuff, and since this is a boost it's great to mix with maneuvers that hit a large number of enemies. The extra damage is just a small bonus.

**Strike of the Steadfast Legion\*\*\***: Strike. Alrighty, giving your allies DR/- is really useful. The other part of this strike is strange though, as taking damage to give other allies temporary HP can result in some hefty net gains, but unless your group is really math friendly, it'll probably give you a headache. Sadly the damage bonus is minimal.

**Watchman's Rebuke\*\*\***: Counter. Forcing your enemy to reroll a successful save is just cruel, but it's not really a "counter." Still, you'll probably enjoy using this if you take it.

#### 5th

**Jailer of the Damned\*\*\*\*** - Stance. This stance is pretty key if you plan on maximizing your *fear* inducing abilities. It keeps your effects relevant against the ever increasing number of enemies immune to fear. It also buffs your combat maneuvers against enemies who are afraid.

**Unbearable Gaze\*\***: Counter. Inflicts a Reflex Save or Blind on an enemy trying to attack you. If you've been boosting your save DCs this can be nasty, applying essentially a 50% miss chance against you. However, this is not as easy to maximize, or as much of a guarantee, as other counters and suffers as a result.

**Shackles of the Condemned\*\*\***: Strike. Shackles offers a higher damage boost than other Eternal Guardian maneuvers so far, and forces your target to stay within 30 ft. of you. It also lets you play tug of war with your target, but gives you a decent bonus on the checks.

**Stand Your Ground\*\*\*\***: Counter. You and an ally take half damage from all attacks for a round which is some impressive damage reduction.

#### 6th

**Charge of Dismay\*\*\*\*** - Strike. Decent damage bonus with a Frightened + Shaken rider in a large area. A great way to set up some combos and do some debuffing or Battlefield Control.



**Inescapable Fetters\*\*\*\***: Boost. Affecting every enemy you attack for the round, forcing them to teleport back to you for as long as the curse persists and triggering an AoO from you. Can also be used to teleport your allies to you. This boost is amazing and lets you lay down the hurt, and keep punishing your foes for rounds and rounds of fun.

**Inescapable Grasp\*\*\*\***: Stance. If you've got the AoOs, this stance makes sure you can make them. Teleportation, Withdrawing, 5 ft. steps and pretty much any other form of AoO free movement still provokes as long as you're in this stance. If you're trying to lock down a zone, this is a great way to do it.

**Infinite Focus\*\*\*\***: Counter. Negates any Attacks of Opportunity for you and allies for one round. Casters, feel free to go crazy we got this.

**Strike of Sacrifice\*\*\***: Strike. Aptly named, the damage bonus is, again, sub par. The effect of the maneuver is the inverse of many other tanks, lowering your AC and raising your allies', making you a more enticing target instead of penalizing the enemy's attack in order to force them to focus on you.

## 7th

**Curse of Impending Doom\*\*\*\***: Strike. This strike imparts one heck of a curse, imposing ever worsening penalties on your target, and panicking them if they manage to succeed regardless.

**Grim Satisfaction\*\*\*\***: Boost. Your next attack imposes a Will save or Cower for 1 round and heals you a small amount. At this level, if you can lock down an enemy for a turn like this, they're basically dead,

**Unbreakable Promise\*\*\*\***: Counter. For 3 rounds, enemies who fail a Will save suffer from this curse and can't kill anyone except themselves. The only way to end it early is to make an attack against themselves. A real no win situation for your enemies.

## 8th

**Crushing Rebuke\*\*\***: Counter. Intimidate vs. Attack roll to negate the attack. A solid counter.

**Hammer of the Immortal\*\*\*\***: Strike. A double whammy of AOE attacks, with integrated movement, a 24 hour curse that utterly wreck's the targets' defenses, and lots and lots of combat maneuvers. This is a devastating maneuver against any group of enemies.

**Stance of the Infinite Warrior\*\*\*\***: Stance. This stance grants you an absolutely huge threatened area, and allows you to instantly teleport within melee range of any enemy who enters your threatened area and give them a hefty smack.

## 9th

**Oath of Eternity\*\*\*\***: Counter. This maneuver got toned down quite a bit, but it's still incredibly good. 40 ft. threatened area, minimum +9 AoOs, +3d6 damage to AoOs and you can teleport to make AoOs. An excellent capstone for this discipline.

## Golden Lion

Golden Lion is a leadership focused Discipline, and provides many effects to aid your allies with increased attack rolls, damage rolls, extra actions, and healing. Overall it's a powerful discipline

that works better the better you work with your team. Its Discipline Skill is Diplomacy and its associated weapon groups are Heavy Blades, Hammers and Polearms.

## 1st

**Demoralizing Roar\*\***: Boost. Shaken is a useful debuff, but at low levels you'll be lucky to get two enemies to have to make the save, and at mid to high levels, everything is going to succeed on the save.

**Encouraging Roar\*\*\***: Boost. Demoralizing Roar's twin brother, a simple boost to attack and damage rolls for all allies for one round. Good for making sure those low level hits land. There are several tricks and traits that can be used to extend the viability of this maneuver, meaning that if you invest in them it can go as high as **Blue\*\*\*\***.

**Hunting Party\*\*\*\***: Strike. Only at its best if you have an ally who can make the Attack of Opportunity, but at low levels two attacks will almost always lay the target low.

**Pride Leader's Stance\*\*\***: Stance. A morale bonus to saves vs. demoralization and fear effects that doesn't stack with your Presences isn't going to see use for very long.

**Pride Movement\*\*\*\***: Boost. Grant an adjacent ally an immediate move action, if it can be used on yourself (it specifies adjacent ally, you're your own ally, but are you adjacent to yourself?) upgrade this to purple.

**Tactical Strike\*\*\*\***: Strike. Your first "move an ally" strike, it has a short range and a short maximum distance, but it's enough to get an ally where they need to be.

## 2nd

**Call to Action\*\*\*\***: Strike. A nice repositioning maneuver for an ally, too bad they have to be adjacent to you.

**Defending the Pride\*\*\***: Boost. A decent AC boost at low levels, but sadly doesn't scale. Still, a wide area of effect makes this dependable. I wonder why it isn't a counter though.

**Distracting Strike\*\*\***: Strike. While you may not have many ways to capitalize on flat-footing your opponent, your allies probably do. Still this feels a little out of place as there are other disciplines (and other initiators) that do the flat-footing thing much better.

**Pyrite Strike\*\*\***: Strike. This doubles as both offensive and defensive, used properly it can keep your opponent from full attacking you or allow you to retreat without provoking an Attack of Opportunity. On the offensive side it can get your enemy into position to be flanked, or if you're very lucky, knocked off a cliff.

**Warning Roar\*\*\*\*\***: Counter. Golden Lion is a little light on counters, but this one is only second level and its amazing. A Diplomacy vs. Attack roll will probably go in your favor, and since it has a range of 60 ft. you'll be able to use it to aid your allies from across the battlefield.

## 3rd

**Circling the Prey\*\*\*\*\***: Boost. With a 60 ft. range, this boost should allow nearly all your allies the ability to 5 ft. step into a better position. Get the Wizard out of melee, get the fighter *into* melee, and the best part is that it's a boost, so you still get to attack.

**Golden Commander Stance\*\*\*\*\***: Stance. An improved version of the ToB stance Island of Blades. All allies within 30 feet of the Golden Lion Disciple gain the benefits of flanking an

opponent as long as there is another ally adjacent to the opponent, even if not in flanking position. Rogues will love this.

**Kill the Wounded\*\*\*\***: Strike. A low level boss killer, the more attacks your allies can get on the target the better this will be.

**Pack Pounce\*\***: Strike. If this were a boost it might rate green, but as a strike that requires adjacent allies and has a low bonus damage cap, it just leaves something to be desired.

#### 4th

**Charge of the Battle Cat\*\*\***: Strike. Charge your opponent and potentially knock them prone. A solid all around maneuver.

**Direct the Pride\*\*\*\***: Boost. Allows your adjacent ally to act immediately after you do, which has a great many potential uses. Unfortunately, it doesn't look like you can use it on yourself. We'll miss you White Raven Tactics.

**Golden Lion Charger\*\*\***: Stance. Increase the accuracy of your Charge attacks and never risk an Attack of Opportunity for charging. Useful if you're not already using a maneuver that doesn't provoke AoO's for charging.

**Golden Swipe\*\*\***: Strike. 10 feet of movement is better than 5, at least you can guarantee that they won't be getting a full attack off next round. But you probably won't get more than two or three Attacks of Opportunity out of this maneuver.

#### 5th

**Discipline of the Pride\*\*\*\*\***: Boost. Grant any allies within 30 feet use of a feat you possess for 3 rounds. Give the BSF some ranged feats so he can actually hit the dragon when it's in the air, Give the rogue Outflank, Give the Wizard Power Attack for a laugh. **Give your allies Martial Training so they can have fun with maneuvers too!**

**Guard the Pride\*\***: Counter. It only affects one adjacent ally and while the AC bonus is hefty (up to +10), it raises some rules questions like: Do you count as adjacent to yourself? I'd personally prefer a smaller bonus that affects more allies so that I could actually guard the pride, not just one member.

**Strategic Blow\*\*\*\*\***: Strike. Not only does it have a hefty damage bonus but you grant a nearby ally an extra move action. Use it to get your BSF lined up for a charge or full attack, allow your Squishy Wizard to get out of melee, or get the Rogue into flanking position. And don't forget, you are your own ally.

**Roar of Battle\*\*\*\***: Strike. Boss killing, teamwork edition. Your attack gets a damage bonus and your allies all receive a damage bonus on attacks against the target of this maneuver for 1 round. Unload the full attacks and watch the target get sliced and diced into itty bitty bits.

#### 6th

**Endurance of the Strong\*\*\*\*\***: Counter. An Immediate Action ranged heal, name a spell that does that. I dare ya.

**Golden General's Attitude\*\***: Stance. A maximum of a +5 bonus to attack rolls, damage rolls and saves vs. Fear effects isn't that impressive. Especially given that these are all morale bonuses and thus don't stack with the other (higher) morale bonuses you can be sending out.

**Harry the Prey\*\*\*\***: Strike. You get an attack! And you get an attack! and you get an attack! It's a strange form of AoE, but you can use it to spread the hurt around to all your enemies or make a focused attack on the big guy.

**Lion's Feast\*\*\***: Boost. Every enemy you and your allies kill for a round grants you temporary hit points, this can lead to a potentially massive amount of HP, or it can be completely worthless. Use only against big groups of fairly weak enemies.

## 7th

**Golden General's Victory\*\*\*\***: Boost. Kill a foe and heal all allies within a large area up to 20 hit points each. The healing strikes me as a bit low, but the wide area and swift action more than make up for it. Note that this boost is initiated *after* you slay the foe, so no worries about failing if you roll low damage.

**Orichalcum Swipe\*\*\***: Strike. The damage boost is hefty, and the ability to send your foe running in a direction of your choosing is great, but it requires a bit of forethought and teamwork to line up enough Attacks of Opportunity, so the full benefit may be lost.

**War Lion's Charge\*\*\*\***: Strike. Charge your foe without provoking Attacks of Opportunity and deal massive damage with a chance to stun the target. Pairs nicely with a few gambits and plenty of Primal Fury stuff.

## 8th

**Alpha's Roar\*\*\*\***: Boost. A +4 bonus to all saves and to DCs for all allies within 30 ft. for 1 round is a good solid boost, if a little boring.

**Lion Lord's Agony\*\***: Strike. This maneuver could be one of the most damaging maneuvers you have, but since it requires you to run around with low Hit Points, I'm recommending you stay away from it.

**Triumphant Lion's Leadership\*\*\*\***: Stance. You and allies within 10 ft. gain a bonus to damage while in this stance based on the number of enemies you've killed. The duration of the bonus is the same duration as the stance, so its ripe for "bag of chickens" shenanigans.

## 9th

**Lord of the Pridelands\*\*\*\***: Boost. The only boost in the game that costs a standard action, but it's worth it. All your allies gain a +2 morale bonus to Attack, Damage, AC and all Saves for each ally within 60 ft. for 1 round. It caps at +10, so as long as you have 4 buddies (remember, you count as your own ally) you're golden. Pun intended.

## Iron Tortoise

Iron Tortoise is the "Defensive Discipline." While all disciplines offer counters to protect you from enemy attacks, Iron Tortoise specializes in this. In addition, it has several "aggro" abilities to borrow from MMO terminology, this makes it a great discipline for tanking, which is what the Warder does best. Its Discipline Skill is Bluff and its associated weapon groups are Axes, Heavy Blades, and Close Weapons.

## 1st

**Snapping Strike\*\*\***: Strike. A basic attack that does extra damage. Pretty standard for 1st level maneuvers.

**Angering Smash\*\*\***: Strike. This specifies that you need to make a shield bash, which means you need a shield. Since Warders specialize in tanking, they probably have a shield, but shield bashing is harder to improve damage wise than regular attacks. But the benefit to your allies will be noticed. At low levels, a -4 to attack is almost a guaranteed miss.

**Stance of the Defending Shell\*\*\***: Stance. A scaling untyped bonus to your shield AC is pretty good for a shield focused tank, but as with any shield focused maneuver, if you aren't using a shield, you aren't using this.

**Iron Shell\*\*\*\***: Counter. Right from the start, Iron Tortoise offers you great counters at a discounted price. Because the classes with easy access to Iron Tortoise have full BAB their shield bash has a good chance of negating an attack.

**Snapping Turtle Stance\*\*\*\***: Stance. This grants you the equivalent of a feat (improved shield bash) and increases your damage when you shield bash. Stuff like this makes the hilarious concept of a dual shield wielder not only possible, but powerful.

**Throwing Shell\*\*\***: Strike. Did you know Captain America was a Warder? That's what this maneuver turns you into. A ranged shield bash (with a better range increment than most thrown weapons) that returns to your hand as a free action? Yes please.

## 2nd

**Enraging Strike\*\*\***: Strike. This strike does +10 damage and it gives you a chance to force your opponent to attack you. They need to succeed on a Will Save or their next round must be spent trying to attack you. There are several downsides to this maneuver though: 1st, it requires a Will Save; 2nd, The target must have an Int Score of 1 or higher (so no use against the party barbarian 😊); and 3rd, the nature of the attack made against you is up to your opponent. So this maneuver does what it advertises, but doesn't give you the means to capitalize on forcing your opponent to target you.

**Tactical Snap\*\*\***: Strike. This is pretty straightforward. Attack your opponent and get a free trip attempt with a bonus and no AoOs. While in 3.5 tripping was king, in Pathfinder its much less amazing.

**Defensive Shell\*\*\*\***: Counter. Defensive Shell allows you to make a shield bash to negate an attack against an ally. You make lots of shield bashes anyway, so this one should be easy to make as well.

**Taunting Turtle\*\*\***: Boost. A ranged taunt as a swift action ought to rate at least a blue right? Sadly, it requires a Will Save and requires your target to have an int score of either 2+ or 3+, which is a big deal, since it determines whether or not this can be used on most animals.

**Enduring Shell\*\*\*\***: Counter. Your shield bonus, should you choose to use it, will be pretty hefty, and adding it to a Fort or Reflex Save can keep you from being nauseated, stunned, sickened or any number of other nasty effects.

## 3rd

**Greater Snapping Strike\*\*\***: Strike. Standard damage increase for this level, but the ability to ignore DR is a nice bonus.

**Tortoise Defense\*\*\***: Boost. -10 ft. of movement speed is not something I like to see, but DR 20/- against one attack is.

**Burnished Shell\*\*\*\***: Counter. This is a limited counterspell (it only affects spells that target you directly) but its an almost guaranteed success since your BAB should very nearly match your opponent's CL, and your shield bonus helps too.

**Iron Tortoise Stance\*\*\*\*\***: Stance. Threatened area is the big thing for tanking in Pathfinder, so any increase you can get is going to greatly increase your effectiveness as a tank. The boost to CMD helps keep you where you need to be, on your feet and between your allies and your enemies. The extra Attack of Opportunity isn't great, but I wouldn't turn it away.

#### 4th

**Smashing Shell\*\*\***: Strike. The short text seems to imply that this attack should be made against your opponent's Flat Footed AC, but the long text makes no mention of this. Without the reduction in your foe's AC this is really just an average maneuver. The chance to Daze saves it somewhat.

**Snapping Riposte\*\***: Counter. This is the exact opposite of what a counter should be. It doesn't actually help you avoid an attack or spell, it just gives you a chance to counterattack with a pitifully small bonus to the roll. And if your opponent attacked you at range? Oh well.

**Aggravated Wounds\*\*\*\***: Boost. This is the kind of thing that you want to do as a tank. Any attacks you make for the round impose a hefty penalty to your targets' attack rolls. Assuming they survive, they'll have to come after you or they'll never be able to hit anything.

**Ricochet Shell\*\*\***: Strike. If your targets are close enough together, you can shield bash four enemies in one go. They take extra damage, although each subsequent foe takes less damage.

#### 5th

**Vicious Snapping Strike\*\*\*\***: Strike. The damage is average for this maneuver, but the no save rider is great. Its tough for your foes to get anywhere if you halve their speed.

**Turtle Knight's Stance\***: Stance, In the Book of Nine Swords, there was a discipline called Stone Dragon. It was a good defensive discipline, but had one major drawback: you lost the benefit of most stances if you moved more than 5 ft in a round. This is just as bad. You get great benefits, but if you move, say goodbye to your Improved Uncanny Dodge and AC/CMB bonus. Sure you can reenter the stance as a swift action, but that costs you a boost, and if you used a counter last round? Too bad.

**Shell Shock\*\***: Strike. I want to like this maneuver more. It does some really nice things, namely sending your opponent flying, but the damage is sub par and reflex saves are easily avoided. I'd still use it just for the times it does work though.

**Quick Snap\*\***: Counter. Yet another counter that requires you to get hit, at least this one makes sure you'll get a chance to counter attack, because it can only be triggered by a melee attack.

#### 6th



**Mithral Tortoise Stance\*\***: Stance. This reduces your armor's weight by one stage (from heavy to medium, medium to light) and stacks with the mithral property. It grants you a +2 bonus to AC and CMD and halves your armor's ACP. This stance is almost better out of combat, because it lets you move more freely in your armor and most skill checks are made outside of combat.

**Throwing Shell Cyclone\*\*\***: Strike. An AOE centered on yourself that does as much as a fireball. A 20 ft radius is going to hit a lot of foes, but you just don't have the ability spellcasters do to increase damage or spread for their AOE's.

**Snapping Turtle Rush\*\***: Strike. A charge attack is usually the purview of Primal Fury, and this has all the hallmarks. Its solid for its level, but if you want damage look outside this discipline.

**Steel Shell\*\*\*\***: Counter. This is where counters should be. Even if you fail to negate the attack (unlikely), you still reduce the incoming damage. Less good against magic attacks though, so it doesn't quite pull a purple rating.

## 7th

**Cyclonic Shell Crush\*\*\*\***: Strike. Melee AOE is important, as its tough to get without heavy feat investment. This maneuver gives you that AoE damage and possibly dazing multiple enemies is great.

**Iron Defender's Riposte\*\*\*\*\***: Counter. There are almost no counters that can be used to protect an ally, making Iron Defender's Riposte a very useful maneuver. The fact that its actually **good** is even better.

**Unlimited Aggression\*\*\*\***: Boost. I'd rate this purple if it could affect any enemy with an Intelligence score, but forcing everything within 60 ft to target you makes for a powerful aggro effect. Its a swift action too, which is even better.

## 8th

**Glorious Shell Shock\*\*\***: Strike. Again, Iron Tortoise falls short on the damage dealing potential, but this scores big on its ability to target multiple opponents at once and send them flying.

**Adamantine Shell\*\*\*\*\***: Counter. Standard fare for counters in Iron Tortoise, negating an attack easily. Even if you fail, gaining DR 40/- against the attack might just negate it anyway.

**Turtle General's Stance\*\*\*\***: Stance. Its like having a persistent counter against any line or cone effect and getting a shield bonus on top of this. The problem of halving your movements speed rears its ugly head again, but at least you **can** move, unlike turtle knight stance.

## 9th

**Invulnerable Shell of the Iron Tortoise\*\*\*\*\***: Counter. While certainly an apt and descriptive name for the ultimate counter, I prefer to call this "nope." Automatically negating any harmful effect against you and any adjacent allies is just too cool for school. Just make sure you're not caught flat footed.

### Mithral Current

*Courtesy of GitP's Keledrath*



Mithral Current is a discipline focusing on iaijutsu combat. For the layman, it's the thing a samurai does where he pulls his sword out and suddenly his opponent is in two pieces. When they're ten feet away from him.

Many of the maneuvers in Mithral Current get a bonus if you draw your weapon when initiating them. This would normally be problematic, but the discipline helps you out by frequently allowing you to sheathe your weapon after striking, and its stances (and Style feats) help you threaten with your weapon sheathed.

Possibly the strongest aspect of Mithral Current is its amazing counter potential. It contains some of the best counters in Path of War (along with Riven Hourglass). It does make fairly heavy use of its discipline skill, Perform (Dance), which, while it may sound like a horrible tax, is alleviated by the Agile Dancer feat, which lets you use that skill for Acrobatics (and use your Dex mod instead of Cha).

The Associated Weapon Groups are Light Blades, Heavy Blades and Polearms.

**Swift Current\*\*\*\***: Strike for +1d6 is fairly standard at this level. However, the draw bonus is very nice in combination with the right class features and stances (Body of the Night springs to mind), which helps it age quite well.

**Tidal Blade\*\*\*\***: Comparing this to other maneuvers, it does the same thing as Scything Blade from Scarlet Throne: Hit 2 dudes. But, if you draw your weapon, you get a bonus to hit. So potentially better.

**Flowing Creek\*\*\*\*\***: Okay, for perspective, most skill check AC replacers are level 2. and this lets you take a 5ft step if they miss. Fun times.

**Following Wake\*\*\***: So, spend your swift and attach a trip (using Perform (Dance)) to you next attack. Definitely not something to brush off lightly if you are focusing more on control than damage.

**Ready the Draw\*\*\*\*\***: This makes the discipline work at low levels before you have the feats to draw/sheathe normally. The extra Combat Reflexes is a bit odd for Warders (does it stack with Defensive Focus?), but this stance is still pretty much mandatory if you want to use on draw effects at low levels.

**Reaching Blade Stance\*\*\*\***: Damage and reach. Sadly, the damage ages once you can full attack, but more Reach will never be a bad thing (especially since you threaten all of it).

## Level 2

**Dual Crash\*\*\***: +2d6 damage isn't bad. However, +2d6 damage and two hits before activating a Boost is wonderful. The damage bonus does not apply to the extra attack.

**Iron Wave\*\*\*\***: +2d6 Damage is good, and applying vulnerability to silver can ramp up your damage really fast.

**Calm the Storm\*\*\*\*\***: Okay, when you get it, this lets you hit someone in retaliation. However, this might be the best scaling counter in PoW. The higher level you get, the more attacks your opponent has. Therefore, the more it will hurt them to lose them. And big things, especially ones

that work with class levels, tend to have lower Reflex saves. I can genuinely see myself readying this at 20.

**Ride the Wake\*\***: I almost gave this a one star, but I can see it having uses. It's a primarily defensive boost that doesn't protect you from AoO.

**Riptide Strike\*\*\***: Standard fare for these strike. +2d6 damage, and trip with +2 as a rider. Passable maneuver.

### Level 3

**Salt Breeze Strike\*\*\***: Damage is nice, and the draw rider is effective, if nothing else.

**Flowing Water Stance\*\***: Defensive bonuses. The initiative is nice, but I would switch out of this as soon as that wasn't needed. The big problem is that, while you can sheathe your weapon as a free action, without Mithral Current Style, this is completely useless. Kick this up to **Blue\*\*\*\*** with MC Style, since that is the truly glaring problem.

**Rippling Current\*\*\*\***: Swift Current's older brother. Again, great because of how many things work only against flat footed targets. If you aren't using anything like that, this drops to **Orange\*\***.

**Rushing Wake\*\*\***: Now, let me clarify something: This is **Purple\*\*\*\*\*** for control builds. If you want damage, don't look here, but if you have a focus on tripping and have a reach weapon (thinking Zweihander Sentinel with Reaching Blade Stance), this can trip ARMIES. Even funnier if you can get flight and charge over them, sweeping their legs out as you go.

### Level 4

**Silver Wave\*\*\*\***: So, that's a jump. Previously, your best strikes were dealing 3d6. Now we have 6d6, and if you draw you get range (and you get to look awesome). The silver vulnerability is icing.

**Disruptive Wave\*\*\***: Casters don't always need to target you, but this will make them never WANT to. The ability to run up to Mr Squishy and slap him around is fantastic. Obviously not useful if you aren't fighting casters.

**Blinding Reflection\*\*\*\***: So, lots of extra damage, and a save or suck draw rider. And one of the nastier sucks, as well. And, if they make the save, you get a small consolation rider

**Ride the Current\*\*\*\*\***: This scales for the same reason Calm the Storm does: High level enemies rely on multiple attacks. With this, you shut down their attack (by moving out of range) and get to stab them back (trading for the POSSIBLE hit on you).

### Level 5

**Whirlpool Strike\*\*\***: Nice AoE. Remember to combine with Reaching Blade Stance if you can get the draw rider to extend your reach and add some damage

**Flowing Stream\*\*\*\*\***: You may have noticed a certain bias here, but these counters are great in their scaling. Dodge the attack, shank the enemy, and run away to safety.

**Rapid Current\*\*\***: This is the upgrade to Dual Crash. Now you get 2 hits standard and a third on draw. Just like with Dual Crash, the extra attack does not receive a damage bonus

**Mithral Flash\*\*\***: Attack vs attack is pretty reliable, and the counterattack is a nice addition. However, your opponent can keep attacking, unlike with other counters in the discipline.

## Level 6

**Quicksilver Wave\*\*\*\***: The raw damage isn't aging well at this stage, but the silver vulnerability really does help this stay valid.

**Endless Current\*\*\*\***: Given the phrasing "10ft step", this works like a 5ft step but longer. This is one of the best ways I've ever seen to reach a backline caster.

**Mithral Current Stance\*\*\***: Application of silver vulnerability is a theme, but this doesn't really do a whole lot beyond that. There are better stances, but this is passable.

**Crashing Wake\*\*\*\***: Remember the silly trips I mentioned on Rushing Wake for builds with reach? Well, now it's silly AoE damage. Would be purple, but doesn't prevent AoO from ruining your day.

## Level 7

**Flowing River\*\*\*\***: Remember how I mentioned Disruptive Wave and casters not wanting to target you? Now you don't need a charge line, and get to stab him twice for more damage. Also, boosting skills is way easier than boosting saves.

**Raging Whirlpool Strike\*\*\*\***: I call this one "The Blender". Slice them up nice and small. On draw nets you two hits and +8d6 damage against everyone adjacent to you.

**Blade of the Silver Sea\*\***: So, the damage is on par with the rest of the level. The big advantage is if you can cut out regen. If you're this far into the discipline and don't have a silvered weapon, you clearly don't care about that.

## Level 8

**Mithral Wave\*\***: +14d6 and possible range still don't make for an 8th level strike. The silver vulnerability is okay, but now you have a stance for that.

**Mithral Lightning Stance\*\*\*\***: Speed, AC, and counterattacks. Want to have some fun? Use Crashing Wake in this stance. Watch them try to stab you. Worth noting that since you counterattack when they attack, instead of on a hit or a miss, your attack goes before theirs, so you can kill them to negate.

**Riptide Slice\*\***: Better because Flat footed scales better than Close Range, but still just an upgrade of a first level maneuver.

## Level 9

*Courtesy of GitP's master4sword*

**Dance of the Silver Hurricane\*\*\***: In addition to using a skill check to block an attack roll, anyone who misses you allows you to move ten feet per miss, which you can use to try and provoke attacks from foes who don't know better (and the average enemy will likely attempt to strike as you pass). On your turn, everyone who missed you gets targeted by an attack with a small damage bonus - while the damage does scale with the number of misses, this requires a foe to either full attack you or for you to repeatedly provoke from a foe with multiple attacks of opportunity. Useful defensive and mobility counter, and the attack at the end is really just icing, but it really requires a large number of foes to really shine. In a campaign where you face large groups, it jumps to **blue\*\*\*\***.

## Piercing Thunder

Piercing Thunder is a discipline rooted in the use of mankind's oldest weapon: the spear. Having evolved somewhat since then, the discipline specializes in the use of polearm weapons of all types. These maneuvers are among the most "grounded" and "realistic" you will likely find, though they still have an element of the fantastic for those that seek to play a powerful spear or lance wielding character. Mechanically, the discipline loves charge attacks, so it pairs well with Primal Fury and other aggressive disciplines. It also has a smattering of ranged abilities for those of you that like to throw. Piercing Thunder's discipline skill is Acrobatics, and its associated weapon groups are Polearms and Spears (duh).

### 1st

**Bronze Lancer's Edge\*\*\***: Boost. Immediately, we see a damage boosting... well, boost. +1d6 damage on a charge attack isn't a whole lot, but it's enough at low levels and can be combined with other damage boosting effects to make you hit hard on a charge.

**Bronze Lancet Charge\*\***: Strike. A full round strike that deals only one attack, but with a 1d6 damage boost. Combine with Bronze lancer's edge for the equivalent of an extra greatsword's worth of damage on your charge attack.

**Iron Pikeman's Attitude\*\*\***: Stance. This utility stance makes it easier for you to maneuver in heavy armor, reducing armor check penalty, increasing max Dexterity Bonus and reducing the weight category of your armor. All of these are minor benefits, but they scale well so this stance could see out of combat use even at higher levels.

**Oaken Shield\*\*\***: Counter. This little counter provides a flat bonus to AC when initiated. It's shield AC so won't work against touch attacks (without proper feat support) but the boost is enough to matter into mid levels. Plus, it doesn't require a skill check which has its own benefits.

**Phalanx Lancer\*\*\*\***: Stance. Have you ever wondered why Pathfinder seems to have such a hard time with letting you wield a shield and a spear at the same time despite it being historically very common? Well no need to worry, Phalanx Lancer Stance has your back. In addition to allowing you to go polearm plus shield, it also boosts your damage with discipline weapons and shield bashes. And to top it all off, it allows you and adjacent allies to make an *actual phalanx* by linking up your shields, whether they have this stance or not.

**Piercing Strike\*\*\***: Strike. This strike increases your weapon's reach by 5 ft. and allows you to hit two adjacent enemies with one attack. A nice bit of utility for low level combat.

### 2nd

**Armor Piercing Thrust\*\*\*\***: Strike. Make your attack against touch AC instead of normal AC. Simple, effective and incredibly useful for most martials.

**Brace for Impact\*\*\***: Counter. Substitute your Acrobatics check for AC, if your opponent misses, they take a small amount of damage. The damage is doubled if you are using a weapon with the brace property and there is no damage dealt if you are not wielding a discipline weapon.

**Hastened Leap\*\*\*\***: Boost. Either move 20 ft. as a swift action or make a swift action jump with a +10 bonus to the acrobatics check. Both are useful options in combat, and the jump bonus is useful outside of combat as well. A good boost to keep in your back pocket.

**Throwing Thunder\*\*\***: Strike. Chuck your discipline weapon at an opponent with a range increment bonus and additional damage. It also knocks the target prone. You'll have to go pick up your weapon after throwing it but you can do that as a free action if you are in a Piercing Thunder stance anyway.

**Thunderous Fall\*\*\***: Strike. A melee strike that forcibly dismounts a mounted enemy or gives a free trip attempt against an opponent with a small competence bonus. Both are viable options, but it depends on how many mounted enemies you face.

### 3rd

**Goring Strike\*\*\***: Strike. A little complicated, but essentially you attack in a line effect instead of a normal attack. You still make regular attack rolls against each creature in the line and deal additional damage, plus some bleed damage (if you're lucky). With the right buffs and stances you could get 30 ft. or more of distance on your line, but it's difficult to find opponents that group up like that.

**Iron Lancer's Edge\*\*\*\***: Boost. This is a very nice boost, your charge attack deals 3d6 more damage and auto staggers the target if you hit. Staggering is a pretty powerful debuff, so getting it to land automatically is great.

**Piercing Thunder Hammer\*\***: Strike. This is actually a worse version of Thunderous Fall, dealing the same damage but with no forced dismount option. The prone effect is a Reflex save instead of a CMB check, which is the only real improvement you see here.

**Twin Thunders Stance\*\*\***: This stance lets you two weapon fight with polearms or other discipline weapons, and gives you the TWF line of feats for free while in the stance. If dual wielding two handed weapons was your goal, here is your answer.

### 4th

**Iron Lancet Charge\*\*\***: Strike. A high damage charge attack that doesn't provoke attacks of opportunity and forces a reflex save vs. prone. There's a lot of knocking people over in this discipline.

**Leaping Strike\*\*\***: Strike. Use an Acrobatics check in place of an attack roll (with all normal attack roll bonuses and penalties still applied) and deal a bunch of extra damage. The benefits are that you don't miss on a 1, the downside is that you don't automatically hit on a 20.

**Repositioning Leap\*\*\***: Counter. Use acrobatics in place of AC and move away from your opponent the same distance you would for a normal acrobatics check. Pretty standard for a counter at this level, though it can potentially protect you from a full attack routine.

**Twisting Lance\*\***: Strike. Remember how I said there's a lot of knocking people over in this discipline? Here's another one. Less damage and a CMB check instead of a reflex save, compared to Iron Lancet Charge makes this overall less appealing unless you don't want to charge or are heavily invested in CMB.

### 5th

**Meteor Spiral Thrust\*\*\*\*\***: Strike. Oh baby. Good damage for its level and a save vs. nausea on top of it. Being Nauseated is one of the worst debuffs you can apply to an opponent, so this might be one of the best maneuvers in the discipline.

**Stance of the Thunderlord\*\*\*\***: Stance. This stance increases your melee reach and traps anyone inside your reach, preventing even 5 ft. steps or teleportation from blocking your AoOs. Tack on a little bonus to AC for good measure and you have a very powerful tanking stance.

**Throwing Comet\*\*\***: Strike. A 30 ft. line of weapon damage + 8d6 and knocking targets prone. A reflex save halves the damage and negates the knockdown effect. Thoroughly average.

**Twisting Parry\*\*\*\***: Counter. This is a fun one, use the higher of your AC or attack roll to deflect an attack made against you at another creature within range of the attack. Use it to make your enemies hurt your other enemies, which is exactly the kind of fun you like to see from a discipline like this.

## 6th

**Diving Thunderbolt Stance\*\*\*\***: Stance. If you want to be a Final Fantasy Dragoon, this is how you do it. Massive increase to your jump bonus, immunity to fall damage, and attacking an opponent when you're at a higher elevation from them makes you count as charging.

**Glorious Thunder Charge\*\***: Strike. While still very good, in the strictest sense, this is just a worse version of Meteor Spiral Thrust. Same damage, same rider effect, but requires you to charge and doesn't ignore damage reduction. You might want two of these, but I highly doubt its necessary.

**Impaling Comet Strike\*\*\***: Strike. Another, slightly longer line attack. Does less damage than last level's offering, but doesn't require you to throw your weapon and ignores DR.

**Lightning Rush\*\*\***: Boost. Gain +30 ft. of movement and move your speed as a free action immediately after getting the bonus move speed. When you gotta go fast...

**Steel Lancer's Edge\*\*\***: Strike. Kind of like spring attack, you charge in, deal your damage (plus 8d6 and ignoring DR) and then you get to make an acrobatics check to jump away in order to avoid retaliation.

## 7th

**Breaking the Charge\*\***: Counter. Used against a charging opponent within 10 ft. of you at some point during their charge. If you hit them, you can knock them prone and deal damage, potentially stopping the charge from going through. While cool, not the best counter around.

**Leaping Thunder Crash\*\***: Strike. An acrobatics roll in place of an attack roll, with a flat 35 damage on top of it and potentially disarms your opponent. Meh.

**Rush to the Fray\*\*\*\***: Strike. Charge through difficult terrain, then hit every opponent in your reach with either an attack or a combat maneuver. Combat maneuvers get +5 to their roll, attacks do 5d6 more damage. Versatile and potentially useful for damage or crowd control.

## 8th

**Adamantine Lancer's Edge\*\*\*\***: Boost. Deal a bunch of extra damage on your next charge attack, ignore damage reduction and, most importantly, daze each target you hit. Daze is good, great even. So is this boost.



**Deadly Thunder Lancer's Stance\*\*\*\***: Stance. A sweet little bit of everything, boosting attack, damage, and acrobatics checks. You get a superior version of Spring Attack as well, enabling you to strike and bound away with impunity.

**Thundering Lancer's Blow\*\*\***: Strike. Deals a bunch of extra damage on your attack and makes a Bull Rush attack as well. If you succeed on the bull rush, the target is knocked prone.

## 9th

**Piercing Charge of the Dread Lancer\*\*\*\***: Strike. You basically turn into a line, charging through enemies and terrain, dealing automatic damage to anyone in your path. There's a Reflex Save for additional damage as well. A difficult maneuver to pull off, but if you have a bunch of enemies in front of you, it could be very strong.

## Primal Fury

By tapping into the raw predatory hunger found in all of us, Disciples of Primal Fury unleash powerful attacks and rush across the battlefield to deliver bloody death to their foes. It specializes in high damage attacks, charging and huge flat bonuses to attack rolls. Its Discipline Skill is Survival and its associated weapon groups are Axes, Heavy Blades, and Hammers.

## 1st

**Crushing Blow\*\*\***: Strike. The damage bonus is small and the save doesn't scale, so its good early on but falls off very quickly.

**Panthera on the Hunt\*\*\***: Strike. The only reason this rates green is that you don't provoke AoOs when you charge.

**Primal Wrath\*\***: Strike. Power Attack, the maneuver. The damage bonus is good, but you'll be swapping this one out quickly.

**Running Hunter's Stance\*\*\***: Stance. A 10 ft. bonus to movement speed helps get you in range of your prey.

**Shoulder Rush\*\*\***: Strike. A bull rush attack can be useful to reposition your targets and its fairly easy to rack up a large bonus to the attempt. The +4 bonus makes it much easier to pull off.

**Stance of Aggression\*\*\***: Stance. This will wear out quickly, but the extra damage helps end low level encounters early.

## 2nd

**Bloody Riposte\*\***: Counter. I don't like counters that require you to get hurt in order to use them, and this one doesn't even give you a damage bonus to boot.

**Crippling Strike\*\*\*\***: Strike. A damage boost and an ongoing bleed effect. The bleed damage is small, but it'll add up over time.

**Devastating Rush\*\*\***: Strike. Charge a target and do extra damage and ignore DR a very solid strike.



**Momentum Crash\*\*\*\***: Boost. A hefty damage bonus on your charge attack that can be paired with a charging strike for maximum effect.

**Raging Hunter Pounce\*\*\*\*\***: Strike. A charge with a full attack, the goal of any melee character. This will continue to age gracefully the more attacks you get.

### 3rd

**Blade-Breaking Counter\*\*\***: Counter. If your opponent is wielding a weapon you can easily destroy, you can potentially negate their attack. Otherwise you're out of luck, especially against monsters lacking manufactured weapons.

**Disparity Blow\*\*\***: Strike. Average damage bonus with a free trip attempt.

**Frenzy Strike\*\*\*\***: Strike. Better the more weapons you have to attack with (both manufactured and natural), each attack gets a good damage bonus.

**Primal Warrior Stance\*\*\*\***: Stance. A stance that increases your size and weapon damage and stacks with effects like *Enlarge Person*. This is a great stance to have.

### 4th

**Furious Primal Wrath\*\*\*\***: Strike. The attack penalty might be steep, but it greatly outpaces Power Attack at this level, especially if wielding your weapon two handed.

**Impaling Strike\*\*\*\***: Strike. A decent damage bonus and CON damage. Solid, if a bit unoriginal.

**Momentum Crush\*\*\*\***: Boost. Doubling the damage output of its predecessor and ignoring DR/Hardness to boot. Still a very good choice.

**Shrug It Off\*\*\*\***: Counter. A Survival check in place of AC, giving you a good chance to negate an attack against you. This is the way counters should work.

### 5th

**Cornered Frenzy Strike\*\*\*\*\***: Strike. Area of Effect attacks are something that Melee has trouble making so this maneuver fulfills a much needed niche. The huge damage bonus on each attack just makes it all the sweeter.

**Dizzying Blow\*\*\*\***: Strike. A nauseated foe is a dead foe. There's a good chance that your target won't even get to make the save though, because the damage bonus on this maneuver is the same as some 8th level maneuvers.

**Lightning Step\*\*\*\***: Boost. There's a very common tactic to stop chargers, the use of difficult terrain. Any ability that helps you overcome that is useful, and the ability to change direction during your charge is equally useful.

**Meteoric Collision\*\***: Strike. Bull Rushing is only occasionally useful, and the fact that you deal barely more than half the **bonus damage** of a strike of the same level **in the same discipline** just doesn't bode well for this Strike.

### 6th

**Blade of Fury\*\*\***: Boost. Adds 2x your IL to the damage of one attack. At best you're looking at +40 damage, but at least it'll get multiplied on a critical hit.

**Charge of the Battle Panthera\*\*\***: Strike. Just like Dizzying Blow, this charge attack sticks such a huge damage bonus on the end of your charge that the chances of your opponent living long

enough to make the save are pretty slim. That being said the damage increase from Dizzying Blow isn't significant and Prone isn't as good a debuff as nauseated.

**Shield-Breaking Strike\*\***: Strike. I suppose this could be situationally useful, but why on earth would you want to break your opponent's stuff when this Discipline is so chalk full of maneuvers that let you brutally eviscerate your opponents *without* damaging their highly valuable equipment?

**Skirmisher's Stance\*\*\*\***: Stance. Since you'll be moving around so much anyway, what with needing at least 10 ft. to charge, this is a nice little damage bonus and the extra accuracy doesn't hurt.

## 7th

**Blood-Spray Strike\*\*\***: Strike. An aptly named strike, with a good damage bonus and lots of CON damage. But you can probably outdamage this maneuver with some of your lower level charge maneuvers, so its only average.

**Devastating Momentum\*\*\*\***: Boost. Double the damage of Momentum Crush, also ignores DR/Hardness, **and** now adds a chance to stun. That's all folks, pack it in.

**Primal Frenzy\*\*\*\***: Strike. Another maneuver to hit everyone in reach with every weapon you have, this one comes with more damage and an AC penalty the following round, so make sure all your targets are dead.

## 8th

**Iron Hide Stance\*\*\*\***: Stance. The DR is nice, the boost to CMB/CMD is also nice, but its the increased Strength bonus to damage that sells this stance. I would give it a pass if you're dexterity based, but definitely consider it if you're running around with high strength.

**Meteoric Crash\***: Strike. Really this is just sad. There's a 5th level maneuver with equal damage and a better rider effect, pass on this.

**Unbreakable Panthera Guard\*\*\*\*\***: Counter. Survival check vs. attack roll to not only negate an attack but also gain temporary hit points. A top of the line counter.

## 9th

**Wrath of the Primal Hunter\*\*\*\***: Strike. A pouncing charge that does +4d6 damage per attack and ignores DR. You can definitely rack up the damage with this maneuver, but it doesn't do anything else special.

## Radiant Dawn

Radiant Dawn is the “signature discipline” of the Rajah, and combines Akashic power with martial might to create a strong, support and healing focused discipline with some powerful, unique effects at the cost of low damage. This discipline is intense, and comes with some very special rules, outlined below.

**Sun's Gleam**: A Radiant Dawn disciple can choose to fire a ray of light as a ranged touch attack at a target within close range in place of a ranged attack made as part of initiating a maneuver. This ranged touch attack deals little damage on its own, but the versatility of being able to shoot a laser at anyone within 25 ft. of you basically whenever you want cannot be understated. This is available to anyone who

knows even a single Radiant Dawn maneuver ([hint](#), [hint](#)) for those of you considering picking up a cheap ranged weapon for emergencies.

**Essence:** Just knowing Radiant Dawn maneuvers is enough to get you extra essence, up to 9 points of essence at 17th level (when 9th level maneuvers become available). This essence can be used to power feats, class features or Radiant Dawn maneuvers.

In order to use essence in your Radiant Dawn maneuvers, you store it in the specific maneuver of choice when you ready your maneuvers (or otherwise move your essence around via class features or feats) and it becomes bound (unusable) once the maneuver is initiated and can only be used again once that maneuver is recovered.

## 1st

**Bolster\*\*:** Counter. Gives a small, scaling amount of DR/- to an ally for one round that can be increased by investing essence into the maneuver. Useful against lots of weak, physical enemies, but quickly falls behind many other counters even level 1 counters.

**Decree of Mercy\*\*:** Counter. The nice part about this maneuver is that it can be used in response to nearly any action taken by an enemy. What is not so nice is that all it does is convert the damage they do to nonlethal. *If* your allies are not taking much nonlethal damage, then this can keep them on their feet for longer, but the more damage they take and the more nonlethal damage they take, the less effective this becomes. The essence invested in the maneuver makes it affect more than one attack by the target. Still only has a 1 round duration though.

**Dismiss\*\*\*:** Strike. A basic attack with a free trip and possibly bull rush added on to it. Low damage is a characteristic of the discipline, but these are nice effects to have especially for characters who don't typically make use of CMB effects. Essence invested improves your CMB roll for trip and bull rush.

**The Caged Sun\*\*\*:** Stance. A selfish stance that improves the healing you receive but stops you from healing people other than yourself. Essence invested improves the rate of healing and further improves your AC, attack rolls and saves, making it a great entry stance for a Batal or other lone wolf style initiators.

**Spoils of War\*\*\*\*:** Stance. For entry level healing, it's hard to beat this stance. A constant, close range healing buff for your allies every round they make an attack. The scaling is pretty solid and can be improved with essence. Encouraging both aggression and defense makes this a very appealing stance for a support character and should be considered for every party.

**Staunching Strike\*\*\*\*:** Strike. Staunching Strike is the first of a number of Radiant Dawn maneuvers that give the initiator a pool of hit points to heal allies with after initiating the strike successfully. The damage is low, and the initial healing amount is also low, but it comes with some decent scaling for a first level maneuver through essence investment. It's probably comparable to Silver Crane's Enduring Crane Strike, but the ability to spread the healing around could prove more useful at low levels than Enduring Crane's slightly higher burst healing. Of course, if you're building a healer, you should really consider taking both.

## 2nd

**Curate's Strike\*\*\*\*:** Strike. Better than Staunching Strike in every way, Curate's Strike heals more hit points, has better scaling and also offers you an alternative use of enabling an ally to make a second save against a negative effect that they are suffering from without the risk of progressing diseases, poisons or whatever other nasty effects you're trying to remove. You probably won't want to trade out Staunching

Strike for this, just because of when you get them during your progression, and having two heals on tap is a nice thing to have in your back pocket.

**Decree of Torment\*\*\*:** Strike. This wordy maneuver may seem a bit confusing at first, but what it does is allow you to grant allies who attack the target of this maneuver free combat maneuver attempts against the target, up to a maximum equal to your initiation modifier. It works out to being a fairly strong single target debuff as you can unload a bunch of dirty tricks, trips, bull rushes and other maneuvers into a target with a decent enough bonus to the roll. Better against single targets than groups of enemies, but that more or less goes without saying.

**Healer's Bane\*\*\*:** Counter. This interesting little counter lets you steal healing from your target (preventing them from restoring hit points), redistribute it to your allies, and then damage them just to add insult to injury. Given that its purpose is to hurt the enemy rather than protect you or your allies, it's better to think of this as an immediate action strike rather than a counter. Obviously this will be useless if your enemies never bother to heal themselves.

**Expose Weakness\*\*\*:** Boost. Swift action flat-footing a target is great for helping out rogues, stalkers and anyone who wants to capitalize on an enemy that can't effectively hit back. Great for use against enemy initiators, as being flat-footed stops you from using counters.

**Witness to Glory\*\*:** Counter. Gives an ally a bonus to initiative and a small amount of temporary hit points. While the extra initiative is nice, it doesn't do all that much in the long run. There are other maneuvers of comparable level that do this much better.

### 3rd

**Armaments of the Empire\*\*\*:** Stance. A versatile stance that offers a variety of decent, if not stellar, weapon enhancements for your party's sharp, pointy objects. While nothing in there is absolutely must have, at the very least you'll never have to worry about needing *ghost touch* weapons. Extra Essence in the stance offers your allies boosted CMD.

**Decree of Death\*\*\*:** Boost. One of the few outright damage boosts available in Radiant Dawn, and it is significant. A 50% damage increase means that if you have one guy able to land a single big hit (like a Landsknecht or Gunslinger) then that hit will be massively more powerful after hitting the target with this boost. Essence added to this maneuver increases the damage dealt before the boost is applied by 2 per essence.

**Lifeburst Strike\*\*\*\*:** Strike. Another of the Staunching Strike line, this one improves on the amount of healing you do, adds a bonus to the rerolled save, and actually has bonus damage on it as well. Overall an improvement, and you will probably trade out Staunching Strike for this one, as there's little use for it now.

**Disrupt Essence\*\*\*\*:** Strike. Disrupt Essence is not a damage dealing attack, but rather a powerful debuff that removes a target's ability to utilize one or more of their (Ex) or (Su) abilities. Shutting down a target's incorporeality, regeneration, flight, invisibility, or any other number of annoying abilities is extremely useful. The essence invested in this strike increases the save DC and duration and for every 2 essence invested in this maneuver, you can shut down one additional (Ex) or (Su) ability for a maximum of 3 such abilities at 18th level without additional investment.

### 4th

**Decree of Silence\*\*\*\*:** Counter. An immediate action "shut up" in response to a power, spell, PLA or SLA used by an enemy within close range. You force a concentration check on the target as if they'd taken damage from an attack you make. If you're able to deal decent damage on your own then this is worth considering, at the very least it's a solid chance of negating an annoying spell or power.

**Lifeburst Imbuement\*\*\*\*:** Boost. An upgrade to Lifeburst Strike, you trade the ability to grant a new saving throw for increased healing, a small damage boost and the ability to target an ally with the boost instead of having to do the work yourself.

**Shatter Spell\*\*\*\*:** Strike. A small damage boost (optional, even) on an attack or touch that acts as a *dispel magic* or *remove curse*. A good utility maneuver for dealing with curses and other nasty magic. Comes online a little later than other related abilities, but is infinitely reusable, which makes it very appealing.

**Sunstroke\*\*\*:** Boost. While I only rated this three stars, I'd like to point out that I consider this to be a *fun* maneuver worth considering even if there are better options. This boost turns you or an ally's next attack into a long range (400 ft. + 40 ft per IL) attack with a giant laser beam. The attack can be turned into an AOE burst effect at the attacker's discretion with a maximum size determined by the amount of essence invested into this maneuver. So basically, [This](#).

## 5th

**Divide and Conquer\*\*\*:** Strike. This strike creates an artificial copy of the target near you that your allies can choose to attack instead of the original target. The uses for this ability might seem limited at first, but the important thing to note is that you can 1) create multiple copies with extra essence and 2) As long as the copy is targeted by an attack, it targets the original. This means you can hit enemies that are far away, and put them right next to your big damage dealing melee friends.

**Decree of Purity\*\*\*\*:** Boost. A better version of Lifeburst Imbuement. You trade the bonus damage for the ability to grant an ally an additional saving throw to end an effect with a nice bonus. Your healing doesn't really improve, save for the increase in additional Hit Points granted by investing Essence into this maneuver.

**Noblesse Oblige\*\*\*\*:** A non-action, untyped maneuver Noblesse Oblige allows you to save an ally from certain death once every 24 hours. The action type of the maneuver, combined with its effects make this maneuver a must have for anyone looking to play an effective tank or healer through PoW abilities. The maneuver even throws in a free attack for good measure.

**Stance of the Sunlight Shield\*\*\*\*:** Stance. The description of this maneuver states that it's halfway between magic and martial might, but this is easily one of the most magical abilities that can be granted by any maneuver. The stance allows you to create a bunch of 10 ft. x 10 ft. walls of force more or less at will. They can be placed within close range, and at any angle you choose. Because of this, you are looking at one of the most flexible and versatile abilities available. It can create paths, roads or bridges. It can cage or impede foes. They can provide cover, save an ally from being harmed, and look darned impressive to boot. The potential uses (and abuses) of this stance are really only limited by your own imagination, so use with caution.

## 6th

**Battle Against the Sun\*\*\*:** Stance. This versatile combat stance makes you glow as bright as the sun, and enables you to fire lasers of light once per round. These lines can originate anywhere within your zone of daylight and deal damage to enemies equal to your initiator level, or heal allies a number of hit points equal to your initiator level. While the healing or damage isn't really much to write home about, it at least is enough free healing/damage to be worth considering. Essence invested makes the attacks harder to avoid and increases the number of targets you can affect.

**Decree of Freedom\*\*\*:** Boost. Effectively a 1 round duration *freedom of movement* spell for you or an ally within range. The duration can be extended by adding more essence to the maneuver, but the exceedingly short duration makes it difficult to get the most out of this maneuver.

**King's Castle\*\*\*\*:** Counter. This fun little counter lets you teleport a willing ally adjacent to an ally (or yourself) and buffs them up with extra DR/- and Temporary hit points. In exchange, they take the attack on your behalf and can make their own counter attack. Essence invested in this maneuver improves DR, Temporary Hit Points and the damage of the free attack the ally makes.

**Path of the Sun\*\*\*\*:** Strike. A low damage strike that has some interesting effects. It's a DoT maneuver, meaning that whenever an enemy is stuck within the line area they take damage again, while your allies can freely move through the line and ignore AoOs when they do so. The attack also Blinds enemies struck by it on a failed save, which is what really makes this maneuver great. Added essence increases the Save DC to avoid damage/blindness and increases the duration of the maneuver.

**Karmic Strike\*\*\*\*:** Strike. This is a rare damage boosting strike for Radiant Dawn, which already makes it a little bit special. On top of that, it provides healing like the Staunching Strike line of maneuvers does and places a brand on the target of the strike. This brand, once used, causes the target of this maneuver to do only  $\frac{1}{2}$  with their next attack and then take  $\frac{1}{2}$  of that damage (so  $\frac{1}{4}$  of what they would have dealt) as damage for themselves. Essence invested increases healing done, and adds additional brands.

## 7th

**Awaken the Sleeper\*\*\*\*:** Boost. A powerful boost that grants an ally use of one of your 6th level or lower maneuvers for 1 round and gives them a bonus to accuracy, damage, skill checks and saving throws made as part of any maneuver they use for one round. Toss in a little temporary hit points and some movement speed boosting (if essence is invested) and you have yourself a 1 round superman. Definitely worth using if there's someone in your party that can really take advantage of your maneuvers better than you can.

**Push the Advantage\*\*\*\*:** Counter. A rare offensive counter, Push the Advantage heals you and your allies, while also granting an ally a standard action they can use to continue the assault. Adding in essence enables the target ally to move a little bit before taking their standard action, which means they can better make use of their free standard action. Anything that improves the action economy in your favor is golden and this maneuver is definitely worth having and using.

**Harsh Light of Day\*\*\*\*:** Strike. A highly accurate attack that ignores miss chance, concealment, mirror images and invisibility all to make sure the attack lands. You can even attack an empty square to have the attack veer off to strike your chosen target if they are within 10 ft. Once you hit, the attack forces a Will Save to remove any polymorph or illusion effects on the target. All of this makes for a low damage attack that still manages to be worth considering, simply by virtue of its ability to hit accurately and consistently.

## 8th

**Decree of Vengeance\*\*\*\*:** Counter. Upgrading the Staunching Strike line again, Decree of Vengeance becomes a counter that can be used in response to an attack against you or an ally within close range. Then, you or an ally can make an attack against the offending target with either a standard action attack or a strike before applying a significant healing effect. Each point of essence enables an additional ally to make an attack on top of increasing the healing available. The multiple out of turn attacks (especially strikes) allowed by this maneuver make it a must have for an initiating heavy party.

**Sun's Zenith\*\*\*\*:** Stance. There is a potentially huge downside to this stance, in that you lose the ability to invest essence into your maneuvers while this stance is active. However, all your maneuvers become invested with essence equal to the number of expended maneuvers from this stance's source (what this wording means is unclear, presumably the class you used to take this maneuver), up to  $\frac{1}{2}$  your initiator level (or the maximum allowed by the cap). This means that as long as you have 4 ish maneuvers expended, all your Radiant Dawn maneuvers will have the maximum amount of essence they can possibly



have invested available to be used. So while that's great for really getting the most out of your radiant dawn maneuvers, this stance does nothing for any other discipline you might want to use.

**Tyrant's End\*\*\*:** Strike. This strike damages the opponent for an almost acceptable amount and removes nearly any defensive measure they might have and replaces it with vulnerability unless they succeed on a will save. Sadly, vulnerability needs to be defined otherwise it defaults to [50% more damage from a specified energy type or a -4 penalty on saves against spells and effects that cause or use the listed vulnerability \(such as spells with the light descriptor\)](#). Which is okay, but without the specifics being defined it becomes a judgement call on what exactly those vulnerabilities means, especially in the case of physical damage that doesn't have a saving throw attached.

## 9th

**Judgement Day\*\*\*:** Strike. A big AoE of damage and healing. The damage is rather paltry, but the healing serves as a *breath of life* allowing you to restore the recently slain to life. A little underwhelming for an overall creative discipline, but at least the damage is difficult to ignore and the healing is highly useful. More essence improves the damage/healing and also improves allies' saving throws.

## Riven Hourglass

Riven Hourglass is a discipline which manipulates time, allowing the initiator to act out of turn, take extra actions, extend beneficial effects and reduce negative effects against themselves. The discipline's associated skill is Autohypnosis, and its associated weapon groups are Flails, Hammers and Light Blades.

## 1st

**Clockwatcher\*\*\*:** Counter. Gets you out of a surprise round, which can be a dangerous place to be at low levels.

**Distorted Clock Stance\*\*\*\*:** Stance. Free extend any effects on you would be purple on its own, while halving negative effects on you makes this just insane. Take this stance.

**Minute Hand\*\*\*\*:** Boost. An extra attack as a swift action. Has better returns on damage than Power Attack, but it costs a swift action and at this level combining both of them will just make you miss. Fortunately, an extra attack as a swift action will *a/ways* scale well.

**Sands of Time Stance\*\*\*:** Stance. A bonus to Reflex Saves and Initiative, good to have as the bonuses will scale well as a backup long into your career.

**Sands of Time Approach\*\*\*:** Strike. Our opener is a strike with a will save vs. Fatigue. This has some great potential in early levels, but the low DC won't help it stay relevant forever.

**Strike the Hourglass\*\*\*\*:** Strike. Another nice debuff, essentially being a save vs. Stagger. If you or an ally can dance out of melee with the opponent (or you have a reach weapon and they don't) you've got an effective way of locking them down for a round.

## 2nd

**Chronal Aggression\*\*\*:** Strike. Bonus damage and a sicken effect, solid maneuver.

**Rapid Strike\*\*\*:** Strike. Two attacks in one action. Good, solid damage for its level.

**Stopwatch\*\*\*\*:** Counter. One of those great full attack breaking maneuvers. It only gets better as you level and your enemies get more and more attacks.



**Temporal Burn\*\*\*\***: Strike. The extra damage is not the important part of this maneuver. The important part is that the maneuver ignores hardness. That takes this from an unremarkable damage maneuver to an incredibly useful puzzle solving tool.

**Unhindered Step\*\*\***: Boost. A nice increase to your land speed, too bad it doesn't apply to other movement modes.

### 3rd

**Flickering Defense\*\*\*\***: Counter. A forced reroll, taking the lower of the two D20s and slapping a penalty on the roll to boot. It's not an auto-win counter but it's close.

**Probability Twist\*\*\*\***: Counter. It's a counter you use on yourself! Re-rolling a d20 is useful and hard to come by, so this is worth considering since it can be used multiple times per day.

**Note** that this is in combat only, and only during your turn.

**Riven Hourglass Stance\*\*\*\***: Stance. A good defensive stance, but it would be much better if the miss chance applied to all attacks. As is, it's decent, but you'll more likely be using Distorted Clock Stance.

**Temporal Fury\*\*\*\***: Strike. Bonus damage and *slow*. Slow is a nasty debuff and definitely worth hitting your opponent with.

**Time Skitter\*\*\*\*\***: Boost. *Haste* is considered one of the best buffs you can get in the game. This is amazing to be able to cast on yourself. Because of the way maneuvers work, you can keep this going all day long.

### 4th

**Chronal Draw\*\*\***: Strike. Decent damage with a powerful rider effect. Definitely powerful if you can get the exhaustion effect to stick.

**Gift of Time\*\*\*\*\***: Boost. Giving an ally extra actions as a swift action is great. Sure you give up your own actions to do so, but there are real tactical benefits to being able to play with the initiative order like this.

**Temporal Body Adjustment\*\*\*\*\***: Counter. Auto negate any negative [condition](#) affecting you. Amazing ability, removing any condition affecting you (not the *source* you 3.5 transitioners).

**Tip the Hourglass\*\*\*\***: Strike. A better version of Temporal Fury. If you took Temporal Fury, swap it out for this one.

### 5th

**Chronal Fission\*\*\***: Stance. An extra free counter every round is either great or useless depending on how many counters you ready and how often you plan on getting hit. As such this stance can vary from **Amazing\*\*\*\*\*** to **Useless\*** depending on your build.

**Hour Hand\*\*\***: Boost. An extra attack with a swift action and a damage bonus is going to help you bring the hurt. The attack penalty is unpleasant, but it's less than you take for iterative attacks, so it's not terrible. If you took Minute Hand, you might switch it out for this.

**Relativity Burst\*\*\*\***: Counter. An extra move action is a powerful ability that opens a lot of tactical options. Its usefulness at attack negation is dubious though, as the movement isn't protected from Attacks of Opportunity.

**Sands of Time Tornado\*\*\*\***: Strike. A nice little Area of Effect attack that can hit for some good bonus damage and sicken your targets. Worth taking, since mobs of enemies can be problematic.

**Time-Thief's Talons\*\*\***: Strike. Hurt your opponent, and heal yourself equal to the bonus damage you do on this strike. Very solid.

## 6th

**Sand Bearer's Swiftmess\*\*\***: Stance. *Haste* plus *Blur* as a stance. Don't get me wrong, this is great, but you can all but do this already with Time Skitter. This just comes online a little too late to be as amazing as it deserves.

**Shatter the Hourglass\*\*\*\***: Strike. A save or suck strike with a backup no save, just suck rider. Paralyzed creatures may as well be dead, and slowed is enough of a debuff that you won't have wasted your turn initiating this strike.

**Temporal Distortion\*\*\*\***: Counter. Immediately move up to twice your speed without provoking AoOs, once per round. Absolutely amazing for positioning, avoiding attacks and otherwise frustrating your DM.

**Temporal Wave\*\*\*\***: Strike. More of a spell than a strike, a 30 ft. cone is a great AoE to have, and nausea plus slow will leave everything pretty much unable to act.

## 7th

**Beat the Clock\*\*\*\***: Counter. An out of turn standard action means an extra strike, and the amount of pain you can inflict with a strike should be something you're very aware of. Amazing choice for a counter, definitely take this and use it as often as you can.

**Sands of Time Hurricane\*\*\*\***: Strike. Two attacks each means two chances to nauseate the targets, a very nice AoE.

**Temporal Dilation\*\*\***: Strike. A touch attack removes an enemy from the fray for at least one round. If you need some breathing space, this is a good way to get it.

## 8th

**God of the Hourglass Stance\*\*\*\***: Stance. Forget the immunity to *slow*, forget never being surprised or being able to act in a surprise round, even the fluffy bit about being able to act inside a *Time Stop* doesn't matter. What matters is the extra standard action, *every round*. With this stance, you definitely are a god.

**Heart of the Time Lord\*\*\*\***: Counter. I'm not going to make the jokes about this one, I'll just say it's a great emergency button to have on hand given how much high level Pathfinder tends to devolve into rocket tag. It's like having a backup heart in case someone stabs you in the first one.

**Wrath of Time\*\*\*\***: Strike. A cone of disintegration is pretty nice, assuming you do enough damage to actually kill the stuff caught in the cone. Skill checks are relatively easy to boost, but even pumping everything you've got into Autohypnosis, it'll be hard to break a skill check modifier of 60, meaning you're looking at between 120 and 160 damage maximum. Still a lot of damage and a great AOE.

## 9th

**Break the Hourglass\*\*\*\***: Counter. This amazing counter gives you a move and standard action when you're attacked. You can only affect the creature that you attacked with these actions, but getting to take them immediately means that you can bring your best attacks to bear and level your opponent with ease.

## Scarlet Throne

Born originally from the art of dueling, the Scarlet Throne discipline is regal and commanding. Scarlet Throne distinguishes itself with highly accurate attacks that deal good damage, and some of the best counters in the game. Its Discipline Skill is Sense Motive and its associated weapon groups are Heavy Blades, Light Blades and Spears.

## 1st

**Blade of Breaking\*\*\***: Strike. As combat maneuvers go, Sundering is far from my favorite, but this maneuver makes it easy to pull off.

**Circular Stance\*\*\***: Stance. Giving a big middle finger to Rogues right from the get-go, Circular Stance means that you're never flanked except by rogues at least 4 levels higher than you.

**Prince's Attitude\*\*\***: Boost. Protects you while you move through the battlefield, nose pointed high. Its a solid boost, but it'd be better served as a stance, since there's just no guarantee the things this protects you against will happen on the round you use it. Additionally, I have **no idea** how to apply the initiative bonus.

**Red Zephyr's Strike\*\*\*\***: Strike. Hit your opponent then get out of range before he can hit you back, makes kiting baddies easy and fun. Also, I really love the name.

**Scarlet Einhandler\*\*\*\***: Stance. This stance loses out a little bit in that it requires you to be wielding your weapon in one hand, meaning that you lose out on some power attack bonus.

**Scything Strike\*\*\*\***: Strike. Hit two enemies with the same attack, its like cleave but doesn't cost a feat.

## 2nd

**Garnet Lance\*\*\***: Strike. Bonus damage and ignore DR, very solid for a maneuver of its level, but not the most creative.

**Regal Blade\*\*\***: Boost. The bonus damage is more variable than most strikes, but the boost to attack rolls makes this more likely to hit.

**Rising Zenith Strike\*\*\*\***: Strike. Using a Sense Motive check in place of your attack roll can potentially improve your chances to hit, and the ability to double your damage is really potent.

**Sanguine Barrier\*\*\*\***: Counter. Replace your AC with a Sense Motive check. It'd still be a good counter if it was 3 levels higher, so you might never get rid of this one.

## 3rd

**Dazing Strike\*\*\***: Strike. Bonus damage with a chance to daze the target on a failed save (big surprise). It's a good choice for its level, but I'm deducting points for the name.

**Scarlet Eye's Perception\*\*\***: Boost. Your next attack is resolved as a touch attack. That's actually really good, but you can't power attack a touch attack.

**Strike of Defeat\*\*\*\***: Strike. The less HP your opponent has, the more damage this attack does, making it a great finisher for those big bags of HP and Fast Healing.

**Unfettered Movement\*\*\***: Stance. Increased movement speed and a bonus to AC vs. Attacks of Opportunity (not just those from movement). Good defense and mobility are nice to have.

#### 4th

**Noble Blade\*\*\*\***: Boost. An improved version of Regal Blade, you'll probably never miss with it thanks to the attack roll bonus, making it a very reliable choice.

**Red Zephyr's Dance\*\*\*\***: Strike. Spread the love of your sword around by making a 10 ft. movement after every attack, up to your maximum number of main hand attacks and your maximum movement speed. Ask your DM if extra attacks from *haste* or *speed* weapons affect this.

**Sanguine Perseverance\*\*\*\*\***: Counter. Replace your Saving Throw with a much higher Sense Motive check. Which Saving Throw, you ask? **All of them**. Get this, use it, love it, never let it go.

**Weeping Scarlet Razor\*\*\*\***: Strike. This strike weeps tears of your opponent's blood. Literally. The damage bonus is good, and the bleed damage is above average for its level.

#### 5th

**Riddle of Iron\*\*\*\***: Strike. Better damage and a higher save DC, but essentially the same thing as Dazing Strike. Couldn't they have named Dazing Strike Riddle of Copper to keep the theme going?

**Ruby Zenith Strike\*\*\*\***: Strike. An improved version of Rising Zenith Strike. The damage and accuracy of this attack are going to make you very happy.

**Sanguine Perfection\*\*\*\*\***: Counter. Ignore or negate any status effects affecting you for a number of rounds equal to your Initiator Modifier. Its a wall of text, but they tried to cover their bases without making the same mistakes as Iron Heart Surge. They succeeded.

**Scarlet Riposte\*\*\*\***: Counter. Not only can you negate your opponent's attack, you get to counter attack with a damage bonus. A very good AC replacement option.

#### 6th

**Blade of Perfection\*\***: Strike. This used to auto-threaten a critical hit, but as its written now, you're only guaranteed to hit. You shouldn't be missing very often, so this maneuver loses a lot of its usefulness.

**Final Blow\*\*\*\*\***: Strike. Coup de Grace your target if they're below 25% of their maximum Hit Points as a standard action. As a bonus, so long as you have this maneuver readied, you can make a Sense Motive check as a free action to determine if the potential target is below 25% HP. Even if you don't use the strike, the reasonable DC on the check makes this very useful to coordinate your attacks.

**Red Zephyr's Fleetness\*\***: Boost. I wish the Red Zephyr line had ended stronger. A +30 ft. movement speed is good, but this really needed some attacks, or at least a damage bonus.

#### 7th

**Royal Blade\*\*\*\***: Boost. Your attack gets a bonus to hit and a decent bonus to damage, and all attacks you make for the round force the target to save or **cower** for 1 round.

**Ruby battle Lord's Strike\*\*\*\*\***: Strike. Make a full attack as a standard action, with all attacks using your Full Base Attack Bonus +2. Its a good thing you can't initiate this maneuver while two weapon fighting, or can you? (Hint: Unarmed Strikes, Armor Spikes, buckler shield bashes, more attacks equals more damage, period).

**Sanguine Proclamation\*\*\*\***: Strike. An attack with a good damage boost and a chance to knock the target prone. The mind affecting tag stinks, but the imagery of it is priceless.

## 8th

**Descending Sunset Strike\*\*\*\***: Strike. The "Rising" line of maneuvers ends with a descending strike that lays the opponent low with quadrupled damage. All it asks is a simple Sense Motive roll in place of your attack roll and you should be totally fine with that.

**Riddle of Steel\*\*\***: Strike. The damage bonus is about average for the level you get it, the maneuver's real benefit is its rider effect, a Save or Suck to make wizards green with envy.

**Scarlet Majesty Stance\*\*\*\***: Stance. Anyone wanting to hit you must make a Will Save in order to target you with an attack. They can only attempt the save once per round, but if they do manage to hit you, they become immune to the Stance for 24 hours, so make sure to kill them before they can do so.

## 9th

**Heavenly Blade of the Scarlet Throne\*\*\*\*\***: Strike. An extra 100 damage is amazing already. The Save or Die rider is even better, if they fail the save, they're paralyzed for **minutes** and even if they succeed they're still stunned for long enough to kill them next round.

## Shattered Mirror

Shattered Mirror is a discipline focused on altering perceptions, manipulating illusions and stealing, copying or otherwise messing with a target's abilities and buffs. Its associated skill is Craft(something) and its discipline weapons are Heavy Blades, Light Blades and Close Weapons.

## 1st

**Breaking Glass Strike\*\*\***: Strike. Dazzling is a crappy status effect, but the chance to daze helps save this strike. Its low enough level that the lack of bonus damage won't really matter.

**Copycat Cut\*\*\***: Strike. Copycat cut lets you use your target's last attack roll in place of your own. It deals pretty standard damage, but deals significantly more if you hit your opponent while using their attack roll.

**Doppelganger Dance\*\*\*\***: Stance. This stance is almost as good as having step up and following step in one go, allowing you to match any opponent who tries to 5 foot step away from you. It does eat into your movement next turn though.

**Funhouse Waltz\*\*\*\***: Boost. The ability to change direction during a charge is very potent, and the increased movement speed helps a lot as well.

**Left-Hand Strike\*\*\***: Strike. This uses a Craft check in place of your attack roll, deals bonus damage and costs your target their shield bonus to AC for 1 round. It can do a lot in one go, but dragons don't use shields.

**Obsidian Reflection Stance\*\*\***: Stance. This can be either really good or really bad. It has both offensive and defensive uses, where it can make your allies more likely to hit or your enemies less likely to hit. Unfortunately it doesn't differentiate between friend or foe, making it a risk to use either way.

## 2nd

**Broken Mirror Strike\*\***: Strike. A successful Reflex Save on the part of your target makes this no better than a standard attack. If you are going to use it, make sure that you target whatever is giving your opponent the biggest AC bonus (probably their armor).

**Equivocate\*\*\*\***: Counter. There are high level maneuvers that wish they could do this. While potentially situational, you can copy the buffs an enemy receives and get them added to yourself. It works even if all it does is delay your target from buffing for a round.

**Mimic's Gambit\*\*\*\***: Strike. Hit your opponent and copy one spell or power affecting them for initiation modifier rounds. Punish your foes for buffing up.

**Obsidian Razor Style\*\*\***: Boost. The primary benefit that maneuvers like Obsidian Razor Style have over maneuvers which only add extra dice is that flat number bonuses are multiplied on a critical hit, meaning this is a better move for a crit fisher over other boosts.

**Obsidian Sidestep\*\*\*\***: Counter. A low level save replacing maneuver. With the mix of good saves and stat bonuses the Harbinger has, it's tough to say whether they'll need this that often, but as long as your Craft Check is higher than your saving throw, its worth it.

## 3rd

**Curse of the Twisted Reflection\*\*\***: Strike. There's no bonus damage, but the confused condition is nasty, and definitely worth slapping on an enemy or two.

**Infinity Mirror Stance\*\*\*\***: Stance. Mirror Image is a killer spell for gishes, and having mirror images basically at will is a huge defensive boost. The most you'll have is five mirror images though (at 20th level), and you'll have to leave and re-enter the stance to reactivate them.

**Reflected Blade Style\*\*\*\*\***: Boost. Being able to use a strike on two different targets at once is great. Being able to use it on an enemy in close range (25 ft. +5 ft/2 IL) is even better. This is an absolutely amazing boost for clearing rooms.

**Shattered Glass Smite\*\*\*\***: Strike. Cones are unusually rare in Path of War, and this one does a nice bit of damage and covers a full 30 ft. area. It's also important to note that the cone doesn't offer a save for half damage.

## 4th

**Blazing Mirror Strike\*\*\***: Strike. I know how powerful blinding an enemy is, but with a fortitude save to negate its effect, Blazing Mirror Strike has a good chance of sputtering and going out. Make sure you're picking your targets carefully.

**Carnival Swap\*\*\*\***: Boost. Lets you swap a bad spell/power on you for a good spell/power on your target and leaves them with the short end of the stick. Also, doesn't require a save.



**Doppelganger Waltz\*\*\***: Counter. Lets you follow your opponent to up to 3x your movement speed. Useful for keeping a target in your grasp.

**Fetch's Wrath\*\*\*\***: Strike. Very similar to some Veiled Moon maneuvers, but with slightly different wording. The teleportation range is probably greater than your movement speed, and the tighter wording leaves less potential for shenanigans. It's still just as good as equivalent Veiled Moon maneuvers, but it's up to you which you'd rather use.

## 5th

**Curse of the Smoking Mirror\*\*\*\*\***: Strike. As long as this goes off properly, it can shut down or kill your target without you having to do anything, as every attack they make hurts them as well. Avoid using on Elementals or other creatures with immunity to their energy types.

**Empty Frame\*\*\*\***: Counter. Becoming incorporeal is a useful trick, as long as you avoid *ghost touch* weapons. You still have a 50% chance to get hit by magical weapons and attacks, so don't forget that.

**Gleaming Imprisonment\*\*\***: Strike. Its tough to say what the exact benefit of trapping a target in an immovable, unbreakable prison for such a short time is. I can see its use in escort missions, for example. Using nonlethal damage to protect your charge while you remove threats could be worthwhile, but using it against an enemy just means they get to live that much longer.

**Silvered Mirror Stance\*\*\*\*\***: Stance. It makes you feel like a gorram hippie, but the ability to share your buffs around with allies for free is incredibly potent, and extremely efficient in terms of spell slots.

## 6th

**Copycat's Cunning\*\*\***: Boost. Copycat's Cunning lets you temporarily improve your weapon or armor by borrowing the properties of other people's weapons or armor. The effectiveness of this obviously depends on just what you'll be able to steal from your target.

**Cursed Mirror Stance\*\*\***: Another stance that gives a bunch of extra AoOs. This stance allows you to hit back at enemies that target you with AoOs, meaning that with the right build you could be doing three or more AoOs in return for one single hit.

**Murderous Reflection\*\*\*\***: Strike. Murderous Reflection lets you add your opponent's strength score to your attack roll, making it easier to hit and does a nice amount of bonus damage. Good against giants, dragons, monsters and BSFs of all types.

**Plagiarism\*\*\*\*\***: Counter. Does one of the bad guys have a shiny toy you wish you could play with? Is he being mean and not sharing? Steal it from him with plagiarism. Not only do you get access to their ability, they **lose** access to it for a number of rounds equal to your Initiating Modifier. If it's a Spell or Power, you can only cast it once during the duration, but it still might be worth it. It's worth noting that you still have to tank the initial use of the attack though.

**Warped Glass Strike\*\***: Strike. So this sounds like a great idea, turning your opponent hostile to everything, but the rub is that said creature "targets the closest creature to it or the last creature that dealt damage to it in preference to other targets." Chances are, you'll meet one or both of those criteria, and it's unlikely that a creature's allies will attack it as well.



## 7th

**Double Team\*\*\***: Strike. An illusory double attacks your target at the same time you do, dealing bonus damage equal to 2x the result of your craft check. Then your target falls prone, no save. The damage bonus feels more at home in 3.5 but it's a very good bonus. **Note**: This maneuver does **not** let you flank your target.

**Infinite Reflections\*\*\***: Strike. Slightly better than a full attack if you're planning on making all your attacks against a single target. It's only about a 5% increase in accuracy, but sometimes that can make all the difference.

**Mirror Demon's Waltz\*\*\*\***: Boost. Long range teleportation is really useful, and this maneuver comes with the safety net of making enemies adjacent to your departure and arrival squares flat footed, meaning that they can't hit you with attacks of opportunity.

## 8th

**Obsidian Negation\*\*\***: Counter. There's a lower level counter that not only prevents your target from using their spell, power, etc for a number of rounds, but also lets you steal use of the ability. As such, Obsidian Negation feels like it falls short. However, Plagiarism fails to negate the attack against you, whereas Obsidian Negation keeps you well protected.

**Shattered Mirror Strike\*\*\*\***: Strike. I would expect a maneuver like Shattered Mirror Strike to require a saving throw, but a Craft Check vs. CMD might actually have a better chance at going through. Still the bonus damage is a little lacking, but the rider effects are amazing. Total concealment for everyone and a 50% spell failure chance can completely mess up someone's day.

**Unholy Mirror Stance\*\*\*\***: Stance. Stand tall in the middle of your enemies, and let your allies fire powerful single target spells at them, then apply the effect to all enemies in 30 ft. The power against secondary targets is reduced significantly, but it's still an amazing force multiplier to have.

## 9th

**Septennial Seal\*\*\*\*\***: Strike. An insta-kill maneuver that targets Will-Saves, and traps the target's soul in a mirror for seven years. The last bit is fluffy, but I'm sure your friendly neighborhood necromancer could find a use for a soul trapped in a mirror. On a successful save, Seven Year Strike still manages to deal an unlucky amount of damage to your target.

## Silver Crane

The Good aligned discipline, which focuses on defensive power, attacking incorporeal creatures and offers most of the healing maneuvers available in Path of War. Many maneuvers deal sacred damage, which does 50% more damage to evil creatures. Silver Crane's associated skill is Perception and its associated weapon groups are bows, hammers, and spears.

## 1st

**Crane Step\*\*\***: Boost. A free 5 ft step. Its nothing to write home about but is useful for tactical positioning.

**Enduring Crane Strike\*\*\*\***: Strike. A level 1 healing maneuver. And it heals at range too.

**Eyes of the Crane\*\***: Stance. Boosts your Perception and lets you *detect evil* at will. Meh.

**Flashing Wings\*\***: Strike. Not a lot of extra damage, and dazzle is a terrible debuff.

**Silver Crane Waltz\*\*\*\***: A good defensive stance, with a bonus to initiative, Reflex Saves and AC that scales, albeit poorly, as you level.

**Silver Strike\*\*\***: Strike. Its not going to do extra damage, but rolling your attack twice and taking the better greatly improves your chance to hit the target.

## 2nd

**Blazing Crane's Wing\*\***: Boost. The bonus damage only applies to undead and evil outsiders, so hopefully you'll know when to use it.

**Blessed Pinions\*\*\***: Strike. Effectively *ghost touch* plus 2d6 sacred damage to the target.

**Defensive Step\*\*\***: Counter. Effectively an AC replacer with Perception, but if you can't 5 ft. step out of reach of the attack, this won't do you any good.

**Emerald Displacement Strike\*\*\***: Strike. A Save or Lose effect that penalizes your foes perception checks and gives them a 20% miss chance. While certainly useful if it works, if the target makes the save then you've all but wasted your maneuver.

## 3rd

**Exorcism Strike\*\*\***: Strike. Poor damage boost if the target isn't undead or an evil outsider, but if they *are* one this is a highly damaging effect, with a chance to daze.

**Silver Crane's Blessing\*\*\*\***: Boost. If you hit, heal an ally or yourself for some damage. Thanks to it being a boost, you don't lose as much damage potential for initiating this maneuver.

**Silver Knight's Blade\*\*\*\*\***: Strike. One of the best healing maneuvers, because it both deals bonus damage and heals for the same amount

**Stance of the Silver Crane\*\*\*\***: Stance. *Holy* is a popular weapon enchantment anyway, and *protection from evil* a popular spell to have cast on you. This is generally more useful than its Black Seraph Counterpart for these reasons.

## 4th

**Sacred Pinions\*\*\***: Strike. Its too bad this isn't Sacred damage, that would be a nice little boost to the maneuver. Still, *ghost touch* plus 5d6 damage is good.

**Sapphire Displacement Strike\*\*\*\***: Strike. An improved Emerald Displacement Strike (as if you couldn't guess from the name), its essentially the same but with a higher DC and more powerful effects (auto-fail perception and 50% miss chance).

**Silver Crane's Leap\*\*\*\***: Boost. An extra move action which doesn't provoke AoOs. Great for maintaining distance and positioning.

**Silver Crane Resurgence\*\*\*\***: Counter. Reroll a failed saving throw with a +4 bonus, useable on yourself or an ally. A great emergency button maneuver.

## 5th

**Argent Knight's Banner\*\*\*\*\***: Strike. An AoE heal that can really save you and your allies' butts.

**Emerald Tipped Feathers\*\*\***: Counter. Instantaneous DR 20/evil, potentially enough to negate an attack, wish it lasted all round.

**Silver Crane's Spiral\*\*\*\***: There's no damage bonus, but you still hit all enemies in range. This is especially potent for ranged initiators, who can hit every enemy within their 1st range increment.

**Stance of the Crane Knight\*\*\*\*\***: Stance. Free at-will flight equal to 2x your base land speed, plus DR 10/evil. The *light* spell effect is mostly there for flavor.

## 6th

**Argent King's Scepter\*\*\*\*\***: Strike. Just crazy bonus damage, and some really good healing for you. A seriously powerful maneuver that matches the damage output of strikes several levels above it.

**Holy Pinions\*\*\*\***: Strike. *Ghost Touch* plus 10d6 damage is a lot, but combined with the chance to stun an incorporeal creature as well is even better.

**Silver Crane Endurance\*\*\*\***: Stance. Fast healing 5. You could just take this and never have to worry about out of combat healing for yourself, and enjoy the extra durability in combat, but Stance of the Crane Knight is a lot more useful, making it hard to justify this.

**Silver Crane's Mercy\*\*\*\***: Boost. if you hit your target, your ally within 30 ft. heals a pretty impressive amount of damage. And its a swift action.

## 7th

**Diamond Displacement Strike\*\*\***: Strike. Still ultimately just a save or lose, but its a save or lose vs. permanent Blindness and Deafness.

**Diamond Tipped Feathers\*\*\*\*\***: Counter. The DR 30/evil option is nice, but this is best used for its second effect, automatically ridding yourself of a negative status condition (just not damage).

**Holy Rush\*\***: Boost. Teleport adjacent to an ally within 50 ft. Not only is it kind of out of place, but at this level, I was expecting more from this maneuver

## 8th

**Benediction of the Silver Crane\*\*\*\*\***: Boost. A successful attack nets you and all allies in 30 ft. 12d6 points of healing. Juicy, juicy healing.

**Celestial Pinions\*\*\***: Strike. 15d6 points of damage is really good, and the chance to auto slay incorporeal creatures you hit make this quite powerful.

**Diamond Wings of the Imperial Crane\*\*\*\***: Stance. Spell resistance which heals you if it works, and a bonus to saving throws. A really powerful defensive stance and perfectly suited to this discipline.

## 9th

**Strike of Silver Exorcism\*\*\***: Strike. An extra 80 damage against most enemies is pretty poor for a 9th level maneuver, and dazzle is a joke of a status effect. It's much better against Undead and Evil Outsiders, where the damage jumps to 180 (because Sacred Damage does that) and it

tacks on a Save or Die. Would have been much better if it were some kind of healing maneuver in my opinion though.

## Sleeping Goddess

Sleeping Goddess is a pseudo manifesting discipline, with maneuvers that cover a wide variety of effects which can be augmented by spending Power Points on them. There are several gems in here for many builds, but focusing on Sleeping Goddess is going to drain your PP reserves like nothing else. Sleeping Goddess' associated skill is Autohypnosis and its associated weapon groups are flails, heavy blades, monk, spears and any weapon created by the form mind blade class feature (including abilities that replace or alter the form mind blade class feature) or a Sleeping Goddess maneuver.

### 1st

**Battle Mantra\*\*\*\***: Stance. Your choice of several different free scaling bonuses. These can be swapped around once per round as a free action, meaning you'll almost always have the ones you need available.

**Body of Delusion\*\*\***: Counter. At higher levels, halving damage isn't really going to cut it, but for low levels, this is a pretty good counter. Spending the 3 PP to augment it to completely negate the damage can be a good idea if you have the PP to spare. 5 PP should only be spent against the nastiest of effects.

**Call the Soul's Blade\*\*\***: Boost. Never be unarmed again. This turns a core class feature of the Soulnife into a boost that you can essentially recast as needed. In terms of damage and other effects this isn't that impressive, but always having a weapon available is an amazing tool. It has a slightly different effect if you already have the mind blade as a class feature, providing a boost to that weapon.

**Ego-Wounding Strike\*\*\*\***: Strike. Forces a save vs. a penalty to most d20 rolls. Some things to note about Ego-Wounding Strike are that it's *like* sickened, but not actually sickened (and so stacks), it's duration is extended by allies attacking your enemy, and you can remove the saving throw by expending psionic focus. Properly augmented and supported, this maneuver can actually remain relevant for a while.

**Flash of Insight\*\*\***: Boost. Grants your ally an extra save against an ongoing effect. The augments are pricey but let you affect more allies or improve their chances of success.

**Harmony-Shattering Strike\*\*\***: Strike. A good opener for your allies to all attack the same foe. You can increase the damage bonus or negate your enemy's chance of saving against the effect.

**Unbroken Stride\*\*\*\*\***: Stance. This might just be my favorite stance in the game. Unbroken Stride gives you a number of useful scaling effects that remain important to an explorer or adventurer as you level throughout your career. What I *really* like about this stance is that it's the only flight granting stance available at a low enough level that any initiator can pick it up for the cost of a feat. Would you spend a feat on Su flight? I would.

### 2nd

**Adamant Will\*\***: Counter. Grants you and an ally a +4 insight bonus to AC against the next attack made against them this round. It's a buff for an ally, but not great as far as counters go.

**Fearless Faith\***: Counter. Being frightened or panicked can be a death sentence, but a counter that only reduces a fear effect (not blocks) and does nothing else for the attack just isn't worth it most of the time. Most fear effects have saving throws, which means that save boosters or save replacing counters do the same thing, only better.

**Mind-Revealing Strike\*\*\*\***: Strike. Bonus damage and you also get to read their mind for the duration of the maneuver. The duration can be extended by having your allies attack the same target. Where this gets really interesting is that you can expend focus to make the attack a no-damage touch attack allowing you to use this maneuver outside of combat as a subtle way to get an advantage in social situations.

**Reactive Reversion\*\*\*\***: Boost. Lets you teleport back to your current location as a free action once for the rest of the round. This is as much a counter as it is a boost, as it's great for avoiding enemy attacks. Augments can extend the duration or allow for multiple reversions, giving a lot of tactical options.

**Twofold Assault\*\***: Strike. Deal some damage and throw in a free combat maneuver of your choice. I recommend Dirty Trick usually, as it's easily the most flexible option. Expending focus can give you two combat maneuvers, which can actually approach debilitating.

### 3rd

**Chains of Doubt\*\*\*\***: Strike. Nauseating your opponent is a nasty debuff. The damage on this is secondary. Expending your psionic focus with this maneuver nauseates an ally of your enemy within 60 ft. no save. Target a wimpy little minion to automatically nauseate the boss monster.

**Grasp of the Goddess\*\***: Boost. Grants you increased reach and an extra AoO, this combos well with Eternal Guardian abilities for capitalizing on stupid things your opponents do.

**Inexorable Embrace of Sleep\*\*\***: Strike. If the target fails their save, they lose any casting, manifesting or initiating for 3 rounds. The problem with this is that Casters and Manifesters have high Will Saves, and Initiators have counters.

**Internal Dominion of the Sleeping Goddess\*\*\***: Stance. Forcing a reroll on an attack or save you don't like is a great defensive trick to keep in your back pocket. Because it's a free action, it doesn't lock you out of countering if you manage to flub the second roll.

### 4th

**Armory of the Sleeping Goddess\*\*\***: Boost. The upgraded Call the Soul's Blade. If you like that maneuver, swap it out for this one. There's no reason not to do so.

**Puppet of the Goddess\*\*\***: Strike. Slapping your opponent with a powerful illusion effect can be very useful. The augments enable you to get around immunity to mind affecting stuff so that your opponent's can't avoid the worst of this strike's effects.

**Reunion in Dreams\*\*\*\***: Boost. This feels very similar to Veiled Moon, but that's not a bad thing. It's useful for regrouping with your allies and moving across the battlefield safely, and can help solve several different common puzzles.

**Traumatic Reversal\*\*\***: Counter. I don't like counters that don't protect you from damage. However, this one reverses the remaining damage and sends it right back at your attacker. I'd still prefer other counters, but there's a humor factor here. The augments make this much better than the base version.

## 5th

**Inarguable Presence of the Sleeping Goddess\*\*\*\***: Stance. Blur for a 20% miss chance and you ignore enemy immunity to [mind-affecting] effects. Given how common those are in this discipline, it's a good thing to have and becomes necessary as your adventure gets into higher levels. Obviously much less useful if you don't use a lot of mind-affecting stuff.

**Reshape the Sculpted Mind\*\*\*\***: Strike. The ability score damage is great, and the rider effects are even better, especially the *intelligence* one, as it completely shuts down casters unless they have Silent Spell.

**Reverberation of Defeat\*\*\*\***: Boost. An AoE debuff that triggers after you down an opponent. Sleeping Goddess doesn't have the highest damage numbers, but as an initiator you shouldn't have any trouble killing opponents.

**The Ties that Bind\*\*\***: Strike. Entangling can be a potent debuff, and the fact that the secondary targets don't get a save means that you can increase the likelihood of this succeeding by targeting the mooks to hit the boss. Augmenting to spread the effect to more enemies is a very good, but expensive, idea.

## 6th

**Convert Intrusion\*\*\*\*\***: Counter. An Autohypnosis check to negate an attack or power against you and give your allies a bonus to Saves based on your initiating modifier. You can augment it to increase to bonus or increase the duration, which are both great options. This is an excellent counter.

**Dreaming Nomad Strike\*\*\***: Strike. Hop and skip (and teleport) around the battlefield hitting enemies left and right. While it's great at cleaning up small fries, the lack of a damage bonus and limited number of teleports makes it difficult to take advantage of the augments you'd need in order to actually rack up the damage with this strike.

**Overpowering Optimism\*\*\***: Boost. Immediately regain psionic focus and get free augments to a maneuver you initiate in the next 3 rounds. Great setup and recovery for a character that's heavily invested in this discipline.

**Unavoidable Gaze of the Sleeping Goddess\*\*\***: Stance. Become the All Seeing Eye of Sauron, with a bonus to initiative, automatically noticing any creature within 60 ft., ignore miss chances and expend psionic focus to read the minds of lesser folk. Great utility in a 6th level stance, but probably not your go to for combat.

**Strike of Transfixed Awe\*\*\***: Strike. Stunning the target for a round is great. Learning what spells they have prepared means that you'll be able to anticipate their moves and plan accordingly. Assuming they survive that long.

## 7th



**Perfect Distillation of the Soul\*\*\***: Boost. The next step up in the Mind Blade boosts, swap out your lower level choice for this one.

**Pierce the Soul\*\*\***: Strike. An attack which encourages you to beat up on your target's familiar, eidolon, psicrystal or whatever they happen to have. I wouldn't *recommend* smacking every woodland creature you meet with this on the off chance that they're the evil wizard's familiar, but it's not paranoia if everyone really is out to get you.

**Soul-Crushing Mien\*\***: Counter. A +4 to a saving throw isn't that great of a counter. The stun effect saves it from being completely awful, and at least the augments are decent.

## 8th

**Indomitable Idealism\*\*\*\***: Counter. An anti-death counter. Amazing to have in your back pocket so long as you can get far enough away from your attacker to not eat it on their second attack.

**Self Beyond the Self\*\*\***: Strike. Effectively a will save or *dominate* effect, but without actually calling it as such. Taking control of your enemy for a round is great, but only if you can actually do something useful with them.

**Unimpeachable Authority of the Sleeping Goddess\*\***: Stance. Automatically applying the *shaken* debuff to enemies in a large area is nice, and the move action Save or Panic can be useful, but overall this is pretty average and not what I'd expect from an 8th level stance.

## 9th

**Immortal Truths of the Sleeping Goddess\*\*\*\***: Strike. The damage bonus is subpar for this level, and the effect is both fluffy and potentially very powerful. Smacking an enemy into being *helpful* to you is a classic of the Shonen genre of comics and manga, so have fun being that guy at your table. There is a side benefit that if you have this maneuver readied and unexpended you automatically know the current Hit Points of creatures in your melee reach, which can be very useful for planning your order of attacks.

## Solar Wind

Solar Wind takes an unusual direction and decides to be nice and friendly to Ranged Attackers. If you wield a bow, crossbow or thrown weapon, this is the discipline for you. Its associated skill is Perception and its associated weapon groups are Bows, Crossbows, and Thrown Weapons.

## 1st

**Curving Ray Shot\*\*\*\***: Strike- Cover is one of the biggest obstacles to ranged weapons, so it's great that Solar Wind gives you an answer to that right away. The only drawback is the perception roll, but it should be easy to succeed on.

**Horizon Wind Lancer\*\***: Boost- An extra 1d6 on one ranged attack in the round is good at low levels but ages really quickly.

**Phantom Sun Stance\*\*\*\***: Stance- Say goodbye to tracking how much ammo you have. As long as its mundane ammo, you have it.



**Solar Sting\*\*\***: Strike- Cover a 10'x10' area with phantom caltrops that halve your opponent's movement speed and do damage? It's like *Entangle*, but shiny and pointy.

**Stance of Piercing Rays\*\*\***: Stance- Solar Wind's 1st level damage boosting stance increases your damage output by 1d6 fire damage. Like poor little Desert Wind, this suffers from everything and their grandma having fire resistance at mid to upper levels.

**Steady Hand\*\*\***: Boost- Increased range increment is much better for thrown weapons than for bows and crossbows, but every bit helps. Especially since its a swift action to use.

## 2nd

**Feel the Wind\*\*\***: Boost- I've never had to fight in naturally occurring storm winds, and most GMs I've played with can't be bothered to remember the penalties for bad weather anyway, but the beauty of this is that it just says no to spells like *Wind Wall*, which used to hard counter any type of archery.

**Intercepting Shade\*\***: Counter- Shooting arrows out of the sky with your own arrows makes for a great image, but this counter is useless unless you're doing just that.

**Solar Flare\*\*\***: Strike- A good strike that ignores cover and does additional fire damage. This is going to be a theme.

**Solar Lance\*\*\***: Strike- So there's some miscommunication between the short text and the detailed description of this maneuver about what exactly happens, but going by the detailed entry you get an attack which does extra damage (not fire!) and allows for a free bull rush attempt on the attack with a +2 bonus.

## 3rd

**Blinding Ray Shot\*\*\***: Strike- This attack offers no bonus damage, it's one major saving grace is the blindness effect that accompanies the attack sans save. No save blinding is pretty powerful.

**Phantom Wind Ray\*\***: Boost- If your opponent fails a perception check vs. your attack roll the attack resolves against their Flat-Footed AC. This would probably be better with some damage bonus, but if you really need to hit somebody, this has a good chance of doing it.

**Solar Reflection\*\*\***: Strike- Hit one opponent with bonus damage, hit a second opponent with the same attack (but no bonus damage) a solid way to make multiple enemies pay.

**Sunwalker Stance\*\*\***: You get to move and attack and a bonus to AC if you move more than 10 ft. Its solid, but feels a little lacking in the "kill things faster" department.

## 4th

**Dazzling Solar Flare\*\*\*\***: Strike- I told you this Solar Flare stuff would come up again. This is a good damage boost (sadly its fire), but the Fort Save or Daze is 1d4 rounds of nice, and it still dazzles (meh) on a successful save. I guess that's where the name comes from.

**Disarming Gust\*\***: Strike- Suddenly disarming your opponent is nice, but the damage this does is not significant and disarming only works if your opponent is using a weapon.

**Solar Storm\*\*\*\***: Strike- You don't use this attack to protect someone from ranged attacks, or keep them from making ranged attacks (although that part is nice). The real reason to use this

Strike is that for 1d6 rounds you can force an opponent to stay in one spot, unless they have a really good reflex save.

**Solar Wind Lancer\*\***: Boost- The damage boosts that Solar Wind has to offer are kind of sub par, and this one is exactly that, unfortunately. The fort save or knock prone is nice, but the damage just isn't there.

## 5th

**Blinding The Bull\*\*\*\***: Boost- I have no idea where the name for this Boost comes from, but it's a pretty sweet boost anyway. Considering all the sexy little bonuses that Stalkers have which are triggered off a critical hit, anything that makes that easier is a great addition.

**Double Solar Reflection\*\*\*\***: Strike- Double Solar Reflection is twice as good as regular Solar Reflection. Wonder how that worked out?

**Focused Solar Lance\*\*\*\***: Strike- Finally, a level appropriate damage boost, with a really cool rider effect that pins the opponent to either a wall or the floor. You're actually better off trying to pin them to the floor, since they're considered both prone and pinned in that case.

**Searing Break\*\***: Boost- Searing break adds a good bit of damage to all your ranged attacks for one round. And since ranged attacks get off a lot of attacks in one round, this is a good boost to use. Then you get 6th level maneuvers and never touch this one again.

## 6th

**Burning Break\*\*\*\***: Boost- And all of a sudden, Searing break is useless. This nearly doubles the damage bonus of Searing Break and is only one level higher.

**Solar Meteor Blow\*\*\*\***: Strike- Also known as "Knock Everybody Prone!" this maneuver does either +4d6 (short version) or +6d6 (detailed version) damage to the target of the attack and forces everyone in a 15 ft radius of the target to make a Fortitude save or be knocked prone.

**True Shot Stance\*\*\*\***: Stance- Wow, sixth level maneuvers are really a sweet spot for Solar Wind. This stance doubles your threat range on ranged weapons and ignores Partial Concealment *and* "Any Cover" the target might have. Oh, this doesn't say if it stacks with *keen* or not, but its safe to assume it does not.

**Twisting Wind Shot\*\*\***: Strike- When I first read this maneuver I was ready to give it a purple rating. Instead, it only does damage equivalent to a critical hit, and doesn't trigger any crit associated abilities the stalker has. *If* the attack would be a critical hit, you increase the damage multiplier by 1 and trigger all the tasty crit stuff you have.

## 7th

**Phantom Sunstorm\*\*\***: Boost- This boost doesn't seem all that potent at first, but when you consider all the variable damage boosts available to POW characters, this becomes a lot more appealing. Max your damage, and watch your enemies burn.

**Stunning Solar Flare\*\*\*\***: Strike- Let's do a bunch of extra damage (that isn't fire!) and stun our opponent for 1d3 rounds. Then let's point and laugh at him. Because really, you've got like 2 more rounds before he can even act again, so take a little break to revel in the suffering of your enemies like Conan would.

**Triple Solar Reflection\*\*\*\***: Strike- The Solar Reflection series of maneuvers are all pretty good for their levels, and Triple Solar Reflection continues to demonstrate that. Hit four opponents with one attack, and do extra damage to the first three.

## 8th

**Aurora Break\*\*\***: Boost- If you read only the short description of this maneuver it's terrible, doing exactly the same thing as the 6th level maneuver Burning Break, Fortunately the detailed description increases this to +8d6 on all attacks, making it much more attractive.

**Solar Hailstorm Stance\*\*\*\*\***: Stance. You get to add your Initiating Modifier to ranged attack damage, and you get **two** extra attacks on a full attack action. These extra attacks stack with *haste* or the *speed* weapon enchantment, the rapid shot feat **and** the manyshot feat. While in this stance you can pump out more attacks per round than nearly any other character.

**Solar Wind Tsunami\*\*\*\***: Strike. A 60 ft cone is a pretty massive area and 15d6+Initiator Level damage (notably untyped) is significant enough to make for one heck of a mook killer. There's a Reflex Save for Half damage though, which can really ruin your plans.

## 9th

**Solar Wind Nova\*\*\*\***: Strike. A 20 ft area spread, with 20d6 damage and a save or knock prone. It's a good capstone maneuver, and probably the best AOE in Path of War, but it doesn't get to take advantage of any flat damage bonuses you might have.

## Steel Serpent

Steel Serpent is a discipline that makes use of poisons, thrown weapons and unarmed strikes. Of note are the Prana and Venom maneuvers, which apply supernatural poison like effects to your attacks. Its associated skill is Heal, and its associated weapon groups are light blades, close weapons, and monk weapons.

## 1st

**Body of the Night\*\*\*\***: Stance. This stance could potentially double your stealth score (or more) and gives you bonuses to attack and damage rolls against flat footed or otherwise Dex-less targets.

**Dizzying Venom Prana\*\***: Boost. The first Prana you get deals Wis damage on a failed save. The ability score damage isn't great but its only first level. Save it for the occasional druid or cleric opponent but otherwise give this one a pass.

**Hunting Serpent Blow\*\*\***: Strike. The true power of this maneuver comes from its ability to put your opponent flat footed. The skill check is a drawback though, especially considering there's another maneuver in a different discipline that does the same thing with less hassle.

**Poisoner's Stance\*\*\***: Stance. If you're making the sting and prana maneuvers a major focus of your character, then Poisoner's Stance could be **Blue\*\*\*\*** or even **Purple\*\*\*\*\***. The scaling bonus to all your save DC's for pretty much half the maneuvers of this discipline is truly significant.

**Sting of the Rattler\*\*\***: Strike. At first the damage of this strike seems a little low, but 2d4 damage is the equivalent to a Falchion, and is enough to take down a significant number of level appropriate enemies. Just don't expect this to last.

## 2nd

**Fading Dodge\*\*\*\***: Counter. A Heal Check vs. Attack Roll to evade the attack and a free dirty trick attempt if you succeed. Great low level counter that will scale well long into your career.

**Iron Fang\*\*\***: Strike. A nice damage boost and the ability to ignore Damage Reduction. At this level, you'll probably be using this to cut up young dragon skeletons or something, but it's a solid maneuver. It just doesn't have anything unique to make it stand out.

**Sting of the Asp\*\*\*\***: Strike. Sting of the Asp does Strength damage. Let me repeat that: Sting of the Asp *does strength damage*. That is a great thing to use on any big bruiser or wimpy wizard, because it not only hurts them, it also protects you by reducing the damage they can do or increasing their encumbrance. The Detailed description says that on a failed save, it does an extra 1d6 regular damage in addition to the extra Strength damage, but the short description makes no mention of that.

**Weakening Venom Prana\*\*\***: Boost. The same reason I like Sting of the Asp is why I like Weakening Venom Prana. Combine these two to watch your DM's optimized wizard BBEG (with his piddly 6 STR and yes I'm drawing from personal experience) fall over paralyzed with one attack.

## 3rd

**Night's Knife\*\*\*\***: Boost. Add your Heal ranks to your damage for 1 round. Since you should be Maxing your Heal skill, this is basically +Character Level to damage on all your attacks for a round. That can add up to some really significant damage, making this a great scaling boost.

**Sickening Venom Strike\*\***: Strike. So I'd like to rate this green, but I think that the Fortitude Save is just all around too harsh. Sickened is a nice debuff, if not stellar, and Constitution damage can be really nasty, but if your opponent makes that save you've all but wasted your turn.

**Sight Piercing Fang\*\*\*\***: Strike. The damage bonus is just a nice little boost. It's the rider effect that makes this so very, very good. If your opponent fails their save, they are [blinded](#) for *one minute*. Go ahead and follow the link to read about the blinded condition. I'll wait.... Pretty cool right?

**Steel Coils\*\*/\*\*\*\***: Stance. There are all of 2 maneuvers in this discipline that deal directly with grappling. This is the first one. Admittedly, if you're going for a grappling build the damage from this stance is easily better than anything else you're going to find, so its worth grabbing (ha!).

## 4th

**Poison Blood\***: Counter. This counter has several problems. First, it requires you to get hit. Second, it does at most, 20 damage, and third, it allows a reflex save for 1/2 damage. Skip this.

**Rattler's Feint\*\*\*\***: Boost. As a swift action, feint to make your opponent flat footed and get a bonus to do it.

**Sting of the Adder\*\*\***: Strike. Wisdom damage, good base damage boost and extra Wisdom damage on a failed save (along with extra regular damage according to the detailed description) make for a very appealing maneuver if you have a wizard or other spellcaster friend who loves to use enchantment effect. Its too bad you don't have many ways to take advantage of the Wis damage directly.

**Tearing Fang\*\*\*\***: Boost. an increased damage and bleed damage for a little while are nice, but the real beauty is that the bleed damage and rounds from this maneuver **stack**. Yes, they stack, so if you and your friends can combo this boost you could be looking at some truly significant bleed damage that *never ends*.

## 5th

**Burning Venom Prana\*\*\***: Boost. This Prana pairs nicely with Sting of the Adder for extra Wis Damage.

**Hooded Killer's Stance\*\*\*\***: Stance. The boost to Intimidate checks is ok, the boost to stealth checks is nice, but its the Sneak Attack damage that really sells this Stance. With all the ways you have to put your opponent flat-footed you should have no trouble firing off Sneak Attacking Deadly Strikes. This stance doesn't say if it's Sneak Attack dice stack with other sources, but I'm assuming it does (since all other sources stack) which means any rogue that can get it will definitely want this.

**Pressure Point Break \*\*/\*\*\*\***: Boost. The *other* grappling based maneuver in this discipline, this boost lets you add your Deadly Strike or Sneak Attack damage (Plus a little extra) to your grappling damage. I don't know any rogue that wants to grapple or any monk that likes to sneak attack, but as a stalker you can do both. So if you grapple, pick this up.

**Steel Fang\*\*\***: Strike. A nice damage boost, and the ability to ignore DR are good enough on their own. The extra chance to daze is very nice if you can get it off, but as you go up in level, even your higher than average base DCs become a little easier to beat.

## 6th

**Blend With the Night\*\*\*\***: Boost. *Greater Invisibility* is the kind of thing all sneaky types wish they had access to (and the reason the Ninja rates so much better than the rogue). Yours only lasts for 1 round, but adds bonus Sneak Attack Damage to your attacks.

**Spitting Cobra Stance\*\*\***: Stance. This is the only thing in the entire discipline that explicitly works with thrown weapons. If you're not using thrown weapons though, this still has something to offer as it increases the damage of your poisons, pranas and sting maneuvers, including the ability damage they do.

**Sting of the Viper\*\*\*\***: Strike. A good damage strike that lets you beat your opponent with the ugly stick, dealing charisma damage.

**Virulence\*\*\*\*\***: Boost- This is only worthwhile if you make heavy use of the Sting and Prana maneuvers, but when you absolutely have to make sure your opponent fails their save, this is the go to boost. Its really good because it lasts until used, which means that you can use it outside of combat and save it until you need it.

## 7th

**Bite the Mongoose\*\*\***: Counter- So the maneuver acknowledges that someday, you will get hit in melee. At that point you use this counter and make them pay for it. The damage boost is either 8d6 (short version) or 6d6 (detailed version) and the constitution damage is very good.

**Desert Serpent Mirage\*\*\***: Counter- Finally, an actually good counter! This one requires an opposed attack roll, but if you succeed, you gain total concealment against your opponent for 1d4 rounds. That's a 50% miss chance that is just great. As long as you aren't fighting a Solar Wind Disciple, because they *laugh* at total concealment.

**Numbing Venom Prana\*\*\*\***: Boost- This is your only Dexterity damage dealing maneuver, which rates it as blue just for that. Dexterity Damage is good because it makes your opponent easier to hit and Dexterity often gets applied to many, many other things.

**Silencing Strike\*\*\*\***: Strike- Tell whoever is talking to shut up by punching them in the throat. The damage is decent, if a little low, but silencing for a minute on a failed save (or a round on a successful one) means that beating up wizards gets a lot easier.

## 8th

**Adamantine Fang\*\*\*\***: Strike- A massive damage boost that ignores DR, and the ability to paralyze a foe for one round. Assuming that they survive the attack, your friend can just coup de grace them before the paralysis wears off. Hurray teamwork!

**Hooded Cobra Attitude\*\*\***: Stance- How many other classes offer you a gaze attack? Yeah that's what I thought. The ability to give anyone within 60 ft the *shaken* condition is good, and being able to paralyze one opponent for 1d4 rounds on a failed save is really good. There's no action listed for the focused gaze, so it defaults to a standard action though.

**Sting of the Cobra\*\*\*\***: Strike- An excellent damage boost with added constitution damage. The Con damage can be halved on a successful save, but if the save fails, the opponent takes 2 more con damage for the next two rounds and (according to the detailed text) an extra 2d6 regular damage as well.

## 9th

**Five-Fold Hydra Sting\*\*\*\***: Strike- This is a risky maneuver to use, because it's effectively a Save or Die. The Save DC is relatively high, especially with a few boosts to your Primary Initiating Stat, but still makeable. The extra damage isn't significant unless you're going to crit, but helps out if your opponent makes the save. The juicy flavor bit about the strike utterly destroying the opponent is great, especially for villain characters. Only a *Wish* or *Miracle* can restore someone slain by this attack.

## Tempest Gale

*Courtesy of Sayt on GitP*

1st:

**Disarming Shot\*\*\***: Deal damage and force the enemy to recover their weapon or draw a new one. Good when you can get it, but fodder for trading up.

**Distant Gale\*\***: In my experience, you will get minimal damage from this strike. Terrible in dungeon delves.



**Eye of the Needle\*\*\*\***: +4 to hit is great. Helpful if you haven't picked up precise strike yet, even better afterwards, as it stacks with the penalty reduction.

**Galebreaker's Stance\*\*\*\***: This Stance is a big middle finger to *Wind Wall* and *Fickle Winds*. Being a 1st level stance makes this more enduring than Solar Wind's *Feel the Wind*, but doesn't work against non-wind environment effects like rain or submersion, but still must-have utility non a dedicated ranged character.

**Slipstream Strike\*\*\*\***: Strictly better than Solar Wind's Curving Ray shot, as it doesn't require the perception check, but once you have some BAB under your belt you shouldn't be too worried about cover.

**Sniper's Eye Stance\*\*\***: The range penalty is niche, and will depend a lot on your campaign. The bonus to ranged CMD checks is hefty, and while most of the Tempest gale combat maneuvers are actually sleight of hand checks, rather than combat maneuver checks, Tempest Gale has a Special Note stating they should still be considered a normal combat maneuver.

2nd

**Deflecting Shot\*\*\***: Tempest Gale's first counter. A Sleight of hand check masquerading as a Disarm check against an attack targeting an ally within 30 ft of you. Solid if unremarkable. Solar wind's intercepting shade gets to use an opposed attack roll, which may be better or worse for you, and *Shade's* range is first range increment, which is better for bows, worse for most thrown weapons.

**Distracting Draft\*\*\***: +1d6 damage at level two is nothing to write home about, but this is a swift action, and a ranged feint means you get sneak attack or possibly Deadly Strike.

**Dustcatching Breeze\*\*\*\***: Dirty Trick is a good combat maneuver, and +2d6 damage is more or less standard for this level. You're rolling sleight of hand instead of combat maneuver.

**Piercing Shot\*\***: A line attack, rather than a to-hit. The range isn't great, nor is the damage or area shape. It gives you an option against swarms, but unless you're expecting to fight them I wouldn't bother. About this level you start to be able to think about a Swarmbane clasp.

**Sudden Gust\*\*\***: The trip version of Distracting Draft. Trip isn't as good as dirty trick, but it's pretty good, and the damage is on par.

3rd:

**Battering Gale\*\***: Okay bonus damage, and a free sleight-of-bull-rush check if you hit. Bullrush isn't fantastic unless your allies have stance of the thunderbrand or you have greater bull rush (which you probably won't, as an archer.)

**Cascading Draft\*/\*\*\***: This one is subjective: if you're playing a dungeon crawler, don't even bother. If you playing something with wide open spaces, it might be worth picking up.

**Disarming Blast\*\*\***: Taking away people's weapons is good, so long as they have weapons and aren't in a Tempest Gale or Piercing Thunder Stance.

**Tempest Gale Stance\*\*\***: When you pick this up, Tempest gale only has one maneuver with a DC, but you get a few more going on. Getting your initiator mod to damage is nice, and helps you catch up with the machinegun archers a little. Oodles better than Sunwalker Stance over in Solar wind.



4th:

**Cutting Gale\*\*\***: +5d6 damage is about standard for this level, and you're picking up a bleed effect as gravy if they fail a fort save. Probably your go-to damage strike at this level if you're an archer initiator

**Exploding Gale\*\***: Less damage than cutting gale, but you get to deal a little splash damage, which is halved on a save.

**Iron Wind\*\*\*\***: +4d6 isn't the best damage at this level, but staggered is a fantastic condition.

**Wind Tunnel\*\***: No cover or attack penalties for long range? I mean, it could come up, but I'm not sure I'd ever prepare it proactively.

5th:

**Blinding Shot\*\*\***: +5d6 and blinded for initiator modifier rounds is a pretty good strike. Not the highest damage, but blinded is highly impairing and you get to do it from range.

**Dancing Wind Stance\*\*\***: Improved Evasion and 20% Miss chance on a stance is a nice ranged defensive buff. The movement requirement is fiddly, but not restricting.

**False Wind\*\*\*\***: Nice. Attack negation, damage and team mobility all in one boost. Are you sure this isn't Golden Lion?

**Grounding Shot\*\*\*\*\***: Last level damage, but your allies will thank you for putting your enemies in reach of their swords.

**Piercing Gale\*\***: Piercing Shot, 5th (level) edition. Longer range, more damage, but lines are still the worst AOE shape. This gets better if you're expecting tight spaces, but unless you're in front in that situation, you run the risk of hitting your frontline.

6th

**Razor Tempest\*\*\*\***: Cutting Gale at 6th Level with a 3 die damage bump, for +8d6, which is good for the level.

**Trick of the Wind**: This one is highly dependent on your BAB. A Warlord, Warder or Zealot probably shouldn't bother, but a Stalker, or Harbinger will get more mileage.

**Wind Lance\*\*\*/\***: Doubling damage is good if you have a lot of static bonuses to damage. Tripling is even better, but you need martial charge and charging hurler to activate it. This maneuver gets a fourth star if you build for it.

**Winds of Vengeance Stance\*\*\***: A stance to build for, a pity it comes online at level 11. Great for Hawkguard Warders.

7th:

**Black Wind\*\*\***: Piercing Shot, 7th level edition. The save verse daze rider makes this one a bit more interesting as an AoE control maneuver and the damage has increased. Combined with the increased mobility options at the level this is available (Such as Stance of the Ether Gate+Dimensional Agility), I think it's a better option than its predecessors were.

**Hunting Zephyr\*\*\*\***: Get hit, get crit, do not pass go, do not collect \$200. Again, like Wind Lance it gets better if you've built for static damage bonuses. Unlike Wind Lance this is better on bows than thrown weapons. Also unlike Wind Lance you get to apply critical feats.

**Punishing Tempest\*\***: A boost to get a free bull rush every time you hit on a ranged attack. This can be good if you can use terrain to your advantage or stop an enemy full attacking, but you can also disrupt your party if you're not careful.

8th

**Breath Stealing Wind\*\*\*\***: Silenced means no verbal components for spellcasting, which is great. It also means no crying for help, which is also great.

**Eye of the Storm Stance\*\*\*\*\***: Initiator modifier to damage, no range penalties, ignore weather effects (Magic or otherwise), and ignore anything less than total cover and concealment. This just strips all the problems with ranged attacks other than provoking in melee.

**Steel Tornado\*\*\*\***: A decent bonus damage, trip attempt, and disarm attempt against every item held *or wielded*.

9th

**Vicious Tempest Volley\*\*\***: Full attack with a damage bonus and a bull rush, dirty trick, disarm, sunder, or trip as a free action. Again, sleight of hand instead of normal combat maneuver checks. Ranged full attacks are good, but Tempest Gale isn't as well kitted out for buffing full attacks as Solar wind is, but blasting around combat maneuvers, especially dirty tricks and trips, is by no means bad.

## Thrashing Dragon

Hey, remember how Two Weapon Fighting kind of stinks? Thrashing Dragon fixes that. With plenty of damage boosts, some great multi hit attacks and a few good mobility maneuvers, Thrashing Dragon makes Two Weapon Fighting more than just viable, it makes it outright deadly. The associated Skill for Thrashing Dragon is Acrobatics and its associated weapon groups are Close Weapons, Light Blades and Double Weapons.

1st

**Inner Sphere Stance\*\*\*\***: Stance. A very good defensive stance, especially at level 1, but most people aren't going to use it when compared to its brother stance.

**Offensive Roll\*\*\*\***: Strike. An acrobatics check (which you should easily make) to flat foot your opponent and do extra damage. This is another low level maneuver that compliments Deadly Ambush nicely.

**Outer Sphere Stance\*\*\*\*\***: Stance. This stance has the highest damage bonus of any 1st level stance. Its the equivalent of +2d6 damage per round at level one. The -2 to AC is completely forgivable considering how good this stance is.

**Swift Claws\*\*\*\***: Strike. The first of many maneuvers in this discipline that offer you the chance to hit your opponent twice (or more) as a standard action. Make sure you're in Outer Sphere stance when you use this and you'll be shredding your way through the opposition. The only downside is that you have to target one opponent with both attacks.

**Leaping Dragon\*\***: Boost. A swift action jump with a bonus to the check. Probably more useful out of combat than in.

**Wyrmling's Fang\*\*\***: Strike. Throw your weapon at a foe and do extra damage. I'd recommend not using such maneuvers unless you have access to *returning* weapons, or a shield.

## 2nd

**Flash Kick\*\*\***: Strike. This is a very rare Full Attack Action strike. It lets you add an extra unarmed strike to your full attack with a damage boost but an attack penalty. It's decent, but I can't help feeling like it was supposed to be a boost.

**Flick of the Wrist\*\*\*\***: Strike. I know I've warned against Disarming foes before, but this isn't even a Disarm Combat Maneuver. It's just two attack rolls (with an attack bonus) doing regular damage, and your character *just happens* to steal your opponent's weapon. This is how Disarming should be.

**Reflexive Twist\*\*\*\***: Counter. A save replacing maneuver, which allows a Reflex Save to be replaced by an Acrobatics check. You can pretty much guarantee that your Acrobatics check is going to be higher than your Reflex Save, and with access to Evasion, this is a very appealing ability.

**Sun Dips Low\*\*\*\***: Counter. Let's replace your AC with an Acrobatics Check. This one is a little harder to justify keeping considering all the bonuses you can get to AC, but it definitely has its uses.

**Sweeping Tail\*\*\***: Strike. The trip attempt does not provoke AoOs, and gets a bonus to the roll, with damage on the target if the trip attempt succeeds. The damage is lower than weapon-based maneuvers, but at least its damage.

## 3rd

**Ancient's Fang\*\*\***: Strike. I'm not sure this maneuver qualifies for a word as heavy as Ancient, but it's a good boost to damage with your thrown weapon of choice. Here's a fun image about how the name came about though: Imagine a Great Wyrmling Gold Dragon spitting his dentures at a foe to attack them.

**Battle Dragon's Stance\*\*\*\*\***: Stance. Two weapon fighting comes with a lot of annoying little penalties that get in the way of the damage, Battle Dragon's Stance can reduce or even eliminate those penalties. The Initiative Boost is great, and the extra damage for TWF is just gravy.

**Fangs Strike Low\*\*\*\***: Strike. This maneuver applies a goodly amount of bleed damage to the opponent, but the best part is that it halves the opponent's (land) movement speed.

**Vicious Swipe\*\*\***: Strike. Does extra damage, and has a chance to daze the opponent. It's a solid maneuver with a good potential debuff.

## 4th

**Devastation Roll\*\*\*\***: Strike. This maneuver is a little tough to read, but if you move alongside your opponent for 10 feet and use an acrobatics check to beat their AC, you do lots of extra damage and the opponent is considered flat footed. Hello Deadly Ambush Combo, nice to see

you again! I'm unsure if this maneuver requires an attack roll or not, it says it uses an "attack action," but I'm unsure how that differs from requiring a Standard Action.

**Dragon Assault\*\*\*\*\***: Strike. Make a full attack action, and every attack that hits does increasing damage. This is a great maneuver that only gets better the more attacks you have. It caps at +5d6, but that's ok, because it doesn't say you don't continue adding +5d6 to every attack after the 5th one. This maneuver will continue to see use even up to 20th level.

**Dragon Rush\*\*\*\***: Boost. As part of an attack, full attack, etc. action this boost adds an extra unarmed strike that does +3d6 damage. More attacks make me happy.

**Sharpened Talons\*\*\***: Boost. How good this maneuver is depends on whether or not it requires you to be doing slashing damage. The Detailed Description says that it only applies to light blades or natural attacks that do slashing damage, but the short description says it applies to light weapons.

## 5th

**Bend With the Wind\*\*\*\***: Stance. One of, if not the best, defensive stances there are, you can either gain a stacking bonus to AC for every attack that misses you, or you can make a 5 foot step every time they miss. You can even mix and match the effects. This stance does require some battlefield awareness, since you have to have an open space to move to in order to gain the benefit of either effect though.

**Hurricane of Fangs\*\*\***: Boost. Another boost to thrown weapons, this increases their range and adds your Initiator Level to damage.

**Reversing Thrust\*\*\*\***: Counter. Not only can you negate your opponent's attack with an acrobatics check, you can make a counterattack at your full Base Attack Bonus. This is a very tasty counter.

**Thrashing Dragon Twist\*\*\*\*\***: Strike. Two attacks against every adjacent foe makes this strictly better than cleave and great cleave. The added attack for Unarmed Strikes makes this an absolutely amazing maneuver.

## 6th

**Great Wurm's Fang\*\*\***: Strike. A great boost to damage for a thrown weapon, but there's no listed damage for the bleed effect.

**Rending Claws\*\*\***: Strike. This can only be used with slashing or piercing weapons, but if used the damage is pretty impressive.

**Tail Slap\*\*\***: Strike. The damage bonus for this maneuver is decent, but its pretty much useless unless you're invested in Unarmed Strike damage. However, your opponent is either stunned for 1d4 rounds or dazed for 1. In either case, they're in trouble.

**Unbreakable Talons\*\*\***: Boost. A good damage bonus, and the ability to treat your slashing or piercing weapons (and natural attacks) as adamantine make this a very solid boost.

## 7th

**Alacrity on Wing\*\*\*\***: Counter. remember all the great stuff about Reversing Thrust? This is even better. You still get to negate the attack, and now you get to make *two* counter attacks, each with a nice little damage bonus.

**Brutal Dragon's Stance\*\*\*\***: Stance. This is an improved version of Outer Sphere Stance, and offers increased damage for the same penalty. Unfortunately, I'm not sure the damage boost is *quite* as good as it was at level 1.

**Thrashing Dragon Frenzy\*\*\*\***: Strike. Thrashing Dragon Twist's big brother. With this, you can make 4 attacks against each opponent, or 6 if you have IUS. Yes, I said 6 attacks.

## 8th

**Doom Talon\*\*\*\***: Boost. Automatically confirm a critical hit and deal extra damage. You still gain the bonus damage against foes that are immune to critical hits, which is nice.

**Dragon Warrior's Talons/Stance\*\*\*\***: Stance. There's some naming confusion in the PDF, but the mechanics are fine. Your attacks ignore DR and deal bleed damage. No mention of if the bleed damage stacks, so assume not.

**Thrashing Blades\*\*\*\***: Strike. A standard action to initiate, this strike lets you make a full attack with **no reduction in attack penalty for iterative attacks**, and deal extra damage with each attack. The -4 penalty to AC next round isn't even a blip on the radar.

## 9th

**Deadly Dragon Strike\*\*\*\***: Strike- This attack is a killer, literally. You make two attacks against targeted foes (either both attacks on one target or one attack for each of two targets) and if the attacks hit, it forces a fortitude save or be slain instantly, and even if they succeed they still take major damage. The fact that you can force your opponent to make two pretty high saves or be killed is pretty darn impressive.

## Veiled Moon

Veiled Moon is a discipline focused on teleportation, mysticism, and stealth. Its associated skill is Stealth, and its associated weapon groups are light blades, double weapons, and spears. Veiled Moon has one of the lowest damage outputs for a discipline, but probably has the highest utility. The entire discipline is supernatural - stay out of antimagic fields, and you'll be fine.

## 1st

**Dimensional Strike\*\*\***: Strike. Your foe is automatically flat-footed. Not bad.

**Disturbing Blow\*\*\*\***: Strike. If you hit, your opponent takes a -4 penalty on their next d20 roll. Wait for, say, the party Wizard or Psion dropping a save-or-suck ability, and you've got a nasty combo. Also, at low levels, it's almost a guaranteed failed attack roll from an enemy bruiser.

**Ghost Hunting Blow\*\*\***: Boost. Your attacks gain the *ghost touch* property for 1 round. The usefulness of this ability scales hard with your DM's choices. Know you're going to be fighting ghosts? You might be the only party member who can hit them with this. Know for a fact you're only going to be fighting goblins for the first 5 levels? This is worthless.

**Inner Sense\*\*\***: Counter. +2 insight bonus on a single saving throw. Obviously, it's worthless if you're getting an insight bonus from another source (such as defensive precognition), but otherwise, you can definitely do worse than a 1/combat bonus to saves.

**Leaping Spirit Stance\*\***: Stance. +2 dodge bonus to AC and +2 competence bonus to Reflex saves as long as you move 10 feet each round. Considering the highly mobile nature of the Harbinger, they will find many opportunities to take advantage of this stance, but you have better options at this level.

**Spirit Sensing Stance\*\*\***: Stance. Scent is quite useful (both in combat and out of combat). If you don't know what else to pick, consider this for your second level 1 stance.

## 2nd

**Cursed Fate\***: Strike. They're allowed a Will save and only lose their move action? Pretty much any maneuver of the same level will be a better choice.

**Fading Strike\*\*\*\***: Strike: Engage. Disengage. Teleport around the battlefield, *while hitting people*. There's so many great plays this opens up. It's only a standard action, so you can:

1. Move, teleport, attack (get in range to teleport, then attack).
2. Attack, teleport, move (hit someone, teleport out of reach, run).
3. Teleport, attack, move (jump to someone, then keep moving).
4. Move, attack, teleport (move up, hit someone, teleport away).

**Half-Gone\*\*\***: Counter. Your Stealth vs. your opponent's Perception. If you win, you're treated as incorporeal for that attack/effect. Being incorporeal halves the damage you take, so it isn't as good as most negation counters, but Stealth vs. Perception can be easily slanted in your favor.

**Resonance Strike\*\***: Melee touch attack for 2d6+initiation modifier force damage. On the one hand, force damage is almost entirely unresisted, but the scaling is so bad that this will become worthless relatively quickly.

## 3rd

**Altered Penumbra\*\*\*\***: Counter. Your Stealth vs. their Perception to teleport 10 feet away and leave a *mirror image* in your place. I *told* you there were going to be better counters, didn't I? One of the best parts of this counter is that if you teleport out of their reach, you're not just avoiding one attack - you can interrupt a full attack from them.

**Brilliant Moon\*\*\***: Strike. Ignore armor bonus (except force-effect armor like *mage armor*) and deal an additional 4d4 force damage. The bonus chance to hit is nice, but remember that 4d4 is an average of 10 damage - not that much as you go up in levels.

**Formless Dance\*\*\*\*\***: Stance. *Blur* on its own is a great effect; *see invisibility* is just icing on the cake.

**Ghostwalk\*\*\*\*\***: Boost. The ability to walk through walls (if only for 6 seconds at a time) is incredible for dungeon crawls and espionage, as well as a clutch defensive ability in combat.

## 4th

**Breath of the Moon\*\*\***: Strike. Confusion is a painful condition (especially in Pathfinder), but forcing a target to be unable to attack you is excellent. Will save negates, unfortunately.

**Ethereal Reminiscence\*\***: Counter. Stay away from this maneuver until you're sure you can make the save reliably. Even then, healing isn't *that* important that you should be reliant on it; wands of *cure light wounds* are cheap. Even so, remember that you can keep this as a maneuver known (not readied), and just use it out of combat.



**Flicker Strike\*\*\*\***: Strike. It's an improved version of Fading Strike (teleport before and after the attack, you can substitute a CMB check for an attack, and your opponent is considered flat-footed). All my praise for Fading Strike applies here; if you've got the maneuvers readied, consider readying both for double the teleportation fun.

**Fading Leap\*\*\*\***: Boost. It's a move action maneuver, which is quite rare. Teleport up to double your base movement speed away. Incredible in- and out-of-combat utility, but remember Stance of the Ether Gate is just around the corner. Because it's a move action, you can combo this with any standard action strike.

## 5th

**Essence Shattering (Strike)\*\*\*\***: Strike. Bonus damage+chance to daze is pretty great.

**Stance of the Ether Gate\*\*\*\***: Stance. At will teleportation. If that doesn't get you excited, I don't know what will. Something that needs to be stated: One of the reasons why many of the other high-level maneuvers are rated where they are is because of their usefulness compared with this stance.

**Twisting Ether\*\*\*\***: Boost. Change places with an ally. Great stuff, but it'll usually be more useful for getting an ally to safety (as you have plenty of ways to get into and out of combat).

**Warp Worm\*\*\***: 10d6 force is nice (especially at this level), but no scaling means it won't remain relevant forever, and you have better options for teleportation.

## 6th

**Ether Wave\*\*\***: You don't have many AoE options, but this one isn't bad. If you need one, this can suffice.

**Phantom Penumbra\*\*\*\***: Counter. The wording can be a little confusing, but in essence, you teleport 20 ft. away in response to a spell or attack, and leave a bunch of *major images* in your place, and become ethereal for a round. The big question is whether or not you get to decide what these *major images* look like, consult the spell and your DM for more information.

**Spiritual Weapon Stance\*\***: Stance. Perma-*ghost touch* weapons plus a small amount of force damage (remember that 2d4 is an average of 5). You've got plenty of better options for stances unless you're fighting Lord Phantom McGhosty and His Shadow Army.

**Vaporform Crash\*\*\***: Strike. Part of a combo: You can only use it against incorporeal targets, right? Use Dispersal Strike to knock them incorporeal, then follow it up with Vaporform.

## 7th

**Dispersal Strike\*\*\*\***: Strike. Especially brutal against melee-types, as they have no Strength score while incorporeal, but nobody likes getting hit with this.

**Fade Through\*\*\***: It's definitely good - you've just got a *ton* of options for movement at this point.

**Flashing Ether Touch\*\*\*\***: Strike. It's a save or suck that teleports your target away, does some nice damage and knocks them prone. Your target has to fail a will save though or the effect is useless. Protip: teleport your target off a cliff and let them fall to their deaths.

## 8th



**Anchoring Spirit\*\*\*\***: Stance. Be the *Dimensional Anchor* You Want to See in the World. Or something. It shuts down your opponents' teleportation effects, which is pretty worthwhile. Obviously, you're not going to be in it 24/7, but being able to say "Nope" to that Wizard's quickened *dimension door* is awesome.

**Eclipsing Moon\*\*\***: When you strip away all the fluff, you're basically just making a full attack with a minor bonus to attack and damage rolls against your opponent's flat-footed AC. Is it a REALLY AWESOME full attack? Yes; yes, it is.

**Lunar Penumbra\*\*\*\*\***: One of the best counters in Path of War. Make someone hit themselves with their own attack by swapping places with them. Brilliant.

## 9th

**Banish to the Beyond\*\*\*\*\***: Strike. A finishing move that has a chance to permanently send your target to the Astral Plane, leaving them stranded. The damage on it sucks, but in a way, it's a fate worse than death. It also leaves you with a nice empty vessel to hand to the party wizard for experiments in demonology.

## Build Examples

The following are some builds that have been submitted to me by fellow fans of Path of War or things that I've cooked up over time. The builds are of varying levels of optimization, but they should all be functional in any game barring those that take things in the most extreme direction possible. If you would like to submit a build of your own for one of these guides, please feel free to contact me on the GitP forums.

### The Wizard

**Disclaimer:** This build is flavor focused. That doesn't mean it's lacking power by any stretch of the word, but it has a very unusual goal: To spoof playing as the party wizard without taking a single level of a spellcasting class. Fortunately, the Mystic has a plethora of class features that can mimic spells, the ability to craft as good as a wizard *and* with the help of Animus Adept, even more glyphs that are on par with spells. There is a lot of flexibility in the build and quite a bit of tinkering to be done if you have access to some extra material from other Dreamscarred Press products.

Mystic 5/Animus Adept 5/Mystic 10

**Race:** Human

**Ability Scores:** WIS>DEX>CON>INT>STR>CHA

#### Feats:

BF1- Weapon Finesse

1- Animus Healing

BF2- Deadly Agility

3- Scribe Scroll

5- Craft Wand

7- Craft Wondrous Item

9- Extra Granted Maneuver

11- Discipline Focus (Elemental Flux) OR Ability Focus (Martial Glyphs)

BF12- Advanced Study

13-

15-

17-

BF17-

19-

**Maneuvers:** For this build you'll want access to the following disciplines: Cursed Razor, Elemental Flux, Riven Hourglass and Veiled Moon. Trait or Tradition into Cursed Razor as that's the only one you don't have native access to. If you really want to, you can try to pick up Black Seraph or Silver Crane as well, but you'll have a hard time finding room for their maneuvers.

The difficult part of maneuver selection for The Wizard is that the build is open to interpretation. Whatever maneuvers you can combine with stances or boosts or other effects to spoof casting

spells are things you should consider strongly. You will still mostly be a blaster (just claim you're an evocation specialist), but you have a massive number of buffing options available through your Glyphs, Martial Glyphs, and Maneuvers, with quite a few debuffs and other things to throw around. Some suggestions for spells that you can mimic are:

Scorching Ray (With various metamagics attached)

Chilling Touch

Haste

Inflict Wounds

Fireball

Stoneskin

Protection From Evil

Shield

Mage Armor