

Bold within a step: Proposed changes

There are two different possible fixes presented here, feel free to take and use at your leisure.

Path of the Mastermind (keystone)

“ALL ACCORDING TO KEIKAKU!” (Editor’s note: keikaku means plan)

**Master of Tactics:** When you take any Step in Path of the Mastermind, you can Help as a minor action and it has a range of 100 feet. Additionally, you **can** use your Intelligence modifier instead of Dexterity when rolling for initiative.

- **Calculating:** When using Avert or Aim, the die has +2 die sizes, and your Assail may grant +1 die size to the damage roll instead of adding a stat mod.
- **Anatomically Accurate:** If your damage roll adds any modifiers, add your Intelligence modifier as well.
- **Outmaneuver:** As a major action, switch positions with another target. If the target is unwilling, make an Investigation **or Perception** check against their Will resistance and switch places anyway if you break resistance. The range of Outmaneuver is equal to one and a half times your speed. Once per strife, you can Outmaneuver in place of Discerning, if the target has already been **successfully** Discerned.
- **Ditch:** When rolling for initiative, you can ditch an **amount of opponents up to your Intelligence modifier (minimum of one opponent)**. Make an Investigation check against the targets’ Will resistances. If you break resistance, the target has disadvantage to attack rolls against you as long as you have not damaged them.
- **Spark of Genius:** ~~Once per strife~~ **P times per short rest**, as a free action you can add your Intelligence modifier to a d20 roll made by yourself or an ally. ~~And once per strife~~ **Alternatively**, as a free action you can subtract your Int mod from a d20 roll made by an **enemy opponent**.

Alternative Path of the Mastermind (keystone)

“ALL ACCORDING TO KEIKAKU!” (Editor’s note: keikaku means plan)

**Master of Tactics:** When you take any Step in Path of the Mastermind, you can Help as a minor action and it has a range of 100 feet. Additionally, **P times per short rest, as a free action you can add your Intelligence modifier to a d20 roll made by yourself or an ally. Alternatively, as a free action you can subtract your Int mod from a d20 roll made by an opponent.**

- **Calculating:** When using Avert or Aim, the die has +2 die sizes, and your Assail may grant +1 die size to the damage roll instead of adding a stat mod.

- **Never Truly Surprised:** You can use your **Intelligence modifier instead of Dexterity** when rolling for initiative. Additionally, you cannot be surprised in a strife and you can ignore one flaws dice while participating in a gambit.
- **Outmaneuver:** As a major action, switch positions with another target. If the target is unwilling, make an Investigation **or Perception** check against their Will resistance and switch places anyway if you break resistance. The range of Outmaneuver is equal to one and a half times your speed. Once per strife, you can Outmaneuver in place of Discerning, if the target has already been **successfully** Discerned.
- **Ditch:** When rolling for initiative, you can ditch an **amount of opponents up to your Intelligence modifier (minimum of one opponent)**. Make an Investigation check against the targets' Will resistances. If you break resistance, the target has disadvantage to attack rolls against you as long as you have not damaged them.
- **Anatomically Accurate:** If your damage roll adds any modifiers, add your Intelligence modifier as well.