

# PATH OF WAR HARBINGER

Harbinger  
Level

## MANEUVERS

**MAX MANOEUVRE LEVEL**

$$\boxed{\phantom{00}} = \left( \phantom{00} + 1 \right) \div 2$$

Manoeuvre Save DC = 10 + INT + Manoeuvre Level

**MANOEUVRES KNOWN**

**READIED MANOEUVRES**

Level	Per day	MASSACRE
4	1	On reducing a foe to 0hp, initiate one readied strike as an immediate action instead of a standard action
10	2	
16	3	

**Level 18 VOICES IN THE DARK**  
Initiate a strike as an attack of opportunity

**Level 19 WHISPERS OF ATROCITY**  
Your manoeuvres ignore all the target's immunities

## DARK CLAIM

**CLAIM DURATION**

$$\boxed{\phantom{00}} \text{ rds} = \phantom{00} \div 2$$

**CLAIM CREATURES**

INT

Regain an expended manoeuvre on claiming a creature  
Regain INT expended manoeuvres when a they hit 0hp  
Know the position of claimed creatures

**Level 12 BLEAK PROPHECY**  
Claimed creatures become shaken

**Level 13 DARK MURMUR**  
Your movement no longer provokes attacks of opportunity from claimed creatures

## ACCURSED WILL

$$\boxed{\phantom{00}} = \text{INT} \div 2 \quad \text{Insight bonus to attack rolls}$$

**Level 10** INT Insight bonus to damage

## ILL TIDINGS

**+10ft** Bonus to movement speed

**Level 10** +10ft Bonus to movement speed

## GRIM NEWS

**Level 3** Once per encounter, move up to your base speed as a swift action

**Level 9** Use Grim News twice per encounter

**Level 11 BLACK OMEN**  
Once per encounter, move up to half your speed as an immediate action

☐ **Dark Wings**  
Gain a fly speed equal to your base speed

☐ **Omenwalk**  
Teleport up to your base speed as a move action

**Level 9** ☐ **Spider's Boon**  
Gain a climb speed equal to your base land speed +4 racial bonus on grapple checks and CMD

**Level 15** ☐ **Water Dweller**  
Gain a swim speed equal to your base speed  
No longer breathe, immune to inhaled poison

**Level 17 RUMOURS OF WAR**  
As a full round action, move up to your base speed and initiate a single srike at any point in the movement

## SORCEROUS DECEPTION

**Level 7** Use *Magic aura* as a spell-like ability at will

## MANEUVERS

**INITIATOR LEVEL**

Harbinger Level

Martial Prestige Class Levels

Other Class Levels

$$\boxed{\phantom{00}} = \phantom{00} + \phantom{00} + \left( \phantom{00} \phantom{00} \phantom{00} \div 2 \right)$$

Manoeuvre	Type	Ready	Used	Range	Area	Save DC
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>			

## STANCES

Stance	Active	Range	Area	Save DC
1	<input type="checkbox"/>			
2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			
8	<input type="checkbox"/>			

## DARK FOCUS

Level	DISCIPLINE	Level	DISCIPLINE
2		10	
<p><b>BONUS</b> Harbinger Level</p> $\boxed{\phantom{00}} = \phantom{00} \div 4$ <p>Bonus to attack and damage when initiating strikes and counters from your focus disciplines</p> <p><b>+1</b> Bonus to save DCs of manoeuvres from your focus disciplines</p>			
<p><input type="checkbox"/> <b>ADVANCED STUDY</b> Gain two bonus manoeuvres or one stance from your dark focus discipline</p>			
<p><b>Level 6</b> <input type="checkbox"/> <b>DISCIPLINE FOCUS</b> +2 save DC of manoeuvres from your dark focus disciplines</p>			
<p><b>Level 14</b> Expend a readied manoeuvre to initiate any known manoeuvre from your dark focus disciplines that is one or more levels lower</p>			
<p><b>Level 20</b> Treat all manoeuvres from your dark focus disciplines as readied at the start of each encounter, in addition to your normal readied manoeuvres</p>			

## ELUSIVE SHADOW

**Level 5** +2 Dodge bonus to AC and Reflex saves during any round in which you have moved at least 10ft by any means