

PATH OF WAR HARBINGER

Harbinger
Level

MANOEVRE

MAX MANOEVRE LEVEL

Initiator
Level

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

$$\text{Manoeuvre Save DC} = 10 + \text{INT} + \text{Manoeuvre Level}$$

MANOEVRES KNOWN

READIED MANOEVRES

Livello	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	

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

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

DARK CLAIM

CLAIM DURATION

Harbinger
Level

CLAIM CREATURES

$$\boxed{} \text{ rd} = \div 2$$

INT

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

Livello 12 BLEAK PROPHECY
Claimed creatures become shaken

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

ACCURSED WILL

$$\boxed{} = \text{INT} \div 2$$

Insight bonus to attack rolls

Livello 10 **INT** Insight bonus to damage

ILL TIDINGS

+3m

Bonus to movement speed

Livello 10 **+3m** Bonus to movement speed

GRIM NEWS

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

Livello 9 Use Grim News twice per encounter

Livello 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

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

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

Livello 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

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

MANOEVRE

INITIATOR LEVEL

Harbinger
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manovra	Tipo	Preparato	Usati	Gittata	Area	CD Salvezza
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
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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"/>			

POSE

Posa	Attivo	Gittata	Area	CD Salvezza
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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

Livello 2 DISCIPLINE

Livello 10 DISCIPLINE

BONUS

Harbinger
Level

$$\boxed{} = \div 4$$

Bonus to attack and damage when initiating strikes and counters from your focus disciplines

+1

Bonus to save DCs of manoeuvres from your focus disciplines

☐ **ADVANCED STUDY**
Gain two bonus manoeuvres or one stance from your dark focus discipline

☐ **DISCIPLINE FOCUS**
+2 save DC of manoeuvres from your dark focus disciplines

Livello 14 Expend a readied manoeuvre to initiate any known manoeuvre from your dark focus disciplines that is one or more levels lower

Livello 20 Treat all manoeuvres from your dark focus disciplines as readied at the start of each encounter, in addition to your normal readied manoeuvres

ELUSIVE SHADOW

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