

# PATH OF WAR HARBINGER

Harbinger  
Level

## MANOEUVRES

**MAX MANOEUVRE LEVEL**

Initiator  
Level

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

Manoeuvre Save DC = 10 + **IN** + Manoeuvre Level

**MANOEUVRES KNOWN**

**READIED MANOEUVRES**

Stufe	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	

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

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

## DARK CLAIM

**CLAIM DURATION**

Harbinger  
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**CLAIM CREATURES**

**Runden** =  $\phantom{00} \div 2$  **IN**

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

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

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

## ACCURSED WILL

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

**Stufe 10** **IN** Insight bonus to damage

## ILL TIDINGS

**+3m** Bonus to movement speed

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

## GRIM NEWS

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

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

**Stufe 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

**Stufe 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

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

## MANOEUVRES

**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	Art	Ready	deputzt	Reichweite	Area	RW SG
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	Aktiv	Reichweite	Area	RW SG
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

Stufe 2	DISCIPLINE	Stufe 10	DISCIPLINE
	<b>BONUS</b>		
	$\boxed{\phantom{00}} = \phantom{00} \div 4$		Bonus to attack and damage when initiating strikes and counters from your focus disciplines
	<b>+1</b>		Bonus to save DCs of manoeuvres from your focus disciplines
<input type="checkbox"/>	<b>ADVANCED STUDY</b>		
<b>Stufe 6</b>	Gain two bonus manoeuvres or one stance from your dark focus discipline		
<input type="checkbox"/>	<b>DISCIPLINE FOCUS</b>		
	+2 save DC of manoeuvres from your dark focus disciplines		
<b>Stufe 14</b>	Expend a readied manoeuvre to initiate any known manoeuvre from your dark focus disciplines that is one or more levels lower		
<b>Stufe 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		

## ELUSIVE SHADOW

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