

PATH OF WAR

HARBINGER

Harbinger Level

MANEVRY

MAX MANOEUVRE LEVEL

Initiator Level

= (+ 1) ÷ 2

Manoeuvre Save DC

= 10 + INT + Manoeuvre Level

MANOEUVRES KNOWN

READIED MANOEUVRES

Poziom

4

1

MASSACRE

On reducing a foe to 0hp, initiate one readied strike as an immediate action instead of a standard action

Poziom

10

2

Poziom

16

3

Poziom

18

VOICES IN THE DARK

Initiate a strike as an attack of opportunity

Poziom

19

WHISPERS OF ATROCITY

Your manoeuvres ignore all the target's immunities

DARK CLAIM

CLAIM DURATION

Harbinger Level

CLAIM CREATURES

rund

= ÷ 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

Poziom

12

BLEAK PROPHECY

Claimed creatures become shaken

Poziom

13

DARK MURMUR

Your movement no longer provokes attacks of opportunity from claimed creatures

ACCURSED WILL

= INT ÷ 2

Insight bonus to attack rolls

Poziom

10

INT

Insight bonus to damage

ILL TIDINGS

+3m

Bonus to movement speed

Poziom

10

+3m

Bonus to movement speed

GRIM NEWS

Poziom

3

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

Poziom

9

Use Grim News twice per encounter

Poziom

11

BLACK OMEN

Once per encounter, move up to half your speed as an immediate action

Poziom

9

☐ Dark Wings

Gain a fly speed equal to your base speed

☐ Omenwalk

Teleport up to your base speed as a move action

Poziom

15

☐ 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

Poziom

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

Poziom

7

Use Magic aura as a spell-like ability at will

MANEVRY

INITIATOR LEVEL

Harbinger Level

Poziomy Klas Prestiż. Adeptów Walki

Other Class Levels

=

+

+

(1 2 3 ÷ 2)

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DARK FOCUS

Poziom

2

DISCIPLINE

Poziom

10

DISCIPLINE

PREMIA

Harbinger Level

= ÷ 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

Poziom

6

☐ 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

Poziom

14

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

Poziom

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

Poziom

5

+2

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