

PATH OF WAR

HARBINGER

Harbinger Level

MANOBRAS

MAX MANOEUVRE LEVEL

Initiator Level

= (+ 1) ÷ 2

Manoeuvre Save DC = 10 + INT + Manoeuvre Level

MANOEVRES KNOWN

READIED MANOEVRES

Nível

Per day

MASSACRE

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

Nível

VOICES IN THE DARK

Initiate a strike as an attack of opportunity

Nível

WHISPERS OF ATROCITY

Your manoeuvres ignore all the target's immunities

DARK CLAIM

CLAIM DURATION

rds

=

÷ 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

Nível

BLEAK PROPHECY

Claimed creatures become shaken

Nível

DARK MURMUR

Your movement no longer provokes attacks of opportunity from claimed creatures

ACCURSED WILL

= INT ÷ 2

Insight bonus to attack rolls

Nível

INT

Insight bonus to damage

ILL TIDINGS

+3m

Bonus to movement speed

Nível

+3m

Bonus to movement speed

GRIM NEWS

Nível

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

Nível

9

Use Grim News twice per encounter

Nível

BLACK OMEN

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

Nível

9

☐ 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

Nível

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

Nível

7

Use Magic aura as a spell-like ability at will

MANOBRAS

INITIATOR LEVEL

Harbinger Level

Martial Prestige Class Levels

Other Class Levels

=

+

+

(1 2 3 ÷ 2)

Manoeuvre	Tipo	Ler	Used	Alcance	Área	Teste de CD
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	Ativar	Alcance	Área	Teste de CD
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

Nível

DISCIPLINE

2

BÔNUS

=

÷ 4

Harbinger Level

+1

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

Bonus to save DCs of manoeuvres from your focus disciplines

Nível

DISCIPLINE

10

☐ 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

Nível

6

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

Nível

14

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

Nível

20

ELUSIVE SHADOW

Nível

5

+2

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