

PATH OF WAR

HARBINGER

Harbinger Level

MANOEVRE

MAX MANOEUVRE LEVEL

Initiator Level

= (+ 1) ÷ 2

Manoeuvre Save DC

= 10 + INT + Manoeuvre Level

MANOEVRES KNOWN

READIED MANOEVRES

Livello

Per day

MASSACRE

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

41

102

163

Livello

VOICES IN THE DARK

Initiate a strike as an attack of opportunity

18

Livello

WHISPERS OF ATROCITY

Your manoeuvres ignore all the target's immunities

19

DARK CLAIM

CLAIM DURATION

Harbinger Level

CLAIM CREATURES

rd

= ÷ 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

BLEAK PROPHECY

Claimed creatures become shaken

12

Livello

DARK MURMUR

Your movement no longer provokes attacks of opportunity from claimed creatures

13

ACCURSED WILL

= INT ÷ 2

Insight bonus to attack rolls

Livello

INT

Insight bonus to damage

10

ILL TIDINGS

+3m

Bonus to movement speed

Livello

+3m

Bonus to movement speed

10

GRIM NEWS

Livello

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

3

Livello

9

Use Grim News twice per encounter

Livello

BLACK OMEN

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

11

Livello

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

Livello

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

17

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

=

+

+

(1 2 3 ÷ 2)

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"/>			
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"/>			

POSE

Posa	Attivo	Gittata	Area	CD Salvezza
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

Livello

DISCIPLINE

2

Livello

DISCIPLINE

10

BONUS

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

☐ ADVANCED STUDY

Gain two bonus manoeuvres or one stance from your dark focus discipline

Livello

6

☐ 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