

PATH OF WAR

HARBINGER

Harbinger Level

MANŒUVRES

MAX MANŒUVRE LEVEL

Initiator Level

= ( + 1 ) ÷ 2

Manoeuvre Save DC

= 10 + INT + Manoeuvre Level

MANŒUVRES KNOWN

READIED MANŒUVRES

Niveau

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

Niveau

VOICES IN THE DARK

Initiate a strike as an attack of opportunity

18

Niveau

WHISPERS OF ATROCITY

Your manoeuvres ignore all the target's immunities

19

DARK CLAIM

CLAIM DURATION

Harbinger Level

CLAIM CREATURES

trs

= ÷ 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

Niveau

BLEAK PROPHECY

Claimed creatures become shaken

12

Niveau

DARK MURMUR

Your movement no longer provokes attacks of opportunity from claimed creatures

13

ACCURSED WILL

= INT ÷ 2

Insight bonus to attack rolls

Niveau

INT

Insight bonus to damage

10

ILL TIDINGS

+10ft

Bonus to movement speed

Niveau

+10ft

Bonus to movement speed

10

GRIM NEWS

Niveau

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

3

Niveau

9

Use Grim News twice per encounter

Niveau

BLACK OMEN

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

11

Niveau

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

Niveau

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

Niveau

7

Use Magic aura as a spell-like ability at will

MANŒUVRES

INITIATOR LEVEL

Harbinger Level

Martial Prestige Class Levels

Other Class Levels

=

+

+

( 1 2 3 ÷ 2 )

Manoeuvre	Type	Utilisé	Portée	Aire	DD de sauvegarde
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"/>			
9		<input type="checkbox"/>			
10		<input type="checkbox"/>			
11		<input type="checkbox"/>			
12		<input type="checkbox"/>			
13		<input type="checkbox"/>			
14		<input type="checkbox"/>			
15		<input type="checkbox"/>			
16		<input type="checkbox"/>			
17		<input type="checkbox"/>			
18		<input type="checkbox"/>			

STANCES

Stance	Active	Portée	Aire	DD de sauvegarde
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

Niveau	DISCIPLINE	Niveau	DISCIPLINE
2	<div><div>BONUS</div><div><div></div><div>= ÷ 4</div></div><div><div>+1</div><div>Bonus to save DCs of manoeuvres from your focus disciplines</div></div></div>	10	<div>Bonus to attack and damage when initiating strikes and counters from your focus disciplines</div>
Niveau 6	<div><input type="checkbox"/> ADVANCED STUDY</div> <div>Gain two bonus manoeuvres or one stance from your dark focus discipline</div>		
Niveau 14	<div><input type="checkbox"/> DISCIPLINE FOCUS</div> <div>+2 save DC of manoeuvres from your dark focus disciplines</div>		
Niveau 20	<div>Expend a readied manoeuvre to initiate any known manoeuvre from your dark focus disciplines that is one or more levels lower</div>		
Niveau 20	<div>Treat all manoeuvres from your dark focus disciplines as readied at the start of each encounter, in addition to your normal readied manoeuvres</div>		

ELUSIVE SHADOW

Niveau

5

+2

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