

PATH OF WAR

HARBINGER

Harbinger Level

MANOEVRE

MAX MANOEUVRE LEVEL

Initiator Level

= (+ 1) ÷ 2

Manoeuvre Save DC = 10 + INT + Manoeuvre Level

MANOEUVRES KNOWN

READIED MANOEUVRES

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

10

INT

Insight bonus to damage

ILL TIDINGS

+3m

Bonus to movement speed

Livello

10

+3m

Bonus to movement speed

GRIM NEWS

Livello

3

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

Livello

9

Use Grim News twice per encounter

Livello

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

Livello

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

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

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

POSE

Posa

Attivo

Gittata

Area

CD Salvezza

1

2

3

4

5

6

7

8

DARK FOCUS

Livello

2

DISCIPLINE

BONUS

Harbinger Level

= ÷ 4

+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

Livello

10

DISCIPLINE

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

Livello

6

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

Livello

14

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

Livello

20

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