

PATH OF WAR HARBINGER

Harbinger
Level

MANOEUVRES

MAX MANOEUVRE LEVEL

Initiator
Level

$$\boxed{} = \left(+ 1 \right) \div 2$$

Manoeuvre Save DC = 10 + **IN** + Manoeuvre Level

MANOEUVRES KNOWN

READIED MANOEUVRES

Stufe	Per day	MASSACRE
4	1	On reducing a foe to 0hp, initiate one
10	2	readied strike as an immediate action
16	3	instead of a standard action

Stufe 18 VOICES IN THE DARK
Initiate a strike as an attack of opportunity

Stufe 19 WHISPERS OF ATROCITY
Your manoeuvres ignore all the target's immunities

DARK CLAIM

CLAIM DURATION

Harbinger
Level

CLAIM CREATURES

$$\text{Runden} = \div 2$$

IN

Regain an expended manoeuvre on claiming a creature
Regain **INT** expended manoeuvres when a they hit 0hp
Know the position of claimed creatures

Stufe 12 BLEAK PROPHECY
Claimed creatures become shaken

Stufe 13 DARK MURMUR
Your movement no longer provokes attacks of opportunity from claimed creatures

ACCURSED WILL

$$\boxed{} = \text{IN} \div 2 \quad \text{Insight bonus to attack rolls}$$

Stufe 10 **IN** Insight bonus to damage

ILL TIDINGS

+3m Bonus to movement speed

Stufe 10 **+3m** Bonus to movement speed

GRIM NEWS

Stufe 3 Once per encounter, move up to your base speed as a swift action

Stufe 9 Use Grim News twice per encounter

Stufe 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

Stufe 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

Stufe 7 Use *Magic aura* as a spell-like ability at will

MANOEUVRES

INITIATOR LEVEL

Harbinger
Level

Martial Prestige
Class Levels

Other
Class Levels

$$\boxed{} = + + \left(\div 2 \right)$$

Manoeuvre	Art	Ready	deputzt	Reichweite	Area	RW	SG
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	Aktiv	Reichweite	Area	RW	SG
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

Stufe	DISCIPLINE	Stufe	DISCIPLINE
2		10	
BONUS			
$\boxed{} = \div 4 \quad \text{Bonus to attack and damage when initiating strikes and counters from your focus disciplines}$			
$+1 \quad \text{Bonus to save DCs of manoeuvres from your focus disciplines}$			
<input type="checkbox"/> ADVANCED STUDY Gain two bonus manoeuvres or one stance from your dark focus discipline			
Stufe 6 <input type="checkbox"/> DISCIPLINE FOCUS +2 save DC of manoeuvres from your dark focus disciplines			
Stufe 14 Expend a readied manoeuvre to initiate any known manoeuvre from your dark focus disciplines that is one or more levels lower			
Stufe 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

Stufe 5 **+2** Dodge bonus to AC and Reflex saves during any round in which you have moved at least 10ft by any means