

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

Niveau

VOICES IN THE DARK

Initiate a strike as an attack of opportunity

Niveau

WHISPERS OF ATROCITY

Your manoeuvres ignore all the target's immunities

DARK CLAIM

CLAIM DURATION

trs

=

÷ 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

Niveau

BLEAK PROPHECY

Claimed creatures become shaken

Niveau

DARK MURMUR

Your movement no longer provokes attacks of opportunity from claimed creatures

ACCURSED WILL

= INT ÷ 2

Insight bonus to attack rolls

Niveau

10

INT

Insight bonus to damage

ILL TIDINGS

+10ft

Bonus to movement speed

Niveau

10

+10ft

Bonus to movement speed

GRIM NEWS

Niveau

3

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

Niveau

9

Use Grim News twice per encounter

Niveau

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

Niveau

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

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

2

DISCIPLINE

BONUS

=

÷ 4

+1

Bonus to save DCs of manoeuvres from your focus disciplines

Niveau

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

Niveau

6

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

Niveau

14

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

Niveau

20

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