PATH OF WAR Harbinger				``	MANOEUVRES								
HAF	RBing	ER	Level ;	INIT			ial Prestige ass Levels		Oth Class L		\		
×	MANOEU	JVRES	*		=	+	+		2	3 .	÷ 2 )		
MAX MANOR	EUVRE Initiator Level			Manoe	livre		Туре	Ready	, Se <sub>0</sub> /	Range	Area	Save DC	
		+ 1 ) ÷	2	1						Hunge	Arca	ouve bo	
Manoeuvre		Man	oeuvre	2									
Save DC = 10 + TNT + Level			3							-			
MANOEUVRES READIED KNOWN MANOEUVRES				4				□					
				5									
Level Per day	MASSACRE			6							-		
4 1 On reducing a foe to Ohp, initiate one readied strike as an immediate action				8									
10 2 16 3	instead of a standard action			9									
_	_			10									
19 WHISPERS OF ATROCITY Your manoeuvres ignore all the target's immunities				12									
×	DARK C	LAIM	*	13							-		
CLAIM DURATION	Harbinger Level		CLAIM CREATURES	14									
rds	= ÷	2	INT	15 16							-		
Regain an expended manoeuvre on claiming a creature			17							-			
Regain <b>INT</b> expended manoeuvres when a they hit 0hp Know the position of claimed creatures			18										
Level BLEAK PROPHECY 12 Claimed creatures become shaken			•			STAN					¥		
Level DARK MURMUR			Stance				7/0	ži <sub>e</sub>	Range	Area	Save DC		
Your movement no longer provokes attacks of opportunity from claimed creatures			1										
ACCURSED WILL			2										
= INT ÷ 2 Insight bonus to attack rolls			4										
Level	Insight bo			5									
10	to damag	je		6									
ILL TIDINGS			7							-			
+1	oft Bonus to movemen			8			DADIZI	COCITE		_			
Level +1	+10ft Bonus to movement speed		•	DISCIPLINE		DARK I		ISCIE	PLINE				
10	GRIM NEWS		Level <b>2</b>				Level 2	10011					
	er encounter, move ι		se speed		BONUS	Harbinger Level		_					
				DONOS	7					nen initiating st	rikes and		
9 Use Gri	9 Use Grim News twice per encounter					Bonus to save D	- 000		n your i	focus discip	olines		
11 Once p	Once per encounter, move up to half your speed as an				+1	from your focus							
Immediate action			Level	☐ ADVANCE		discipline							
Gai	☐ Dark Wings Gain a fly speed equal to your base speed			6	6 □ DISCIPLINE FOCUS								
Level Tele	releport up to your base speed as a move action			+2 save DC of manoeuvres from your dark focus disciplines									
Level Gai	vel Gain a climb speed equal to your base land speed			Level <b>14</b>	Expense a reason manocarre to initiate any known manocarre non your aux rooms also prince								
+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			Level	Level Treat all manoeuvres from your dark focus disciplines as readied at the start of each encounter, in addition to your normal readied manoeuvres									
DIIMO	RUMOURS OF WAR			1			ELUSIVE S					Ţ.	
As a ful	As a full round action, move up to your base speed and			Level <b>5</b>	+2	Dodge bonus to moved at least 1			ng any	round in wh	nich you have		
	SORCEROUS DECEPTION			~					_				

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