

# PATH OF WAR HARBINGER

Harbinger  
Level

## MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

$$\boxed{\phantom{00}} = \left( \phantom{00} + 1 \right) \div 2$$

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

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES

Уровень Per day

4 1  
10 2  
16 3

**MASSACRE**

On reducing a foe to 0hp, initiate one readied strike as an immediate action instead of a standard action

Уровень **VOICES IN THE DARK**

18 Initiate a strike as an attack of opportunity

Уровень **WHISPERS OF ATROCITY**

19 Your manoeuvres ignore all the target's immunities

## DARK CLAIM

CLAIM  
DURATION

Harbinger  
Level

CLAIM  
CREATURES

$$\boxed{\phantom{00}} \text{ рнд} = \phantom{00} \div 2$$

**ИИТ**

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

Уровень **BLEAK PROPHECY**

12 Claimed creatures become shaken

Уровень **DARK MURMUR**

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

## ACCURSED WILL

$$\boxed{\phantom{00}} = \text{ИИТ} \div 2$$

Insight bonus to attack rolls

Уровень

10

**ИИТ**

Insight bonus to damage

## ILL TIDINGS

**+10ft**

Bonus to movement speed

Уровень

10

**+10ft**

Bonus to movement speed

## GRIM NEWS

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

Уровень 9 Use Grim News twice per encounter

Уровень **BLACK OMEN**

11 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

Уровень 9

☐ **Spider's Boon**

Gain a climb speed equal to your base land speed +4 racial bonus on grapple checks and CMD

Уровень 15

☐ **Water Dweller**

Gain a swim speed equal to your base speed  
No longer breathe, immune to inhaled poison

Уровень **RUMOURS OF WAR**

17 As a full round action, move up to your base speed and initiate a single srike at any point in the movement

## SORCEROUS DECEPTION

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

## MANOEUVRES

INITIATOR  
LEVEL

Harbinger  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

$$\boxed{\phantom{00}} = \phantom{00} + \phantom{00} + \left( \phantom{00} \phantom{00} \phantom{00} \div 2 \right)$$

Manoeuvre

Тип

Ready

Used

Дальность

Область

КС Спаса

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

## STANCES

Stance

Active

Дальность

Область

КС Спаса

1

2

3

4

5

6

7

8

## DARK FOCUS

Уровень **DISCIPLINE**

2

**БОНУС**

Harbinger  
Level

$$\boxed{\phantom{00}} = \phantom{00} \div 4$$

**+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

☐ **ADVANCED STUDY**

Gain two bonus manoeuvres or one stance from your dark focus discipline

Уровень 6

☐ **DISCIPLINE FOCUS**

+2 save DC of manoeuvres from your dark focus disciplines

Уровень 14 Expend a readied manoeuvre to initiate any known manoeuvre from your dark focus disciplines that is one or more levels lower

Уровень 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

Уровень 5

**+2**

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