

PATH OF WAR HARBINGER

Harbinger
Level

MANEUVRY

MAX MANOEUVRE LEVEL

Initiator
Level

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

Manoeuvre Save DC = 10 + INT + Manoeuvre Level

MANOEUVRES KNOWN

READIED MANOEUVRES

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

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

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

DARK CLAIM

CLAIM DURATION

Harbinger
Level

CLAIM CREATURES

$$\boxed{} \text{ rund} = \div 2 \quad \boxed{\text{INT}}$$

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

Poziom **BLEAK PROPHECY**
12 Claimed creatures become shaken

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

ACCURSED WILL

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

Poziom **INT**
10 Insight bonus to damage

ILL TIDINGS

+3m Bonus to movement speed

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

GRIM NEWS

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

Poziom **9** Use Grim News twice per encounter

Poziom **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

☐ **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

Poziom **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

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

MANEVRY

INITIATOR LEVEL

Harbinger
Level

Poziomy Klas
Prestiż. Adeptów Walki

Other
Class Levels

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

Manewr	Rodzaj	Gotowy	Użyty	Zasięg	Obszar	ST Rz.	Obr.
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"/>				

POSTAWY

Postawa	Aktywna	Zasięg	Obszar	ST Rz.	Obr.
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

Poziom **DISCIPLINE**
2

Poziom **DISCIPLINE**
10

PREMIA

Harbinger
Level

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

+1 Bonus to save DCs of manoeuvres from your focus disciplines

Bonus to attack and damage when initiating strikes and counters from your focus disciplines

☐ **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

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

Poziom **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

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