

PATH OF WAR HARBINGER

Harbinger
Level

MANOEUVRES

MAX MANOEUVRE LEVEL

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

Manoeuvre Save DC = 10 + INT + Manoeuvre Level

MANOEUVRES KNOWN

READIED MANOEUVRES

Level	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	

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

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

DARK CLAIM

CLAIM DURATION

$$\boxed{} \text{ rds} = \div 2$$

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

Level 12 BLEAK PROPHECY
Claimed creatures become shaken

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

ACCURSED WILL

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

Level 10 INT Insight bonus to damage

ILL TIDINGS

+10ft Bonus to movement speed

Level 10 +10ft Bonus to movement speed

GRIM NEWS

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

Level 9 Use Grim News twice per encounter

Level 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

Level 9 ☐ **Spider's Boon**
Gain a climb speed equal to your base land speed +4 racial bonus on grapple checks and CMD

Level 15 ☐ **Water Dweller**
Gain a swim speed equal to your base speed
No longer breathe, immune to inhaled poison

Level 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

Level 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	Type	Ready	Used	Range	Area	Save DC
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	Active	Range	Area	Save DC
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

Level	DISCIPLINE	Level	DISCIPLINE
2		10	
<p>BONUS Harbinger Level</p> $\boxed{} = \div 4$ <p>Bonus to attack and damage when initiating strikes and counters from your focus disciplines</p> <p>+1 Bonus to save DCs of manoeuvres from your focus disciplines</p>			
<p><input type="checkbox"/> ADVANCED STUDY Gain two bonus manoeuvres or one stance from your dark focus discipline</p>			
<p>Level 6 <input type="checkbox"/> DISCIPLINE FOCUS +2 save DC of manoeuvres from your dark focus disciplines</p>			
<p>Level 14 Expend a readied manoeuvre to initiate any known manoeuvre from your dark focus disciplines that is one or more levels lower</p>			
<p>Level 20 Treat all manoeuvres from your dark focus disciplines as readied at the start of each encounter, in addition to your normal readied manoeuvres</p>			

ELUSIVE SHADOW

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