

PATH OF WAR HARBINGER

Harbinger
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

$$\text{Manoeuvre Save DC} = 10 + \text{ИИТ} + \text{Manoeuvre Level}$$

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

$$\boxed{} \text{ рнд} = \div 2$$

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

$$\boxed{} = \text{ИИТ} \div 2$$

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

3

Уровень 9 Use Grim News twice per encounter

9

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

☐ 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

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

7

MANOEUVRES

INITIATOR
LEVEL

Harbinger
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre	Тип	Ready	Used	Дальность	Область	КС Спаса
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	Дальность	Область	КС Спаса
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

Уровень DISCIPLINE

2

Уровень DISCIPLINE

10

БОНУС

Harbinger
Level

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

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

+1

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