

# PATH OF WAR HARBINGER

Harbinger  
Level

## MANEVRY

**MAX MANOEUVRE LEVEL**

Initiator  
Level

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

Manoeuvre Save DC = 10 + INT + Manoeuvre Level

**MANOEUVRES KNOWN**

**READIED MANOEUVRES**

Poziom	Per day	<b>MASSACRE</b>
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**

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

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

$$\boxed{\phantom{00}} = \text{INT} \div 2 \quad \text{Insight bonus to attack rolls}$$

Poziom **INT** Insight bonus to damage

## ILL TIDINGS

+3m Bonus to movement speed

Poziom **+3m** 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  
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Poziomy Klas  
Prestiż. Adeptów Walki

Other  
Class Levels

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

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2		<input type="checkbox"/>	<input type="checkbox"/>				
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17		<input type="checkbox"/>	<input type="checkbox"/>				
18		<input type="checkbox"/>	<input type="checkbox"/>				

## POSTAWY

Postawa	Aktywna	Zasięg	Obszar	ST Rz.	Obr.
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## DARK FOCUS

Poziom **DISCIPLINE**  
2

Poziom **DISCIPLINE**  
10

**PREMIA**

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

+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**

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