	PATH OF WAR Harbinger		MANOEUVRES							
H	ARBINGER	INIT			l Prestige s Levels		ther Levels	\		
-	MANOEUVRES		=	+	+ (1	2 3	÷ 2)		
MAX LEVE	MANOEUVRE Initiator L Level	Manoe	euvre		Type %	Sady Used	Range	Area	Save DC	
	= (+ 1) ÷ 2	1						_		
Manoe Save		- 2 3							-	
	OEUVRES READIED									
KNOV	WN MANOEUVRES	5								
		6								
Level	Per day MASSACRE 1 On reducing a foe to Ohp, initiate one	7								
10	readied strike as an immediate action instead of a standard action	8						_		
16	3	9								
Level 18	VOICES IN THE DARK Initiate a strike as an attack of opportunity	10								
Level	WHISPERS OF ATROCITY	<u>11</u>								
19	Your manoeuvres ignore all the target's immunities	12								
CLAII	DARK CLAIM M Harbinger CLAIM	14								
	ATION Level CREATURE	s 15								
	rds = ÷ 2 INT	16								
	n an expended manoeuvre on claiming a creature n INT expended manoeuvres when a they hit 0hp	17						_		
	the position of claimed creatures	_ 18								
Level 12	BLEAK PROPHECY Claimed creatures become shaken	*			STANCE				*	
Level	DARK MURMUR Your movement no longer provokes attacks of opportuni	Stance				Active	Range	Area	Save DC	
	from claimed creatures ACCURSED WILL	2								
	Incight honus	3								
	= INT ÷ 2 insight bolds to attack rolls							_		
Level 10	INT Insight bonus to damage	6						_		
*	ILL TIDINGS	7								
	+10ft Bonus to movement speed	8								
Level	Penyata	_			DARK FOO	CUS			,	
10	+10ft Bolius to movement speed	Level	DISCIPLINE		Lev	el	IPLINE			
Level	GRIM NEWS Once per encounter, move up to your base speed	2		Harbinger		,				
3	as a swift action		BONUS	Level	Donus t	a attack a	nd damaga u	han initiating at	trikaa and	
evel 9	Use Grim News twice per encounter				4 counter		ır focus disci	hen initiating st plines	llikes allu	
Level	BLACK OMEN Once per encounter, move up to half your speed as an immediate action		+1	Bonus to save DCs from your focus di						
	☐ Dark Wings	Level		us manoeuvres or on	ne stance from you	ır dark foc	us discipline			
	Gain a fly speed equal to your base speed Omenwalk	6	□ DISCIPLIN +2 save DC of	E FOCUS f manoeuvres from y	our dark focus dis	sciplines				
Level 9	Teleport up to your base speed as a move action	Level	<u> </u>				20			
Level	Spider's Boon Gain a climb speed equal to your base land speed +4 racial bonus on grapple checks and CMD	14	that is one or mo				. , , , , , , , , , , , , , , , , , , ,			
15	☐ Water Dweller Gain a swim speed equal to your base speed		Treat all manoeuvres from your dark focus disciplines as readied at the start of each encounter, in addition to your normal readied manoeuvres							
	No longer breathe, immune to inhaled poison			Е	LUSIVE SH	ADOW			*	
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	Level 5	+2	Dodge bonus to Al moved at least 10		s during ar	ny round in w	hich you have		
	SORCEROUS DECEPTION	7~								

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