

# PATH OF WAR HARBINGER

Harbinger  
Level

## MANEUVERS

**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**



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**

Harbinger  
Level

**CLAIM CREATURES**

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

INT

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

**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

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

**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

☐ **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

**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

## MANEUVERS

**INITIATOR LEVEL**

Harbinger  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

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

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><b>BONUS</b> Harbinger Level</p> $\boxed{\phantom{00}} = \phantom{00} \div 4$ <p>Bonus to attack and damage when initiating strikes and counters from your focus disciplines</p> <p><b>+1</b> Bonus to save DCs of manoeuvres from your focus disciplines</p>			
<p><input type="checkbox"/> <b>ADVANCED STUDY</b> Gain two bonus manoeuvres or one stance from your dark focus discipline</p> <p><input type="checkbox"/> <b>DISCIPLINE FOCUS</b> +2 save DC of manoeuvres from your dark focus disciplines</p>			
Level 14	Expend a readied manoeuvre to initiate any known manoeuvre from your dark focus disciplines that is one or more levels lower		
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		

## 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