

WARDER

Warder
Level

MANŒUVRES

MAX MANOEUVRE LEVEL

Initiator
Level

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

Manoeuvre Save DC = 10 + INT + Manoeuvre Level

MANŒUVRES KNOWN

READIED MANŒUVRES

DEFENSIVE FOCUS

INT

Additional attacks of opportunity each round

When recovering manoeuvres as a full-round action:

THREATENED RANGE

Initiator
Level

$$\boxed{} \text{ m} = 5 \text{ ft} + \quad (5\text{ft increments})$$

You may move as part of an attack of opportunity, provided your total movement is within your base speed.

CMD BONUS

Warder
Level

$$+ \boxed{} = + \text{SAG}$$

Niveau 10 Ground within melee range is difficult terrain for foes
Moving to make an attack of opportunity during Defensive Focus does not itself provoke attacks of opportunity.

AEGIS

Niveau Bonus

1 +1 Morale bonus to AC and will saves for all allies within 10ft.
5 +2
9 +3 Allies must be able to see and hear you.
13 +4
17 +5

Niveau 6 Range increases to 20ft
12 Range increases to 30ft

DON SUPPLEMENTAIRE

Niveau 3

Niveau 8

Niveau 13

Niveau 18

MANŒUVRES

INITIATOR LEVEL

Warder
Level

Martial
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

$$\boxed{} = + 1 + 2 + 3 + + \left(\div 2 \right)$$

Manoeuvre	Type	Prêt	Utilisé	Portée	Aire	DD de sauvegarde
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"/>			

STANCES

Stance	Active	Portée	Aire	DD de sauvegarde
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"/>			

ARMIGER'S MARK

On doing at least 1pt damage, mark one foe. They take a penalty against other targets, and to spell failure.

MARKS PER DAY

Warder
Level

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

MARKS TODAY

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MARKS AT ONCE

Niveau

$$\boxed{} = 3 + \text{INT}$$

MARK DURATION

$$\boxed{} \text{ trs} = \text{INT}$$

Niveau Attack
penalty

2 -4
8 -6
16 -8

SPELL FAILURE INCREASE

$$+ \boxed{} \% = 10 + \left(\div 2 \right)$$

Warder
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Niveau **ADAPTIVE TACTICS**

7 Spend one use of Armiger's Mark to swap INT readied manoeuvres.

Spend two uses of Armiger's Mark to challenge all targets within 30ft.

Niveau **WILL SAVE DC**

Warder
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{SAG}$$

Niveau

16 On reducing a marked opponent to 0hp, regain one readied manoeuvre.