W	ARDER Warder	MANŒUVRES	
	i	INITIATOR Warder Martial Prestige Other LEVEL Level Class Levels Class Levels	
MAX MANOF	MANŒUVRES UVRE Initiator		
LEVEL	Level		
	= (+1) ÷2	Manoeuvre Type Aure Portée Aire DD de sauvegard	
Manoeuvre _	10 + INT + Manoeuvre		
Save DC -	Level	2	
MANOEUVRE KNOWN	S READIED MANOEUVRES	3	
		4	
		5 🗆 🗆	
<u> </u>	DEFENSIVE FOCUS	6	
INT	Additional attacks of opportunity each round	7	
When recovering	manoeuvres as a full-round action:		
THREATENE		9	
RANGE	Level	10	
m	= 5 ft + (5ft increments)		
	s part of an attack of opportunity, provided your is within your base speed.	12	
CMD	Warder		
BONUS	Level		
+	= + INT	Aug.	
Niveau Ground	within melee range is difficult terrain for foes		
10 Moving	to make an attack of opportunity during Defensive	STANCES	
Focus d	oes not itself provoke attacks of opportunity.	0 2 1 1 1 0 2 0	
N	AEGIS		
Niveau Bonus 1 +1	Morale bonus to AC and will saves for all	1	
5 +2	allies within 10ft.	2	
9 +3	Allies must be able to see and hear you.	3	
13 +4 17 +5		4	
Niveau	Niveau	_ <u>5</u>	
6 Range 2		6	
	OON SUPPLEMENTAIRE		
Niveau		ARMIGER'S MARK	
3		On doing at least 1pt damage, mark one foe. They take a penalty against other targets, and to spell failure. MARKS Warder MARKS	
Niveeu		PER DAY Level TODAY	
Niveau 8		$- \qquad = (\div 2) + INT \qquad \qquad$	
		MARKS AT ONCE MARK DURATION	
Niveau		Niveau	
13		2 = 3 + INT trs = INT	
Niveau		Attack Niveau penalty SPELLEAULIDE	
18		2 -4 SPELL FAILURE Warder	
``	EXTENDED DEFENCE	8 -6	
Niveau Per day		16 -8	
5 1 8 2	As an immediate action, pick a counter you have prepared.	Niveau ADAPTIVE TACTICS	
8 2 11 3		7 Spend one use of Armiger's Mark to swap INT readied manoeuvres.	
14 4	Until the start of your next turn, that counter is a free action.	Spend two dises of Arminger's mark to changinge an targets within 501t.	
17 5		Niveau WILL SAVE Warder Level	
N.	STALWART	$= 10 + (\div 2) + INT$	
	ing a successful Fortitude or Will save, damage in place of half / reduced damage.	<u> </u>	
12 take no	STEEL DEFENCE	Niveau 16 On reducing a marked opponent to 0hp, regain one readied manoeuvre.	
	Fortitude save againts an attack roll to deflect the	DE AMILI POC DEPENDEC	
	rortitude save againts an lattack roll to deflect the nto your shield or armour.	As an immediate action, spend two use of Armiger's Mark (and one more per turn to maintain).	
'x	BORN OF STEEL		

the AC to confirm critical hits.

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 ${\bf 20} \quad {\rm Maintain\ defensive\ focus\ as\ a\ move\ action.\ Gain\ the\ benefit\ of\ Aegis\ at\ the\ same\ time.}$

End as a free action, or when your uses of Armiger's Mark run out, and be exhausted for 8 hours.