WARLORD

Warlord Level ☐

MANEWRY

MAX MANOEUVRE LEVEL   Initiator Level

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

Manoeuvre Save DC $= 10 +$ **CHA** $+$ Manoeuvre Level

MANOEUVRES KNOWN   ☐

READIED MANOEUVRES   ☐

Poziom	DUAL BOOST	
6	Use two boost manoeuvres as a swift action, once per day	
12	Twice per day	
18	Three times per day	☐☐☐

PREMIOWY ATUT

Poziom **1**

Poziom **7**

Poziom **13**

Poziom **19**

TACTICAL PRESENCE

Poziom **2**

Poziom **5**

Poziom **7** — Adopt a presence as a free action

Poziom **9**

Poziom **11** — 2 presences at once   Poziom **15** — 3 presences at once

WARLEADER

Poziom **3**

Poziom **13** — Share teamwork feats as a move action

Poziom **17** — Share teamwork feats as a swift action

FORCE OF PERSONALITY

Poziom **3** — Add **CHA** to Will saves.

TACTICAL FLANKER

Poziom **4** — When flanking, you and your ally may use your **CHA** in place of the flanking bonus.

BATTLE PROWESS

Poziom	Premia	Dyscyplina
5	+1	
12	+2	Bonus to attack, damage, **CMB** and **CMD** when using a stance from the chosen discipline.
19	+3	

TACTICAL ASSISTANCE

Poziom **8** — Aid another as a move action, granting your **CHA** bonus to your ally's action.

DUAL STANCE

Poziom **20** — Use two stances simultaneously.

MANEWRY

INITIATOR LEVEL   Warlord Level   Poziomy Klas Prestiż. Adeptów Walki   Other Class Levels

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

	Manewr	Rodzaj	Gotowy	Użyty	Zasięg	Obszar	ST Rz. Obr.
1			☐	☐			
2			☐	☐			
3			☐	☐			
4			☐	☐			
5			☐	☐			
6			☐	☐			
7			☐	☐			
8			☐	☐			
9			☐	☐			
10			☐	☐			
11			☐	☐			
12			☐	☐			
13			☐	☐			
14			☐	☐			
15			☐	☐			
16			☐	☐			
17			☐	☐			
18			☐	☐			

POSTAWY

	Postawa	Aktywna	Zasięg	Obszar	ST Rz. Obr.
1		☐			
2		☐			
3		☐			
4		☐			
5		☐			
6		☐			
7		☐			

WARLORD'S GAMBIT

Risk _____ Reward

Poziom **1**

Risk _____ Reward

Poziom **4**

Risk _____ Reward

Poziom **8**

Risk _____ Reward

Poziom **12**

Risk _____ Reward

Poziom **16**

Risk _____ Reward

Poziom **20**

Rake: on failure -2 to all d20 rolls for this round, and only regain 1 manoeuvre   On success, regain **CHA** manoeuvres