WARDER Warder Level							``	MANOEUVRES										
1					<u></u>		ATOR											
DAT A ST	MANDET.	MAN(WRE Initia		ÆS		*	LEVE	L	1	Level		iass Lev		()	
LEVE		Lev		,]=		+		+	1		2 3	÷ 2)	
Manage		= (+ 1		÷ 2		Manoe	uvre					Туре	Ready	U _{Sed}	Range	Area	Save DC
Manoe Save		10 + II	VT +		noeuvre Level		2											
MANO	OEUVRES	}		ADIE	D UVRES		3										_	
							4							_ □			_	
		DEFENS	SIVE F	OCU	S		5							□				
II		Additional att					6											
		each round					7											
	ecovering r	nanoeuvres a	s a full-ro Initiator	ound ac	ction:		8										_	-
RANG			Level				9											
	ft	= 5 ft +			(5ft in	crements)	10											
You ma	ay move as	part of an att	ack of op	portuni	ity, provide	ed your											_	
total m	iovement is	within your b Warder		а.			12											
BONU	JS	Level					13								П.		_	
+		=	+ I	NT			14										_	
Level	Ground w	ithin melee ra	ange is di	fficult t	errain for	foes	15 16								-			-
10		make an att					10						STAN					,
	Focus do		EGIS	lacks	or opportu	ility.	Stance								Active .	Range	Area	Save DC
Level	Bonus	n	LUIS				1										711 04	04.050
1	+1			and w	ill saves f	or all	2											
5 9	+2 +3	allies with					3											
13	+4	Allies mus	st be able	to see	and hear y	you.	4											-
17	+5						5										-	-
Level	Range 20	ft	Level	Rang	je 30ft		6											
			US FEA				7											
Level		Don					×					ARN	IIGER'	S MA	ARK			,
3								_		t 1pt dar	_		oe. They	take a p	enalty a	-	r targets, and to	spell failure
								MARKS PER DA			Ward Leve					MAR TODA		
Level 8] = (÷ 2	+ .	INT				
Level							Lovel	MARKS	S AT O	NCE						MAR	K DURATIO	N
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18								Level 2	penal:	-			PELL FA				rder vel	
×	ŀ	EXTEND	ED DE	FEN	CE			8	-6			-			= 10		÷ 2.)
Level	Per day							16	-8			Ľ	<u> </u>	70	- 10	` \	· - /	
5 8	1	As an imn you have			ick a coun	ter	Level	ADAPT					TATE	P . I				
11	2	Until the			t turn that	counter							INT rea					
14	4	is a free a		AI IICAI	cum, mai	. Journel		Spend tw		ot Armig	jer's Mar	k to cha Warde	llenge all er	targets	within (3Utt.		
17	5						Level	DC DC	~ 2 4 Li	7		Leve		,				
			LWAR			#				= 10	0 + (÷ 2) +	IN'	Г		
Level 12	Level On making a successful Fortitude or Will save, 12 take no damage in place of half / reduced damage.					e.	Level	On reducing a marked opponent to Ohp, regain one readied manoeuvre.										
*		STEEL	DEFE	NCE			16	on reduc	ing a ma	агкей ор								
Level		ortitude save o your shield			ck roll to d	eflect the	•	As an im	modiata	antion			ILESS				urn to maintair)

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

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

BORN OF STEEL

When wearing medium or heavy armour, add your \mathbf{INT} to

the AC to confirm critical hits.

Level

19