

# WARDER

Warder  
Level

## MANOEUVRES

**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**



## DEFENSIVE FOCUS

**INT**

Additional attacks of opportunity each round

When recovering manoeuvres as a full-round action:

**THREATENED RANGE**

Initiator  
Level

$$\boxed{\phantom{00}} \text{ ft} = 5 \text{ ft} + \phantom{00} \quad (5\text{ft increments})$$

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

**CMD BONUS**

Warder  
Level

$$+ \boxed{\phantom{00}} = \phantom{00} + \text{WIS}$$

- Level **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

Level 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**

- Level **6** Range increases to 20ft  
**12** Range increases to 30ft

## BONUS FEAT

Level **3**

Level **8**

Level **13**

Level **18**

## MANOEUVRES

**INITIATOR LEVEL**

Warder  
Level

Martial  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

$$\boxed{\phantom{00}} = \phantom{00} + 1 + 2 + 3 + \phantom{00} + \left( \phantom{00} \div 2 \right)$$

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"/>			

## 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"/>			

## 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

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

**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**

Level

$$\boxed{\phantom{00}} = 3 + \text{INT}$$

**MARK DURATION**

$$\boxed{\phantom{00}} \text{ rds} = \text{INT}$$

Level Attack  
penalty

- 2** **-4**  
**8** **-6**  
**16** **-8**

**SPELL FAILURE INCREASE**

$$+ \boxed{\phantom{00}} \% = 10 + \left( \phantom{00} \div 2 \right)$$

Warder  
Level

Level **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.

Level **WILL SAVE DC**

Warder  
Level

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

Level

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