WARDER

Warder Level [ ]

MANEUVERS

MAX MANOEUVRE LEVEL

Initiator Level

[ ] $= ($ ____ $+ 1) \div 2$

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

[____ ft] $= 5$ ft $+$ ____ (5ft increments)

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

CMD BONUS

Warder Level

[+ ____] $=$ ____ $+$ **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

Level **12** Range increases to 30ft

BONUS FEAT

Level **3** ____

Level **8** ____

Level **13** ____

Level **18** ____

MANEUVERS

INITIATOR LEVEL

	Warder Level	Martial Class Levels	Martial Prestige Class Levels	Other Class Levels

[ ] $=$ ____ $+$ 1 2 3 ____ $+$ ____ $+ ($ ____ $\div 2)$

Maneuver	Type	Ready	Used	Range	Area	Save DC
1		☐	☐			
2		☐	☐			
3		☐	☐			
4		☐	☐			
5		☐	☐			
6		☐	☐			
7		☐	☐			
8		☐	☐			
9		☐	☐			
10		☐	☐			
11		☐	☐			
12		☐	☐			
13		☐	☐			
14		☐	☐			
15		☐	☐			
16		☐	☐			

STANCES

Stance	Active	Range	Area	Save DC
1	☐			
2	☐			
3	☐			
4	☐			
5	☐			
6	☐			
7	☐			

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

[ ] $= ($ ____ $\div 2) +$ **INT**

MARKS TODAY

☐☐☐ ☐☐☐
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Level **2** **MARKS AT ONCE** [ ] $= 3 +$ **INT**

MARK DURATION [____ rds] $=$ **INT**

Level	Attack penalty
2	-4
8	-6
16	-8

SPELL FAILURE INCREASE

Warder Level

[+ ____ %] $= 10 + ($ ____ $\div 2)$

Level **7** **ADAPTIVE TACTICS**

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 **9** **WILL SAVE DC**

Warder Level

[ ] $= 10 + ($ ____ $\div 2) +$ **WIS**

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