WARLORD

Warlord Level ☐

MANOEUVRES

MAX MANOEUVRE LEVEL — Initiator Level

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

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

MANOEUVRES KNOWN ☐

READIED MANOEUVRES ☐

Nivel	DUAL BOOST	
6	Use two boost manoeuvres as a swift action, once per day	
12	Dos veces al día	
18	Three times per day	☐ ☐ ☐

Dote Adicional

Nivel	
1	
7	
13	
19	

TACTICAL PRESENCE

Nivel	
2	
5	
7	Adopt a presence as a free action
9	
11	2 presences at once
15	3 presences at once

WARLEADER

Nivel	
3	
13	Share teamwork feats as a move action
17	Share teamwork feats as a swift action

FORCE OF PERSONALITY

Nivel	
3	Add **CHA** to Will saves.

TACTICAL FLANKER

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

BATTLE PROWESS

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

TACTICAL ASSISTANCE

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

DUAL STANCE

Nivel	
20	Use two stances simultaneously.

MANOEUVRES

INITIATOR LEVEL $\boxed{} =$ Warlord Level $ +$ Martial Prestige Class Levels $ + \left(1 \quad 2 \quad 3 \div 2 \right)$ Other Class Levels

Manoeuvre	Tipo	Preparado	Usado	Alcance	Área	CD Salvacion
1		☐	☐			
2		☐	☐			
3		☐	☐			
4		☐	☐			
5		☐	☐			
6		☐	☐			
7		☐	☐			
8		☐	☐			
9		☐	☐			
10		☐	☐			
11		☐	☐			
12		☐	☐			
13		☐	☐			
14		☐	☐			
15		☐	☐			
16		☐	☐			
17		☐	☐			
18		☐	☐			

STANCES

Estancia	Activa	Alcance	Área	CD Salvacion
1	☐			
2	☐			
3	☐			
4	☐			
5	☐			
6	☐			
7	☐			

WARLORD'S GAMBIT

Risk	Reward

Nivel 1

Risk	Reward

Nivel 4

Risk	Reward

Nivel 8

Risk	Reward

Nivel 12

Risk	Reward

Nivel 16

Risk	Reward

Nivel 20

Rake: on failure -2 to all d20 rolls for this round, and only regain 1 manoeuvre

On success, regain **CHA** manoeuvres