

# 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

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

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

**CMD BONUS**

Warder  
Level

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

- Nivel
- 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

Nivel 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

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

## Dote Adicional

Nivel

**3**

Nivel

**8**

Nivel

**13**

Nivel

**18**

## MANOEUVRES

**INITIATOR LEVEL**

Warder  
Level

Martial  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

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

Manoeuvre	Tipo	Preparado	Usado	Alcance	Área	CD Salvacion
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

Estancia	Activa	Alcance	Área	CD Salvacion
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**

Nivel

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

**MARK DURATION**

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

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

**SPELL FAILURE INCREASE**

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

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Nivel **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.

Nivel **SALV. VOL. CD**

Warder  
Level

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

Nivel **16**

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