

WARDER

Warder
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

Manoeuvre
Save DC = 10 + IN + Manoeuvre
Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

DEFENSIVE FOCUS

IN

Additional attacks of opportunity
each round

When recovering manoeuvres as a full-round action:

THREATENED
RANGE

Initiator
Level

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

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

CMD
BONUS

Warder
Level

$$+ \boxed{} = + \text{WE}$$

Stufe 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

Stufe Bonus

1 +1 Morale bonus to AC and will saves for all
5 +2 allies within 10ft.
9 +3 Allies must be able to see and hear you.
13 +4
17 +5

Stufe 6 Range increases to 20ft
12 Range increases to 30ft

BONUS TALENT

Stufe 3

Stufe 8

Stufe 13

Stufe 18

MANOEUVRES

INITIATOR
LEVEL

Warder
Level

Martial
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

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

| Manoeuvre | Art | Ready | benutzt | Reichweite | Area | RW SG |
|-----------|-----|--------------------------|--------------------------|------------|------|-------|
| 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 | Aktiv | Reichweite | Area | RW SG |
|--------|--------------------------|------------|------|-------|
| 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

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

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

Stufe

$$2 \boxed{} = 3 + \text{IN}$$

MARK DURATION

$$\boxed{} \text{ Runden} = \text{IN}$$

| Stufe | Attack penalty |
|-------|-------------------|
| 2 | -4 |
| 8 | -6 |
| 16 | -8 |

SPELL FAILURE
INCREASE

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

Warder
Level

Stufe 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.

Stufe WILLENSWURF
SG

Warder
Level

$$9 \boxed{} = 10 + \left(\div 2 \right) + \text{WE}$$

Stufe
16

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