

WARDER

Warder
Level

MANOBRAS

MAX MANOEUVRE LEVEL

Initiator
Level

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

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

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

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

CMD BONUS

Warder
Level

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

Nível 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

Nível Bônus

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	

Nível 6 Range 20ft

Nível 12 Range 30ft

TALENTO BÔNUS

Nível 3

Nível 8

Nível 13

Nível 18

EXTENDED DEFENCE

Nível Per day

5	1	As an immediate action, pick a counter you have prepared.
8	2	
11	3	Until the start of your next turn, that counter is a free action.
14	4	
17	5	

STALWART

Nível 12 On making a successful Fortitude or Will save, take no damage in place of half / reduced damage.

STEEL DEFENCE

Nível 15 Make a Fortitude save against an attack roll to deflect the attack into your shield or armour.

BORN OF STEEL

Nível 19 When wearing medium or heavy armour, add your INT to the AC to confirm critical hits.

MANOBRAS

INITIATOR LEVEL

Warder
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manobra	Tipo	Ler	Used	Alcance	Área	Teste de CD
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	Ativar	Alcance	Área	Teste de CD
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

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

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

Nível

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

MARK DURATION

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

Nível	Attack penalty
2	-4
8	-6
16	-8

SPELL FAILURE INCREASE

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

Warder
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Nível **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.

Nível **WILL SAVE DC**

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

Nível

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

DEATHLESS DEFENCES

As an immediate action, spend two use of Armiger's Mark (and one more per turn to maintain).

Nível While this is active, unable to die from hit point damage.

20 Maintain defensive focus as a move action. Gain the benefit of Aegis at the same time.

End as a free action, or when your uses of Armiger's Mark run out, and be exhausted for 8 hours.