WARDER	MANOVRE ,											
	INIT	IATOR		Varder Level		rtial Pres lass Leve				her Levels		
MANOVRE MAX MANOEUVRE Initiator	LEVI	ıLı	7	Level		iass Leve	+	(	Glass	Levels	)	
LEVEL Level			]=		+						- 2 )	
= ( +1) ÷2	Manov	ra					Tipo	C Darato	USAK,	Gittata	Area	CD Salvezz
Manoeuvre Save DC = 10 + INT + Manoeuvre Level	2								-		-	
MANOEUVRES READIED KNOWN MANOEUVRES	3										-	
	4							_	-			_
DEFENSIVE FOCUS	5							_ [	-			_
Additional attacks of opportunity	6							_ [	-			_
each round	7							_ [	-			_
When recovering manoeuvres as a full-round action:	8							_	-			
THREATENED Initiator RANGE Level	9							_ [	-			_
m = 5 ft + (5ft increments)	10							_ [	-		-	_
You may move as part of an attack of opportunity, provided your	11							[	-			
total movement is within your base speed.  CMD Warder	12								-			
CMD Warder BONUS Level	13							[	-			_
+ = + INT	14								-			_
Cround within males range in difficult torrain for face	15								-			
Livello Ground within melee range is difficult terrain for foes  10 Moving to make an attack of opportunity during Defensive	16						200					_
Focus does not itself provoke attacks of opportunity.							POS		1.			*
AEGIS	Posa								Attivo	Gittata	Area	CD Salvezz
Livello Bonus  1 +1 Morale bonus to AC and will saves for all	1								_ 🛚 -			_
5 +2 allies within 10ft.	2								_ 🛚 -			_
9 +3 Allies must be able to see and hear you.	3								_ 🛚 -			
13 +4 17 +5	4								_ 🛮 -			
Livello Livello	5								_ 🛚 -			
6 Range 20ft 12 Range 30ft	6								_ 🛚 -			_
TALENTI BONUS	7					A 10 7/	IGER	) C 1/L	A DIZ			
Livello		On doing	ı at least	1nt dam						anainst other	tarnets and	to spell failure
3		MARK		i pe dun	Warde		oc. They	tuite u p	, citally (	MAR.		to open ranare
Livello		PER DA	AY	1	Level		\			TODA		
8				= (		÷ 2	<i>)</i> + <sub>-</sub>	INT	-			
Livello	Livello	MARK	S AT OF	NCE						MAR	K DURATIO	N
13	2			= 3	+ IN	T					rd =	INT
Livello		Livello	Attacl penalt									
18		2	-4	• 9			ELL FA CREAS		E	War Le		
EXTENDED DEFENCE	, 1	8	-6			+		%	= 10	+ (	÷ 2	)
Livello Per day		16	-8					,0		`		<b>,</b>
5 1 As an immediate action, pick a counter 8 2 you have prepared.		ADAPT Spend or				to owon	INT roc	diad m	0000111/1			
11 3 Until the start of your next turn, that counter	7											
14 4 is a free action.		Spend tv		of Armig	er's Mark	to chall Warde	_	targets	within	30ft.		
17 5	Livello	CD	2014111	1	,	Level						
STALWART	1			= 10	) + (		÷ 2	2)+	IN'	${f T}$		
Livello On making a successful Fortitude or Will save, take no damage in place of half / reduced damage.	Livello	)										
STEEL DEFENCE	16	On reduc	ing a ma	arked op	ponent to	o Ohp, re	gain one	readie	d manoe	euvre.		
Livello Make a Fortitude save againts an attack roll to deflect the	*				DI	EATH	LESS	DEF	ENCE	lS .		,
attack into your shield or armour.	1						_		(and on	e more per t	urn to maintai	n).
BORN OF STEEL	Livello 20	While thi							fit of Ao	gis at the sa	me time	
Livello When wearing medium or heavy armour, add your <b>INT</b> to		manitall	uciciioli	, c 100uS	as a mo	· c activi	vaiii li	ic belle	OI AE	yio at tile ad	ne tille.	

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

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the AC to confirm critical hits.