

WARDER

Warder
Level

MANEWRY

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

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

- Poziom 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

Poziom Premia

- | | | |
|----|----|---|
| 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 | |

Poziom 6 Range 20ft Poziom 12 Range 30ft

PREMIOWY ATUT

Poziom

3

Poziom

8

Poziom

13

Poziom

18

EXTENDED DEFENCE

Poziom 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

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

STEEL DEFENCE

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

BORN OF STEEL

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

MANEWRY

INITIATOR
LEVEL

Warder
Level

Poziomy Klas
Prestiż. Adeptów Walki

Other
Class Levels

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

Manewr

Rodzaj

Gotowy

Użyty

Zasięg

Obszar

ST Rz. Obr.

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

POSTAWY

Postawa

Aktywna

Zasięg

Obszar

ST Rz. Obr.

1

2

3

4

5

6

7

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"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MARKS AT ONCE

Poziom

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

MARK DURATION

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

Poziom Attack
penalty

- | | |
|----|----|
| 2 | -4 |
| 8 | -6 |
| 16 | -8 |

SPELL FAILURE
INCREASE

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

Warder
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Poziom 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.

Poziom RZ. OBR. na WOLĘ

Warder
Level

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

Poziom

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).

Poziom 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.