WARDER Warder Level			MANOEUVRES						
		/	INITI LEVE		rtial Prestige lass Levels		ner Levels		
MANOEUVRES  MAX MANOEUVRE Initiator				= +	+	( 1	3 :	. 2.)	
LEVEI					··	\			
	= (+1)		Manoeu	ıvre	Туре	Ready Used	Range	Area	Save DC
Manoei Save I		Manoeuvre _	2			_			
MANC	DEUVRES READ		3						
	VIV.		4						
	DEFENSIVE FOO	CUS .	5						
IN	Additional attacks of oppo		6			_			
Wh -= ==	each round		<u>7</u> 8			_			
	ecovering manoeuvres as a full-roun EATENED Initiator	_	9						
RANG		-	10						
	ft = 5 ft +		11						
	ay move as part of an attack of oppor ovement is within your base speed.		12						
CMD BONU	Warder IS Level	-	13						
+	= + IN	T -	14						
	Ground within melee range is diffici		15			_			
Level 10	Level		16		STAN	CES		_	
``	AEGIS	ks of opportunity.	Stance		021111	Active	Range	Area	Save DC
Level	Bonus		1				3		
1 5	+1 Morale bonus to AC an allies within 10ft.	nd will saves for all	2						
9	+3 Allies must be able to	see and hear you	3						
13 17	+4 +5	-	4						
Level	Level	-	5						
6			6						
×	BONUS FEAT		7	_	ARMIGER'		-	-	,
Level 3				On doing at least 1pt damage, ma			gainst other	targets, and to	spell failure
				MARKS Warde PER DAY Level			MARK TODA		
Level 8				= (	÷ 2 ) +	INT			
Level			Laval	MARKS AT ONCE				DURATION	I
13			Level 2	= 3 + IN	T			rds =	INT
Level				Attack Level penalty	ODELL DA				
18				2 -4	SPELL FA		Ward Leve		
EXTENDED DEFENCE				8 -6 16 -8	+	% = 10	+ (	÷ 2 )	
Level <b>5</b>	Per day  1 As an immediate actio	n, pick a counter	Level	ADAPTIVE TACTICS					
8	2 you have prepared.	_	7	Spend one use of Armiger's Mark	to swap <b>INT</b> read	died manoeuvr	es.		
11 14	<ul><li>3 Until the start of your</li><li>4 is a free action.</li></ul>	next turn, that counter		Spend two uses of Armiger's Mark	_	argets within	30ft.		
17	5		Level	WILL SAVE DC	Warder Level	,			
Lovel	STALWART		7	= 10 + (	÷ 2	) + IN'	Г		
Level On making a successful Fortitude or Will save,  12 take no damage in place of half / reduced damage.		educed damage.	Level	On reducing a marked opponent to 0hp, regain one readied manoeuvre.					
	STEEL DEFENC		16						
Level Make a Fortitude save againts an attack roll to deflect the attack into your shield or armour.		attack roll to deflect the	*	As an immediate action, spend tw	EATHLESS			rn to maintain	,

 ${\bf 20} \quad {\rm Maintain\ defensive\ focus\ as\ a\ move\ action.\ Gain\ the\ benefit\ of\ Aegis\ at\ the\ same\ time.}$ 

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

BORN OF STEEL

When wearing medium or heavy armour, add your  $\mathbf{INT}$  to

the AC to confirm critical hits.

Level

19