

WARDER

Warder
Level

MANOEUVRES

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

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

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

CMD BONUS

Warder
Level

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

- Уровень **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

Уровень Бонус

- 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

- Уровень **6** Range increases to 20ft
12 Range increases to 30ft

BONUS FEAT

Уровень **3**

Уровень **8**

Уровень **13**

Уровень **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	Тип	Ready	Used	Дальность	Area	Save DC
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	Active	Дальность	Area	Save DC
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

Уровень **2** $\boxed{} = 3 + \text{INT}$

MARK DURATION

$\boxed{} \text{ рнд} = \text{INT}$

Уровень	Attack penalty
2	-4
8	-6
16	-8

SPELL FAILURE INCREASE

Warder
Level

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

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.

WILL SAVE DC

Warder
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Уровень **9** $\boxed{} = 10 + \left(\div 2 \right) + \text{WIS}$

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