

# WARLORD

Warlord  
Level

## MANOEUVRES

MAX MANOEUVRE  
LEVEL

Initiator  
Level

$$\boxed{\phantom{00}} = \left( \phantom{00} + 1 \right) \div 2$$

Manoeuvre Save DC = 10 + **CAR** + Manoeuvre Level

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES



Nivel **DUAL BOOST**

**6** Use two boost manoeuvres as a swift action, once per day

**12** Dos veces al día

**18** Three times per day ☐ ☐ ☐

## Dote Adicional

Nivel

**1**

Nivel

**7**

Nivel

**13**

Nivel

**19**

## TACTICAL PRESENCE

Nivel

**2**

Nivel

**5**

Nivel

**7** Adopt a presence as a free action

Nivel

**9**

Nivel

**11** 2 presences at once

Nivel

**15** 3 presences at once

## WARLEADER

Nivel

**3**

Nivel

**13** Share teamwork feats as a move action

Nivel

**17** Share teamwork feats as a swift action

## FORCE OF PERSONALITY

Nivel

**3** Add **CHA** to Will saves.

## TACTICAL FLANKER

Nivel

**4** When flanking, you and your ally may use your **CHA** in place of the flanking bonus.

## BATTLE PROWESS

Nivel

**5** +1

Bon Disciplina

**12** +2

Bonus to attack, damage, **CMB** and **CMD** when using a stance from the chosen discipline.

**19** +3

## TACTICAL ASSISTANCE

Nivel

**8** Aid another as a move action, granting your **CHA** bonus to your ally's action.

## DUAL STANCE

Nivel

**20** Use two stances simultaneously.

## MANOEUVRES

INITIATOR  
LEVEL

Warlord  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

$$\boxed{\phantom{00}} = \phantom{00} + \phantom{00} + \left( \phantom{00} \phantom{00} \phantom{00} \div 2 \right)$$

Manoeuvre

Tipo

Preparado Usado

Alcance

Área

CD Salvacion

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

**10**

**11**

**12**

**13**

**14**

**15**

**16**

**17**

**18**

## STANCES

Estancia

Activa

Alcance

Área

CD Salvacion

**1**

**2**

**3**

**4**

**5**

**6**

**7**

## WARLORD'S GAMBIT

Risk

Reward

Risk

Nivel

**1**

Reward

Risk

Nivel

**4**

Reward

Risk

Nivel

**8**

Reward

Risk

Nivel

**12**

Reward

Risk

Nivel

**16**

Reward

Risk

Nivel

**20**

Reward

Rake: on failure -2 to all d20 rolls for this round, and only regain 1 manoeuvre

On success, regain **CHA** manoeuvres