

# WARDER

Warder  
Level

## MANEUVERS

**MAX MANOEUVRE LEVEL**

Initiator  
Level

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

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

$$\boxed{\phantom{00}} \text{ ft} = 5 \text{ ft} + \phantom{00} \quad (5\text{ft increments})$$

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

**CMD BONUS**

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$$+ \boxed{\phantom{00}} = \phantom{00} + \text{INT}$$

Level 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

Level Bonus

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	

Level 6 Range 20ft

Level 12 Range 30ft

## BONUS FEAT

Level 3

Level 8

Level 13

Level 18

## EXTENDED DEFENCE

Level 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

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

## STEEL DEFENCE

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

## BORN OF STEEL

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

## MANEUVERS

**INITIATOR LEVEL**

Warder  
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Martial Prestige  
Class Levels

Other  
Class Levels

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

Maneuver	Type	Ready	Used	Range	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	Range	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**

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

**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**

Level 2

$$\boxed{\phantom{00}} = 3 + \text{INT}$$

**MARK DURATION**

$$\boxed{\phantom{00}} \text{ rds} = \text{INT}$$

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

**SPELL FAILURE INCREASE**

$$+ \boxed{\phantom{00}} \% = 10 + \left( \phantom{00} \div 2 \right)$$

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Level 7 **ADAPTIVE TACTICS**

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.

Level 9 **WILL SAVE DC**

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$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{INT}$$

Level 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).

Level 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.