| WARDER Warder level | | | MANOEUVRES | | | | | | | | | | |
|---|--|------------------------|--|---|--------------|---------|----------------------|--------------------|----------|----------------|---------------|-----------------|--------------|
| | | | NITIA LEVEL | | War Lev | | Martial P Class L | | | Oth Class I | | | |
| | MANOEUVRES MANOEUVRE Initiator Level | | | |]= | + | - Olass L | + | (1 | 2 | | ÷ 2) | |
| LEVE | = (+ 1) | ÷ 2 | /lanoeu | /re | | | | Туре | Ready | 1500 | Range | Area | Save DC |
| Manoe | - 10 7 10 7 | lanoeuvre | | | | | | | _ ⊔ | | | | |
| Save DC Level MANOEUVRES READIED | | 2 | | | | | | | | | - | | |
| KNOV | | EUVRES | <u>, </u> | | | | | | | | | | |
| | | | 4 | | | | | | | | | | |
| ` | DEFENSIVE FOCU | US | <u> </u> | | | | | | _ | | | - | |
| Additional attacks of opportunity | | | 7 | | | | | | _ | | | | |
| each round | | | <u>/</u> 3 | | | | | | | | | | |
| When recovering manoeuvres as a full-round action: THREATENED Initiator | | | | | | | | | | | | | |
| RANC | | _ | 9 | | | | | | | | | - | · · |
| | ft = 5 ft + | (Eft increments) | 11 | | | | | | | | | | |
| | ay move as part of an attack of opportunovement is within your base speed. | unity, provided your — | 12 | | | | | | | | | | |
| CMD | Warder | _ | 13 | | | | | | | | | - | |
| BONU | US Level | _ | 1 <u>5</u> 14 | | | | | | | | | | |
| + | = + INT | _ | 15 | | | | | | | | | | |
| Level | Ground within melee range is difficul | t tarrain for food | 16 | | | | | | | | | | , . <u> </u> |
| 10 | Moving to make an attack of opportunity during Defensive Focus does not itself provoke attacks of opportunity. | | | | | | | STAN | CES | | | | , |
| * | AEGIS | , S | Stance | | | | | | 4 | Ctive | Range | Area | Save DC |
| Level 1 | Bonus +1 Morale honus to AC and | | l. | | | | | | | . 🗆 _ | | - | |
| 5 | +1 Morale bonus to AC and +2 allies within 10ft. | will saves for all | 2 | | | | | | | | | | |
| 9 | +3 Allies must be able to se | ee and hear you. | 3 | | | | | | | | | _ | |
| 13 17 | +4 +5 | | 4 | | | | | | | | | | |
| Level | Level | | 5 | | | | | | | | | | |
| 6 | | nge 30ft | | | | | | | | | | | - |
| • | BONUS FEAT | | 7 | | | | | | | | | | |
| Level | | | • | ARMIGER'S MARK On doing at least 1pt damage, mark one foe. They take a penalty against other targets, and to spell failure | | | | | | | | | |
| 3 | | | | MARKS | | | Warder | t loc. They t | акс а рс | illuity u | MARI | | open ranare |
| Level | | | | PER DA | | / | Level | \ | | | TODA | | |
| 8 | | | | | = | = (| ÷ | 2)+ | INT | | | | |
| Level | | | Level | MARKS | S AT ONC | E | | | | | MARI | K DURATION | V. |
| 13 | | | 2 | | = | 3 + | INT | | | | | rds = | INT |
| | | | | | Attack | | | | | | | | |
| Level 18 | | | | Level 2 | penalty | | | SPELL FA | | | War | | |
| 7- | EVÆENDED DEFEN | NCE | | 8 | -4 -6 | | | INCREASE | | | Lev / | 1 | |
| Level | EXTENDED DEFEN | NCE , | | 16 | -8 | | | + | % = | : 10 | + (| ÷ 2) | |
| 5 | 1 As an immediate action, | , pick a counter | Level | ADAPT | IVE TAC | ГICS | | | | | | | |
| 8 11 | you have prepared.Intil the start of your ne | . – | 7 | Spend or | ne use of Ar | miger's | Mark to sw | ap INT read | died mai | noeuvre | es. | | |
| 14 | Until the start of your ne is a free action. | ext turn, that counter | | | | rmiger' | | nallenge all t | argets v | vithin 3 | Oft. | | |
| 17 | 5 STALWART | | Level | WILL S DC | SAVE | | Wai Le | | | | | | |
| × | | | 9 | | = | = 10 | + (| ÷ 2 |) + | IN | [| | |
| Level | Level On making a successful Fortitude or Will save, 12 take no damage in place of half / reduced damage. | | Lough | | | | ` | | | | | | |
| 12 | STEEL DEFENCE | | 16 | On reduc | ing a mark | ed oppo | nent to Ohp | , regain one | readied | manoe | uvre. | | |
| Level | evel Make a Fortitude save againts an attack roll to deflect the | | | | | | DEAT | HLESS | DEFE | NCE | S | | , |
| 15 | 15 attack into your shield or armour. | | | | | | | _ | | and on | e more per tu | ırn to maintain |). |
| * | BORN OF STEEL | | Level | While this is active, unable to die from hit point damage. | | | | | | | | | |

When wearing medium or heavy armour, add your \mathbf{INT} to the \mathbf{AC} to confirm critical hits.

Level 19 ${\bf 20}\quad \hbox{Maintain defensive focus as a move action. Gain the benefit of Aegis at the same time.}$

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