

WARDER

Warder
Level

MANEWRY

MAX MANOEUVRE
LEVEL

Initiator
Level

= (+ 1) ÷ 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

m = 5 ft + (5ft increments)

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

CMD
BONUS

Warder
Level

+ = + RZT

Poziom Ground within melee range is difficult terrain for foes
10 Moving to make an attack of opportunity during Defensive
Focus does not itself provoke attacks of opportunity.

AEGIS

Poziom Premia

- 1 +1 Morale bonus to AC and will saves for all
5 +2 allies within 10ft.
9 +3 Allies must be able to see and hear you.
13 +4
17 +5

Poziom
6 Range increases to 20ft
12 Range increases to 30ft

PREMIOWY ATUT

Poziom
3

Poziom
8

Poziom
13

Poziom
18

MANEWRY

INITIATOR
LEVEL

Warder
Level

Martial
Class Levels

Poziomy Klas
Prestiż. Adeptów Walki

Poziomy
Innych Klas

= + 1 2 3 + + (÷ 2)

Manewr	Rodzaj	Gotowy	Użyty	Zasięg	Obszar	ST Rz. Obr.
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POSTAWY

Postawa

Aktywna

Zasięg

Obszar

ST Rz. Obr.

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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

= (÷ 2) + INT

MARKS
TODAY

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MARKS AT ONCE

Poziom

2 = 3 + INT

MARK DURATION

rund = INT

Poziom
Attack
penalty

- 2 -4
8 -6
16 -8

SPELL FAILURE
INCREASE

+ % = 10 + (÷ 2)

Warder
Level

Poziom 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.

Poziom RZ. OBR. na WOLĘ
ST

Warder
Level

9 = 10 + (÷ 2) + RZT

Poziom
16 On reducing a marked opponent to 0hp, regain one readied manoeuvre.