

## MANOEUVRES

MAX MANOEUVRE  
LEVELInitiator  
Level

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

Manoeuvre  
Save DC = 10 + CH + Manoeuvre  
LevelMANOEUVRES  
KNOWNREADIED  
MANOEUVRESStufe **DUAL BOOST****6** Use two boost manoeuvres as a swift action, once per day**12** Zweimal pro Tag**18** Three times per day ☐☐☐

## BONUS TALENT

Stufe

**1**

Stufe

**7**

Stufe

**13**

Stufe

**19**

## TACTICAL PRESENCE

☐ **INDOMITABLE PRESENCE**Stufe **2** Allies within 30ft automatically stabilise when below 0hp, may avoid falling unconscious, and gain your **CHA** bonus to Fortitude saves against death effects, fatigue, exhaustion and poison.Stufe ☐ **RALLYING PRESENCE****5** Allies within 30ft gain your CHA bonus to Will saves against fear, death effects or compulsion.Stufe **7** Adopt a presence as a free actionStufe ☐ **VICTORIOUS PRESENCE****9** On dropping a foe to 0hp, you and grant to allies within 30ft gain temporary hit points.Stufe **11** 2 presences at once Stufe **15** 3 presences at once

## WARLEADER

Stufe

**3**

Stufe

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

Stufe

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

## FORCE OF PERSONALITY

Stufe

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

## TACTICAL FLANKER

Stufe

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

## BATTLE PROWESS

Stufe Bonus Discipline

**5** +1**12** +2**19** +3Bonus to attack, damage, **CMB** and **CMD** when using a stance from the chosen discipline.

## TACTICAL ASSISTANCE

Stufe

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

## DUAL STANCE

Stufe

**20** Use two stances simultaneously.

## MANOEUVRES

INITIATOR  
LEVELWarlord  
LevelMartial Prestige  
Class LevelsOther  
Class Levels

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

Manoeuvre

Art

Ready

deputzt

Reichweite

Area

RW SG

**1****2****3****4****5****6****7****8****9****10****11****12****13****14****15****16****17****18**

## STANCES

Stance

Aktiv

Reichweite

Area

RW SG

**1****2****3****4****5****6****7**

## WARLORD'S GAMBIT

Risk

Reward

Risk

Stufe

**1**

Reward

Risk

Stufe

**4**

Reward

Risk

Stufe

**8**

Reward

Risk

Stufe

**12**

Reward

Risk

Stufe

**16**

Reward

Risk

Stufe

**20**

Reward

Rake: on failure -2 to all d20 rolls for this round,  
and only regain 1 manoeuvreOn success, regain **CHA** manoeuvres