

# WARLORD

Warlord  
Level

## MANEUVERS

MAX MANOEUVRE  
LEVEL

Initiator  
Level

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

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

MANOEUVRES  
KNOWN

READIED  
MANOEUVRES



Level **DUAL BOOST**

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

**12** Twice per day

**18** Three times per day ☐ ☐ ☐

## BONUS FEAT

Level

**1**

Level

**7**

Level

**13**

Level

**19**

## TACTICAL PRESENCE

☐ **INDOMITABLE PRESENCE**

Level **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.

☐ **RALLYING PRESENCE**

Level **5** Allies within 30ft gain your CHA bonus to Will saves against fear, death effects or compulsion.

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

☐ **VICTORIOUS PRESENCE**

Level **9** On dropping a foe to 0hp, you and grant to allies within 30ft gain temporary hit points.

Level **11** 2 presences at once Level **15** 3 presences at once

## WARLEADER

Level

**3**

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

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

## FORCE OF PERSONALITY

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

## TACTICAL FLANKER

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

## BATTLE PROWESS

Level Bonus Discipline

**5** +1

**12** +2

**19** +3

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

## TACTICAL ASSISTANCE

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

## DUAL STANCE

Level **20** Use two stances simultaneously.

## MANEUVERS

INITIATOR  
LEVEL

Warlord  
Level

Martial Prestige  
Class Levels

Other  
Class Levels

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

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"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>			
18		<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"/>			

## WARLORD'S GAMBIT

Risk		Reward
Risk	Level <b>1</b>	Reward
Risk	Level	Reward
Risk	Level <b>4</b>	Reward
Risk	Level	Reward
Risk	Level <b>8</b>	Reward
Risk	Level	Reward
Risk	Level <b>12</b>	Reward
Risk	Level	Reward
Risk	Level <b>16</b>	Reward
Risk	Level	Reward
Risk	Level <b>20</b>	Reward

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

On success, regain **CHA** manoeuvres