

WARDER

Warder
Level

MANOBRAS

MAX MANOEUVRE LEVEL

Initiator
Level

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

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

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

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

CMD BONUS

Warder
Level

$$+ \boxed{} = + \text{SAB}$$

- Nível
- 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

Nível Bônus

- 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

- Nível
- 6** Range increases to 20ft
- 12** Range increases to 30ft

TALENTO BÔNUS

Nível **3**

Nível **8**

Nível **13**

Nível **18**

MANOBRAS

INITIATOR LEVEL

Warder
Level

Martial
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

$$\boxed{} = + 1 + 2 + 3 + + \left(\div 2 \right)$$

Manoeuvre	Tipo	Ler	Used	Alcance	Área	Teste de CD
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	Ativar	Alcance	Área	Teste de CD
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

Warder
Level

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

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

Nível

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

MARK DURATION

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

Nível Attack
penalty

- 2** -4
- 8** -6
- 16** -8

SPELL FAILURE INCREASE

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

Warder
Level

Nível **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.

Nível **WILL SAVE DC**

Warder
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{SAB}$$

Nível

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