

# WARDER

Warder  
Level

## MANOEVRE

**MAX MANOEUVRE LEVEL**

Initiator  
Level

$$\boxed{\phantom{000}} = \left( \phantom{000} + 1 \right) \div 2$$

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

$$\boxed{\phantom{00}} \text{ m} = 5 \text{ ft} + \phantom{000} \quad (5\text{ft increments})$$

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

**CMD BONUS**

Warder  
Level

$$+ \boxed{\phantom{00}} = \phantom{000} + \text{SAG}$$

- Livello **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

Livello Bonus

- 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

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

## TALENTI BONUS

Livello **3**

Livello **8**

Livello **13**

Livello **18**

## MANOEVRE

**INITIATOR LEVEL**

Warder  
Level

Martial  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

$$\boxed{\phantom{000}} = \phantom{000} + 1 + 2 + 3 + \phantom{000} + \left( \phantom{000} \div 2 \right)$$

Manovra	Tipo	Preparato	Usati	Gittata	Area	CD Salvezza
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"/>			
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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"/>			

## POSE

Posa	Attivo	Gittata	Area	CD Salvezza
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

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + \text{INT}$$

**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**

Livello **2**  $\boxed{\phantom{000}} = 3 + \text{INT}$

**MARK DURATION**

$$\boxed{\phantom{000}} \text{ rd} = \text{INT}$$

Livello Attack  
penalty

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

**SPELL FAILURE INCREASE**

$$+ \boxed{\phantom{00}} \% = 10 + \left( \phantom{000} \div 2 \right)$$

Warder  
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Livello **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.

Livello **TS VOLONTÀ**  
CD

Warder  
Level

**9**  $\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + \text{SAG}$

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