WARLORD	* MANOEUVRES *							
MANOEUVRES	INITIATOR LEVEL	Warlord Level	Martial Prestige Class Levels		Oth Class			
MAX MANOEUVRE Initiator		= +		+ (1		3 -	- 2)	
LEVEL Level		· · · · · · ·						
= (+1) ÷2	Manoeuvre		Тур	e Ready	Sed	Range	Area	Save DC
Manoeuvre Save DC = 10 + CHA + Manoeuvre Level	1				Ď -			
MANOEUVRES READIED KNOWN MANOEUVRES	2							_
KNOWN MANOEUVRES	3							_
	4							
Level DUAL BOOST 6 Use two boost manoeuvres as a swift action, once per day	5							_
6 Use two boost manoeuvres as a swift action, once per day 12 Twice per day	6							
18 Three times per day	7				-			_
BONUS FEAT	8							_
Level	9							
1	10							
Level	11							
7	12							-
	13							_
Level	14							
	15							
Level	16							_
19	17							_
TACTICAL PRESENCE	18							
Level	*		STA	NCES				*
2	Stance			γ_{c}	Prive .	Range	Area	Save DC
	1							
Level	2							
	3							
7 Adopt a presence as a free action	4							_
Level	5							_
9	6							_
	7							
11 2 presences at once 3 15 3 presences at once	2.1		WARLORD	'S GAN	IBIT	1		<u> </u>
WARLEADER	Risk							Rewar
Level			Level					
3	Risk		1					Rewar
3 Share teamwork feats as a move action								
17 Share teamwork feats as a swift action	Risk		Level					Rewar
FORCE OF PERSONALITY			4					
3 Add CHA to Will saves.	Risk							Rewar
TACTICAL FLANKER	-		Level					
Level When flanking, you and your ally may use your CHA in place of the flanking bonus.			8					
4 place of the flanking bonus. BATTLE PROWESS	Risk		1					Rewar
Level Bonus Discipline			Level 12					
5 +1	Diek							Daws:
Bonus to attack, damage, CMB and CMD when	Risk		Level					Rewar
19 +3 using a stance from the chosen discipline. TACTICAL ASSISTANCE			16					
Level Aid another as a move action, granting your CHA bonus	Risk							Rewar
8 to your ally's action.			Level					
DUAL STANCE								
20 Use two stances simultaneously.	Rake: on failure -2 and only regain 1		this round,			On succe	ss, regain CH	A manoeuvre