

WARLORD

Warlord
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

Manoeuvre Save DC = 10 + CH + Manoeuvre Level

MANOEUVRES
KNOWN

READIED
MANOEUVRES

Stufe **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

Stufe

2

Stufe

5

Stufe

7 Adopt a presence as a free action

Stufe

9

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

5 Bonus Discipline

+1

12

+2

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

19

+3

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
LEVEL

Warlord
Level

Martial Prestige
Class Levels

Other
Class Levels

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

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 manoeuvre

On success, regain **CHA** manoeuvres