

WARDER

Warder
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

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

MANOEUVRES
KNOWN

READIED
MANOEUVRES

DEFENSIVE FOCUS

IN

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

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

- Stufe 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

Stufe 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

Stufe 6 Range 20ft

Stufe 12 Range 30ft

BONUS TALENT

Stufe 3

Stufe 8

Stufe 13

Stufe 18

EXTENDED DEFENCE

Stufe Per day

- 5 1 As an immediate action, pick a counter you have prepared.
8 2
11 3 Until the start of your next turn, that counter is a free action.
14 4
17 5

STALWART

Stufe 12 On making a successful Fortitude or Will save, take no damage in place of half / reduced damage.

STEEL DEFENCE

Stufe 15 Make a Fortitude save against an attack roll to deflect the attack into your shield or armour.

BORN OF STEEL

Stufe 19 When wearing medium or heavy armour, add your INT to the AC to confirm critical hits.

MANOEUVRES

INITIATOR
LEVEL

Warder
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

STANCES

Stance

Aktiv

Reichweite

Area

RW SG

1

2

3

4

5

6

7

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

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

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

Stufe 2

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

MARK DURATION

$$\boxed{} \text{ Runden} = \text{IN}$$

Stufe	Attack penalty
2	-4
8	-6
16	-8

SPELL FAILURE
INCREASE

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

Warder
Level

Stufe 7 ADAPTIVE TACTICS

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.

Stufe 9 WILLENSWURF
SG

Warder
Level

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

Stufe 16

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

DEATHLESS DEFENCES

As an immediate action, spend two use of Armiger's Mark (and one more per turn to maintain).

Stufe While this is active, unable to die from hit point damage.

20 Maintain defensive focus as a move action. Gain the benefit of Aegis at the same time.

End as a free action, or when your uses of Armiger's Mark run out, and be exhausted for 8 hours.