

WARLORD

Warlord
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

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

MANOEUVRES
KNOWN

READIED
MANOEUVRES

Level **DUAL BOOST**

6 Use two boost manoeuvres as a swift action, once per day

12 Twice per day

18 Three times per day ☐ ☐ ☐

BONUS FEAT

Level

1

Level

7

Level

13

Level

19

TACTICAL PRESENCE

☐ **INDOMITABLE PRESENCE**

Level **2** Allies within 30ft automatically stabilise when below 0hp, may avoid falling unconscious, and gain your **CHA** bonus to Fortitude saves against death effects, fatigue, exhaustion and poison.

☐ **RALLYING PRESENCE**

Level **5** Allies within 30ft gain your CHA bonus to Will saves against fear, death effects or compulsion.

Level **7** Adopt a presence as a free action

☐ **VICTORIOUS PRESENCE**

Level **9** On dropping a foe to 0hp, you and grant to allies within 30ft gain temporary hit points.

Level **11** 2 presences at once Level **15** 3 presences at once

WARLEADER

Level

3

Level **13** Share teamwork feats as a move action

Level **17** Share teamwork feats as a swift action

FORCE OF PERSONALITY

Level **3** Add **CHA** to Will saves.

TACTICAL FLANKER

Level **4** When flanking, you and your ally may use your **CHA** in place of the flanking bonus.

BATTLE PROWESS

Level Bonus Discipline

5 +1

12 +2

19 +3

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

TACTICAL ASSISTANCE

Level **8** Aid another as a move action, granting your **CHA** bonus to your ally's action.

DUAL STANCE

Level **20** Use two stances simultaneously.

MANOEUVRES

INITIATOR
LEVEL

Warlord
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre	Type	Ready	Used	Range	Area	Save DC
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"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>			

STANCES

Stance	Active	Range	Area	Save DC
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"/>			

WARLORD'S GAMBIT

Risk		Reward
Risk	Level 1	Reward
Risk	Level	Reward
Risk	Level 4	Reward
Risk	Level	Reward
Risk	Level 8	Reward
Risk	Level	Reward
Risk	Level 12	Reward
Risk	Level	Reward
Risk	Level 16	Reward
Risk	Level	Reward
Risk	Level 20	Reward

Rake: on failure -2 to all d20 rolls for this round, and only regain 1 manoeuvre

On success, regain **CHA** manoeuvres