

# WARDER

Warder  
Level

## MANOEUVRES

**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

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

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

**CMD  
BONUS**

Warder  
Level

$$+ \boxed{\phantom{000}} = \phantom{000} + \text{WIS}$$

- Level 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

Level Bonus

- 1 +1  
5 +2  
9 +3  
13 +4  
17 +5
- Morale bonus to AC and will saves for all allies within 10ft.  
Allies must be able to see and hear you.

- Level 6 Range increases to 20ft  
12 Range increases to 30ft

## BONUS FEAT

Level 3

Level 8

Level 13

Level 18

## MANOEUVRES

**INITIATOR  
LEVEL**

Warder  
Level

Martial  
Class Levels

Martial Prestige  
Class Levels

Other Class  
Levels

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

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"/>			

## 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"/>			

## 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**

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

**MARK DURATION**

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

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

**SPELL FAILURE  
INCREASE**

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

Warder  
Level

Level **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.

Level **WILL SAVE  
DC**

Warder  
Level

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

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