

WARLORD

Warlord Level

MANOEUVRES

MAX MANOEUVRE LEVEL

Initiator Level

= ( + 1 ) ÷ 2

Manoeuvre Save DC

= 10 + CHA + Manoeuvre Level

MANOEUVRES KNOWN

READIED MANOEUVRES

Level 6

DUAL BOOST

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

Level 12

Twice per day

Level 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 5

Bonus +1

Discipline

Level 12

+2

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

Level 19

+3

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

=

+

+

( 1 2 3 ÷ 2 )

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

Level

Reward

	1	Reward
		Reward
	4	
		Reward
	8	
		Reward
	12	
		Reward
	16	
		Reward
	20	

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

On success, regain CHA manoeuvres