WARLORD Warlord Level	MANEUVERS *							
MANEUVERS	INITIATOR LEVEL	Warlord Level	Martial Prestige Class Levels	C	Othe lass L			
MAX MANOEUVRE Initiator		= +	+	(	2	3 .	. 2 )	
LEVEL Level		<u> </u>		`			_ /	
= ( +1) ÷2	Maneuver		Туре	Ready Us	ed.	Range	Area	Save DC
Manoeuvre Save DC = 10 + CHA + Manoeuvre Level	2			□	<u> </u>			-
MANOEUVRES READIED KNOWN MANOEUVRES								
KNOWN MANOEUVRES	3							
	4							
Level <b>DUAL BOOST</b> 6 Use two boost manoeuvres as a swift action, once per day	5							
6 Use two boost manoeuvres as a swift action, once per day 12 Twice per day	6							-
18 Three times per day	7				_			
BONUS FEAT	8							
Level	9							
1	10							
Level	11							
7	12							
	13							
Level	14							
-3	15			□				
Level	16							
19	17			□				
TACTICAL PRESENCE	18							
Level	N.		STAN	CES				*
2	Stance			ACI	1/20	Range	Area	Save DC
	1							
Level	2							
	3							
7 Adopt a presence as a free action	4							
Level	5							_
9	6							
	7							
11 2 presences at once 3 15 3 presences at once	F. 1		WARLORD'	S GAM	BIT			, i
WARLEADER	Risk							Rewar
Level			Level					
3	Risk		1					Rewar
3 Share teamwork feats as a move action								
17 Share teamwork feats as a swift action	Risk		Level					Rewar
FORCE OF PERSONALITY	1		4					
3 Add CHA to Will saves.	Risk							Rewar
TACTICAL FLANKER	· —		Level					
Level When flanking, you and your ally may use your <b>CHA</b> in place of the flanking bonus.			8					
4 place of the flanking bonus.  BATTLE PROWESS	Risk							Rewar
Level Bonus Discipline			Level 12					
5 +1	Diek							Daws:
Bonus to attack, damage, CMB and CMD when	Risk		Level					Rewar
19 +3 using a stance from the chosen discipline.  TACTICAL ASSISTANCE			16					
Level Aid another as a move action, granting your CHA bonus	Risk							Rewar
8 to your ally's action.			Level					
DUAL STANCE	· I							
20 Use two stances simultaneously.	Rake: on failure -2 and only regain 1	2 to all d20 rolls for manoeuvre	this round,			On succes	ss, regain <b>CH</b> .	<b>A</b> manoeuvre