

WARDER

Warder
Level

MANOEUVRES

MAX MANOEUVRE
LEVEL

Initiator
Level

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

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

$$\boxed{} \text{ фт} = 5 \text{ ft} + \quad (5\text{ft increments})$$

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

CMD
BONUS

Warder
Level

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

Уровень Ground within melee range is difficult terrain for foes

10 Moving to make an attack of opportunity during Defensive
Focus does not itself provoke attacks of opportunity.

AEGIS

Уровень Бонус

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

Уровень 6 Range 20ft

Уровень 12 Range 30ft

BONUS FEAT

Уровень 3

Уровень 8

Уровень 13

Уровень 18

EXTENDED DEFENCE

Уровень 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

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

STEEL DEFENCE

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

BORN OF STEEL

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

MANOEUVRES

INITIATOR
LEVEL

Warder
Level

Martial Prestige
Class Levels

Other
Class Levels

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

Manoeuvre

Тип

Ready

Used

Дальность

Область

КС Спаса

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

STANCES

Stance

Active

Дальность

Область

КС Спаса

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

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

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

Уровень 2

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

MARK DURATION

$$\boxed{} \text{ рнд} = \text{INT}$$

Уровень Attack
penalty

2 -4
8 -6
16 -8

SPELL FAILURE
INCREASE

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

Warder
Level

Уровень 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.

Уровень WILL SAVE
DC

Warder
Level

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

Уровень 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).

Уровень 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.