

## COMMANDER MARTIAL MASTERY

### Class Function

**Combat Training:** Weapons, All Armor, All Shields

**Maneuvers:** You learn all Attack Maneuvers. You learn additional Maneuvers as shown in the Maneuvers Known column of the Commander Class Table.

**Techniques:** The number of Techniques you know increases as shown in the Techniques Known column of the Commander Class Table.

**Stamina Points:** Your maximum number of Stamina Points increases as shown in the Stamina Points column of the Commander Class Table.

## COMMANDER STAMINA

### Level 1 Feature

You regain **1 SP** each time you grant a creature a Help Die.

## INSPIRING PRESENCE

### Level 1 Feature

Whenever you spend SP while in combat, you can restore an amount of HP equal to the SP spent. Choose any creatures within 5 Spaces of you, and divide the HP among them.

## COMMANDER'S CALL

### Level 1 Feature

You can spend **1 AP** and **1 SP** to command a creature that you can see within 5 Spaces that can also see or hear you. The chosen creature can immediately take 1 of the following Actions of your choice as a Reaction for free. You can only use each of the following commands once on each of your turns.

- **Attack:** The creature makes an Attack with ADV. They can't spend any resources on this Attack, such as AP, SP, or MP.

- **Dodge:** The creature takes the Full Dodge Action.

- **Move:** The creature moves up to their Speed without provoking Opportunity Attacks.

## NATURAL LEADER

### Level 1 Feature (flavor)

You have ADV on Checks made to convince creatures that you are an authority figure. Additionally, you have ADV on the first Charisma Check made to interact with non-hostile members of military groups (such as soldiers, guards, etc.).

## COMMANDING AURA

### Level 2 Feature

You're surrounded by a 5 Space Aura. You can target any creature within your Aura to grant one of the following effects below, provided the target can see or hear you.

- **Bolster:** (1 AP) You take the Help Action to aid the target with an Attack. You can also do so as a Reaction whenever a valid target makes an Attack.

- **Rally:** (1 AP) You grant creatures of your choice (including yourself) **1 Temp HP**.

- **Reinforce:** (1 AP) When a creature in your aura is targeted by an Attack, you can impose DisADV on the Attack against the creature as a Reaction.

## VIRTUOUS VANGUARD

### Level 3 Subclass Feature

You gain the following benefits:

**Aura of Courage:** While within your Commanding Aura, creatures of your choice have ADV on Saves against effects that would make them **Frightened, Intimidated, or Rattled**.

**Protective Orders:** When a creature gains the benefits of your **Commander's Call**, they also gain Resistance (1) against the next damage they take before the start of your next turn.

**Restoring Rally:** When you grant a **Bloodied** creature **Temp HP** in Combat using **Rally (Commanding Aura)**, they regain that amount of HP instead.

## GALLANT HERO

### Level 3 Subclass Feature (flavor)

Your presence is a symbol of hope and safety to those around you. You have ADV on Checks to convince creatures not to be afraid.



## OFFENSIVE TACTICS

### Level 3 Subclass Feature

You gain the following benefits:

- **Morale Breaker:** Once per Combat when you use your **Commander's Call**, you can use the Intimidate Action for free against a creature of your choice within 15 Spaces.

- **Battlefield Tactics:** Allies within your **Commanding Aura** deal **+1** damage on their first Melee Attack on each of their turns against a creature they're Flanking.

You gain a new **Commanding Aura** option:

- **Priority Target:** (1 AP + 1 SP)  
Choose a creature within 15 Spaces. Until the start of your next turn, each creature within your Aura has ADV on the first Attack it makes on each of its turns against the chosen creature.

## BATTLEFIELD TACTICIAN

### Level 3 Subclass Feature (flavor)

Through years of study and experience, you've mastered military history and strategy. You gain ADV on Checks related to analyzing fields of battle, understanding historical battles and military organizations, or deciphering complex tactical maneuvers.

## SEIZE MOMENTUM

### Level 3 Subclass Feature

*Requirements: Commander's Call, Commanding Aura, Level 3*

When an ally within your **Commanding Aura** scores a Heavy Hit, you can use your **Commander's Call** as a Reaction.

## COORDINATED COMMAND

### Level 3 Subclass Feature

*Requirement: Commander's Call, Level 3*

Once per Round when you use your **Commander's Call**, you can spend **1 additional SP** to target a second creature within range (including yourself), and they also gain the benefits of the chosen command. You choose who acts first between the targeted creatures.

