

# Commander stack

## Class Talent

Talent	PreReq	Description	Tags
		When you take this entry talent, you gain the following benefits: <b>Battlefield Tactician.</b> Gain the Battlefield Tactician ability.	
Warrior Entry	Character Level 2	<b>Battlefield Tactician (AWR+1/Recoup):</b> Spend 1 AP on your turn to specify a target within 5 ft of you. Allies within 40 ft gain <i>Focused</i> against that target. This effect lasts for 10 minutes while you can see the target. If you select a new target, the effect ends on the original target. <b>Warrior Training.</b> If this is your first class entry talent, gain two specialization talents: one from the <b>Defense</b> stack and one from the <b>Combat, Command, or Defense</b> stack. If this is not your first class entry talent, gain one talent from the <b>Defense</b> stack.	Warrior, Class Entry

## Commander (Banner) Talents

Talent	PreReq	Description	Tags
		Your Battlefield Tactician range when specifying a target increases from 5 ft to 20 ft. Gain the <b>Battle Standard</b> ability. <b>Battle Standard.</b> You carry a battle standard (requires one free hand). You can plant or retrieve it for 1 AP. It has a base range of 20 ft. Allies within range gain <b>+1 TA on the first attack</b> they make each turn they start in range. Battle standards have AR, REF, and FORT 15; 20 HP; DR 20/Fire; DT 10. Replacing a broken standard takes 4 hours and 40 sc in a settled area. If you have the Soldier background, it instead takes 2 hours and costs no sc where your military has a presence.	Warrior, Commander
Improved Battle Standard	Battlefield Command Focus	Allies gain TA on <b>all attacks</b> while within range of your battle standard.	Warrior, Commander
Battle Standard Range	Improved Battle Standard	Your battle standard's range increases by <b>+10 ft.</b>	Warrior, Commander
Battle Standard Range II	Battle Standard Range	Your battle standard's range increases by <b>+20 ft.</b>	Warrior, Commander
Battle Standard Range III	Battle Standard Range II	Your battle standard's range increases by <b>+30 ft.</b>	Warrior, Commander
Extra Standard	Battle Standard Range III	Gain an additional battle standard. This one can be worn as a banner on your back and equipped or stowed with 1 AP. It must be equipped to be planted.	Warrior, Commander
Reinforced Standard	Improved Battle Standard	<i>Repeatable.</i> Your battle standard gains <b>+10 HP.</b>	Warrior, Commander, Repeatable
Reinforced Standard II	Reinforced Standard	Your battle standard gains <b>+5 DT.</b>	Warrior, Commander
Reinforced Standard III	Reinforced Standard II	Your battle standard gains <b>+5 AR, REF, and FORT.</b>	Warrior, Commander
Improvised Repairs	Reinforced Standard II	Once per week, you may repair a battle standard when you Take a Rest, even outside a settled area.	Warrior, Commander
Rallying Standard	Improved Battle Standard	Allies within range of your battle standard gain the <b>Rallied</b> condition.	Warrior, Commander
Rallying Standard II	Rallying Standard	Allies Rallied by your battle standard cannot be <b>Charmed</b> . Existing Charm effects are suppressed while in range.	Warrior, Commander
Under the Banner	Rallying Standard II	When you start your turn in range of a battle standard, regain <b>1 HP</b> while Bloodied and engaged in combat.	Warrior, Commander
Under the Banner II	Under the Banner	Allies Rallied by your battle standard are <b>Protected</b> .	Warrior, Commander
Under the Banner III	Under the Banner II	Allies Rallied by your battle standard gain <b>+2 to mental defenses.</b>	Warrior, Commander
Standard Bearer	Improved Battle Standard	Gain a standard bearer NPC (Page stats). They act immediately after you, cannot attack, and can plant or retrieve battle standards. If slain, a replacement can be hired with 3 days in a populated area and 100 sc.	Warrior, Commander
Standard Bearer II	Standard Bearer	Your standard bearer gains HP equal to your number of Warrior talents + your AWR.	Warrior, Commander
Standard Bearer III	Standard Bearer II	Your standard bearer gains <b>+5 ft speed</b> and no longer provokes reactive attacks from movement.	Warrior, Commander
Standard Bearer IV	Standard Bearer III	Your standard bearer can pull an adjacent ally up from Prone using a monster action.	Warrior, Commander
Standard Bearer V	Standard Bearer IV	Your standard bearer can gain experience up to 30 times. Each qualifying week grants <b>1d4+1 HP</b> . On weeks 5, 10, 15, 20, 25, and 30, they gain one specialization talent.	Warrior, Commander
Great General	Commander 14	You gain a retinue of four Knights who act after you. Fallen knights can be replaced with one week and 250 sc in a populated area. <b>Level 30:</b> Knights add your AWR to max HP and ½ your AWR to attack and damage rolls.	Warrior, Commander, Capstone