

Commander stack

Class Talent

Talent	PreReq	Description	Tags
Warrior Entry	Character Level 2	<p>When you take this entry talent, you gain the following benefits: Battlefield Tactician. Gain the Battlefield Tactician ability.</p> <p>Battlefield Tactician (AWR+1/Recoup): 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.</p> <p>Warrior Training. If this is your first class entry talent, gain two specialization talents: one from the Defense stack and one from the Combat, Command, or Defense stack. If this is not your first class entry talent, gain one talent from the Defense stack.</p>	Warrior, Class Entry

Commander (Command) Talents

Talent	PreReq	Description	Tags
Battlefield Command Focus	Warrior Entry	<p>Your Battlefield Tactician range when specifying a target increases from 5 ft to 20 ft. Gain the Battle Standard ability.</p> <p>Battle Standard. 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 +1 TA on the first attack they make each turn they start in range.</p> <p>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.</p> <p>If you have the Soldier background, it instead takes 2 hours and costs no sc where your military has a presence.</p>	Warrior, Commander
Improved Battle Standard	Battlefield Command Focus	Allies gain TA on all attacks while within range of your battle standard.	Warrior, Commander
Command	Improved Battle Standard	<p>Gain: Command. - A willing creature who can hear you within 20 ft may immediately follow one of your commands.</p> <p>Gain: Attack Command (X AP). - The target immediately makes a weapon attack with +1 TA. You spend AP equal to the target's normal attack cost.</p>	Warrior, Commander
To Me!	Command	Gain: Tactical Repositioning (1 AP) . - The target may immediately move up to their speed, ending closer to you.	Warrior, Commander
Hold!	Command	<p>Gain: Hold your Ground (1 AP). - The target gains Grounded and Suppressed until the end of their next turn and cannot be moved or knocked Prone.</p> <p>Gain: Hold your Fire (0 AP). - Targets prepare ranged attacks or spells with a trigger, spending Reactive AP as normal.</p>	Warrior, Commander
Fire!	Hold!	Gain: Fire! (2 AP) . - All creatures holding attacks resolve them as a volley, rolling individually but using the highest result for each volley.	Warrior, Commander
Forward!	Command	Gain: Charge (1 AP) . - The target may move up to their speed but cannot move closer to you.	Warrior, Commander
Command Improvement	Command	Movement from your Commands does not provoke reactive actions while the target is under a battle standard.	Warrior, Commander
Command Improvement II	Command Improvement	<i>Repeatable</i> . Increase Command range by +20 ft if under 100 ft, or +10 ft if 100 ft or more.	Warrior, Commander, Repeatable
Command Improvement III	Command Improvement II	Targets of your Command may also immediately move up to 5 ft .	Warrior, Commander
Command Improvement IV	Command Improvement III	Targets must be able to see or hear you to benefit from Command.	Warrior, Commander
Tactician's Command	Command	Attacks against your Battlefield Tactician target deal +2 damage , or +4 if the attacker is also under a battle standard.	Warrior, Commander
Battle Standard Command	Tactician's Command	When commanding a creature affected by your battle standard, you spend 1 fewer AP (min 1).	Warrior, Commander
Imposing Battle Standard	Battle Standard Command	Creatures targeted by Battlefield Tactician are Shaken until the end of their next turn when they enter your battle standard's range.	Warrior, Commander
Battlefield Tactician II	Command	Your Battlefield Tactician no longer fades on the previous target when reused.	Warrior, Commander
War Cry	Battlefield Tactician II, COR 4	Gain: War Cry (1/Rest) . Spend 5 AP to give chosen creatures under a battle standard +2 AP at the start of their next turn.	Warrior, Commander
War Cry II	War Cry	One creature just outside the standard's range may move into range for 0 AP and gain War Cry's effects.	Warrior, Commander
War Cry III	War Cry II	Creatures affected by War Cry remove Charmed, Frightened, Shaken, and Demoralized instead of suppressing them.	Warrior, Commander
War Cry IV	War Cry III	Creatures affected by War Cry gain Shield HP equal to your AWR (double if Bloodied).	Warrior, Commander
War Cry V	War Cry IV	War Cry becomes ½ AWR / Rest .	Warrior, Commander
Battlefield Tactician Improvement	Battlefield Tactician II	Battlefield Tactician gains +20 ft range when specifying a target.	Warrior, Commander
Battlefield Tactician Improvement II	Battlefield Tactician Improvement	If out of uses, you may spend all AP on a turn to regain 1 use of Battlefield Tactician.	Warrior, Commander
Battlefield Tactician Improvement III	Battlefield Tactician Improvement II	Battlefield Tactician no longer requires line of sight to remain active.	Warrior, Commander
Battlefield Tactician Improvement IV	Battlefield Tactician Improvement III	When your Battlefield Tactician target is hit by an Exploit, allies within 5 ft may also make reactive attacks if able.	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. Level 30 : Knights add your AWR to max HP and ½ your AWR to attack and damage rolls.	Warrior, Commander, Capstone