

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:</p> <p>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 (Banner) 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.</p> <p>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
Battle Standard Range	Improved Battle Standard	Your battle standard's range increases by +10 ft .	Warrior, Commander
Battle Standard Range II	Battle Standard Range	Your battle standard's range increases by +20 ft .	Warrior, Commander
Battle Standard Range III	Battle Standard Range II	Your battle standard's range increases by +30 ft .	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 +10 HP .	Warrior, Commander, Repeatable
Reinforced Standard II	Reinforced Standard	Your battle standard gains +5 DT .	Warrior, Commander
Reinforced Standard III	Reinforced Standard II	Your battle standard gains +5 AR, REF, and FORT .	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 Rallied condition.	Warrior, Commander
Rallying Standard II	Rallying Standard	Allies Rallied by your battle standard cannot be Charmed . 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 1 HP while Bloodied and engaged in combat.	Warrior, Commander
Under the Banner II	Under the Banner	Allies Rallied by your battle standard are Protected .	Warrior, Commander
Under the Banner III	Under the Banner II	Allies Rallied by your battle standard gain +2 to mental defenses .	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 +5 ft speed 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 1d4+1 HP . On weeks 5, 10, 15, 20, 25, and 30, they gain one specialization talent.	Warrior, Commander
Great General	Commander 14	<p>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.</p> <p>Level 30: Knights add your AWR to max HP and ½ your AWR to attack and damage rolls.</p>	Warrior, Commander, Capstone