

Sending a communication via battle signals requires at least one free hand. Most orders that can be communicated using battle signals are relatively straightforward, such as "Attack now," "Stay here," "Go over there," or "Surround that target"; the language is incapable of more complex communication. You can't, for example, use battle signals to convey more than one order at a time to a certain target (such as "Climb that hill and then defend the spot") or to communicate a conditional instruction (such as "Attack only if you see orcs").

An intended target of the communication must be within 120 feet and be able to see the character using battle signals in order to understand him.

Even those who do not know battle signals can make a DC 15 Intelligence check to understand any simple command (of up to three words in length) communicated via battle signals.

Battle signals have no alphabet or written form. This kind of communication transcends normal language barriers, though creatures must be vaguely humanoid in form to use it.

A semaphore version of battle signals exists, whereby characters who know the signals can use flags or banners to communicate over longer distances. This counts as a separate language from the hand signals described above and can only be understood by those who have specifically learned the semaphore version. Semaphore battle signals can be read from ten times farther away than hand signals (up to 1,200 feet); use of a spyglass doubles this range (up to 2,400 feet, or almost half a mile).

**Action:** Sending a communication by hand signals is a standard action. Communicating via the semaphore version of battle signals requires a full-round action.

**Special:** A fighter can treat Speak Language as a class skill for the purpose of learning battle signals.

## SPOT

Use this skill to quickly count the number of creatures in a formation, to pick out a commander or officer during battle, or to determine the general position of artillery.

**Check:** As noted in the Spot skill description in the *Player's Handbook*, each 10 feet of distance adds a -1 penalty to Spot checks.

**Count Troops:** With a DC 10 Spot check, you can make a rough estimate of the number of creatures in a formation. If the group contains two hundred fifty individuals or less, you can guess their numbers to the nearest ten. If the group has more than two hundred

fifty individuals, you can estimate their numbers to the nearest hundred. For example, a group of eighty-six gnolls would be estimated as ninety, and a horde of four hundred twenty-seven barbarians would be counted as four hundred.

This skill use only applies to groups of one thousand individuals or less.

**Locate Commander:** You can pick out an officer or commander with a DC 20 Spot check.

**Locate Artillery:** A DC 25 Spot check gives you the approximate range (within 30 feet) to any sort of artillery firing into the battlefield, whether the source is a siege engine or a spellcaster. The DC of this Spot check is not modified by distance.

## FEATS

The new feats described in this section are generally useful in traditional D&D campaigns, but they truly shine when employed on the battlefield.

### BALLISTA PROFICIENCY

You have trained in ballista operation.

**Benefit:** You do not take the normal -4 nonproficiency penalty when making an attack roll with a ballista (see page 65).

**Special:** A fighter can select Ballista Proficiency as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

### BLOCK ARROW

You can block incoming arrows with your shield.

**Prerequisites:** Dex 13, Shield Proficiency.

**Benefit:** You must be using a shield to use this feat. Once per round when you would normally be hit with a ranged weapon, you can deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Unusually massive ranged weapons, such as boulders hurled by giants, siege weapon attacks, and ranged attacks generated by spell effects (such as *Melf's acid arrow*) can't be deflected.

**Special:** A fighter can select Block Arrow as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

### COORDINATED SHOT

You are extraordinarily talented at making ranged attacks past your allies.

## LEADER FEATS

This book introduces a new type of feat called leader feats. Leader feats augment or alter the effects of the Leadership feat (as presented on page 97 of the *Player's Handbook* and described in more detail on page 106 of the *Dungeon Master's Guide*). Typically, a leader feat affects your cohort and/or your followers but has no effect on other allies.

Since all leader feats include Leadership as a prerequisite, their presence in the game is subject to the DM's approval. If the DM prefers not to include the Leadership feat in the campaign, then all feats of the leader type are similarly off limits.

In addition to their listed benefits, each leader feat taken by a character improves his Leadership score by +1.



TABLE 5-1: BATTLEFIELD FEATS

General Feats	Prerequisites	Benefit
Ballista Proficiency <sup>1</sup>	—	No -4 penalty on attack rolls with ballistae
Block Arrow <sup>1</sup>	Dex 13, Shield Proficiency	Deflect one ranged attack per round with shield
Coordinated Shot <sup>1</sup>	Point Blank Shot, Precise Shot	Your ranged attacks ignore cover from allies
Courageous Rally	Bardic music (inspire courage) class feature	Make free rally check when you inspire courage
Expanded Aura of Courage	Aura of courage class feature	Your aura of courage expands to 60 feet
Expert Siege Engineer <sup>1</sup>	Profession (siege engineer) 8 ranks	+2 bonus on attack and damage with siege engines
Guerrilla Scout	—	+1 bonus on initiative checks; Listen and Spot ranks cost 1 skill point
Guerrilla Warrior	—	Reduce light or medium armor check penalty by 1; Hide and Move Silently ranks cost 1 skill point
Mounted Mobility <sup>1</sup>	Mounted Combat, Ride 4 ranks	+4 dodge bonus to AC against some attacks of opportunity while mounted
Natural Leader	Cha 13	+4 bonus on rally checks
Plunging Shot	Dex 13, Point Blank Shot	+1d6 damage against targets below you
Ready Shot	Point Blank Shot	Readied ranged attack deals +3d6 damage
Shield Wall <sup>1</sup>	Shield Proficiency	Shield bonus increases by +2 when adjacent to shield wielder
Veteran Knowledge <sup>1</sup>	Base attack bonus +2, Knowledge (history) 1 rank	+5 bonus on Knowledge checks made to gain strategic advantage
Leader Feats	Prerequisites	Benefit
Extra Followers	Cha 13, Leadership	Lead twice as many followers
Improved Cohort	Cha 15, Leadership	Your cohort's maximum level increases by 1
Inspirational Leadership	Cha 17, Leadership	Your cohort and followers have exceptional morale
Practiced Cohort	Cha 15, Leadership	Your cohort shares your teamwork benefits

<sup>1</sup> A fighter can select this feat as one of his fighter bonus feats.

**Prerequisite:** Point Blank Shot, Precise Shot.

**Benefit:** When making a ranged attack against a foe who has cover due to the position of your ally or allies, your ranged attacks ignore the Armor Class bonus granted to the target because of that cover. Cover from other sources is unaffected.

**Special:** A fighter can select Coordinated Shot as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

## COURAGEOUS RALLY

You can rally demoralized foes with your bardic music.

**Prerequisites:** Bardic music (inspire courage) class feature.

**Benefit:** When you use bardic music to inspire courage, you can make a free rally check (see page 73) as part of the same action used to activate your bardic music. You add a morale bonus on this rally check equal to the morale bonus granted by your inspire courage class feature.

## EXPANDED AURA OF COURAGE

Your aura of courage protects more allies than normal.

**Prerequisite:** Aura of courage class feature.

**Benefit:** Your aura of courage now affects allies within 60 feet of you.

**Normal:** Without this feat, your aura of courage only works on allies within 10 feet.

## EXPERT SIEGE ENGINEER

You are particularly skilled at operating siege weapons, such as catapults and battering rams.

**Prerequisite:** Profession (siege engineer) 8 ranks.

**Benefit:** You gain a +2 competence bonus on attack rolls and damage rolls made when using a siege engine. (Chapter 4 has rules for operating siege engines.)

**Special:** A fighter can select Expert Siege Engineer as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

## EXTRA FOLLOWERS [LEADER]

Your charismatic magnetism attracts even more followers to your banner.

**Prerequisites:** Cha 13, Leadership.

**Benefit:** You can lead twice as many followers as indicated for your Leadership score (see page 106 of the *Dungeon Master's Guide*). For example, a character with this feat and a Leadership score of 15 can lead forty 1st-level followers, four 2nd-level followers, and two 3rd-level followers.

## GUERRILLA SCOUT

You know how to use your senses to greater effect.

**Benefit:** You gain a +1 bonus on initiative checks.

Listen and Spot ranks cost 1 skill point, even if these skills are cross-class for you. The maximum number of ranks you can purchase in a cross-class skill remains the same.

**Normal:** If Listen and Spot are cross-class skills for you, each rank you purchase in those skills without having this feat costs 2 skill points.

## GUERRILLA WARRIOR

You know how to move stealthily, even when armored.



**Benefit:** When you are wearing light or medium armor, reduce the armor check penalty of the armor by 1 (minimum 0).

Hide and Move Silently ranks cost 1 skill point, even if these skills are cross-class for you. The maximum number of ranks you can purchase in a cross-class skill remains the same.

**Normal:** If Hide and Move Silently are cross-class skills for you, each rank you purchase in those skills without having this feat costs 2 skill points.

## IMPROVED COHORT [LEADER]

You attract a more powerful cohort than you normally would.

**Prerequisites:** Cha 15, Leadership.

**Benefit:** The maximum level of the cohort you gain from the Leadership feat (see page 106 of the *Dungeon Master's Guide*) is one lower than your character level.

**Normal:** Without this feat, a cohort's maximum level is two levels below the associated PC's level.

## INSPIRATIONAL LEADERSHIP [LEADER]

Your cohort and followers are exceptionally faithful to your cause.

**Prerequisites:** Cha 17, Leadership.

**Benefit:** As long as their morale is already no worse than normal (see Morale Conditions, page 73), the cohort and followers you gain from the Leadership feat always begin combat in a heartened condition.

(A heartened character gains a +1 morale bonus

on Will saves against fear effects, including morale checks.) If your cohort or followers are already shaken or worse at the start of a battle, the benefit of this feat does not apply.

You also gain a +5 bonus on rally checks made to rally the cohort and/or followers you have gained from the Leadership feat.

## MOUNTED MOBILITY

You are skilled at dodging past opponents while mounted.

**Prerequisite:** Mounted Combat, Ride 4 ranks.

**Benefit:** If you are mounted, you and your mount get a +4 dodge bonus to Armor Class against attacks of opportunity provoked when your mount moves out of a threatened square.

A condition that makes you or your mount lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

**Special:** A fighter can select Mounted Mobility as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

## NATURAL LEADER

You have a natural commanding presence.

**Prerequisites:** Cha 13.

**Benefit:** You gain a +4 bonus on rally checks (see page 73).



*Archers with Ready Shot wait until the last moment to fire*



## PLUNGING SHOT

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

**Prerequisites:** Dex 13, Point Blank Shot.

**Benefit:** If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown weapon or a projectile weapon.

## PRACTICED COHORT [LEADER]

Your cohort works well as part of your team.

**Prerequisite:** Cha 15, Leadership.

**Benefit:** Your cohort gained from the Leadership feat gains any teamwork benefit (see Teamwork Benefits, page 115) for which you qualify, even if he or she doesn't meet the team member prerequisite for the benefit.

In addition, your cohort doesn't count against the normal limit of eight members on a team, and his or her presence on the team doesn't affect any other character's ability to qualify for the teamwork benefit.

**Normal:** If you do not have this feat, every member of a team must meet the team member prerequisite in order for anyone on the team to enjoy the teamwork benefit. Also, the maximum number of members in a team is eight.

## READY SHOT

You can make devastating attacks with ranged weapons against charging opponents.

**Prerequisite:** Point Blank Shot.

**Benefit:** You can ready an action to fire a ranged weapon at a foe who charges you. You must wait until the target is within 15 feet before you attack. If you score a hit with this readied attack, your attack deals an extra 3d6 points of damage. Creatures immune to extra damage from critical hits are immune to this effect.

## SHIELD WALL

You are skilled in using shields when in formation with other shield-bearers.

**Prerequisite:** Shield Proficiency.

**Benefit:** When you and an adjacent ally are each using a shield, your shield bonus to Armor Class increases by 2.

**Special:** A fighter can select Shield Wall as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

## VETERAN KNOWLEDGE

You are capable of seeing potential battlefield advantages where others cannot.

**Prerequisite:** Base attack bonus +2, Knowledge (history) 1 rank.

**Benefit:** You gain a +5 bonus on Knowledge checks made to gain a strategic advantage (see Strategic Advantages, page 70).

**Special:** A fighter can select Veteran Knowledge as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

# Prestige Classes

The following prestige classes were designed with the battlefield in mind, but they are widely applicable to D&D adventures in other genres.

## COMBAT MEDIC

*"My mission is pretty straightforward: Make sure they all come back alive."*

—Cradle, a combat medic

On the front lines of battle, injury is inevitable. Where the carnage is at its worst, the combat medic can be found, keeping her allies alive and tending to the fallen. For a combat medic, the goal is not to kill the enemy but to make sure the enemy does not kill her troops. Her ability to keep forces fighting makes her invaluable to an army. She is entrusted with the care of the best forces available, sometimes even assigned to elite strike teams.

## BECOMING A COMBAT MEDIC

Clerics of the gods of healing and war are the quickest to adopt the abilities of the combat medic, since clerics have Heal as a class skill. The spontaneous healing ability she gains from the cleric class allows her more opportunities to use her new combat medic class features. Bards are also very good candidates for the combat medic class, because they spontaneously cast spells as well. The bard's support abilities mesh nicely with the abilities of the prestige class, but a bard needs to multiclass into a class that offers Heal as a class skill if he wants to be a combat medic as a mid-level character. Healers (see the *Miniatures Handbook*) make fine combat medics as well. Rangers and paladins can pursue the path of the combat medic, though they must sacrifice some of their martial prowess to do so.

Wisdom is the key ability for most combat medics, since it impacts their Heal skill modifier and (typically) their spellcasting ability. Combat medics typically have a good Dexterity score as well, since Armor Class is important for all who find themselves near a battle.

### ENTRY REQUIREMENTS

**Alignment:** Any nonevil.

**Skills:** Concentration 4 ranks, Heal 8 ranks.

**Feats:** Combat Casting, Dodge.

**Spells:** Ability to cast *cure light wounds*.

## CLASS FEATURES

As she advances in level, a combat medic gains abilities that enhance her healing skills. She also continues to gain spellcasting power.

**Spellcasting:** As you attain more levels, you continue your training in your chosen spellcasting field. You get new spells per day, spells known, and an increase in caster level as if you had also gained a level in any one spellcasting class that includes *cure light wounds* on its spell list, provided you belonged to that class previously. You do not,