

THE MARSHAL

The background of the entire page is a detailed painting. It depicts a female knight, the 'The Marshal', standing prominently in the center. She wears a golden crown with a cross on top, a white ruffled collar, and a breastplate with a red and gold design. Her armor is silver and blue. She has long dark hair and is looking slightly to the left. In the background, there are soldiers in armor, some on horseback, and many tall poles with orange and white flags. The scene is set in a battlefield with a hazy, war-torn atmosphere.

HOME BREW

A class of inspiring combat leadership for 5th Edition

MARSHAL

On the front lines of battle, a human in sturdy half plate shouts orders to his companions to coordinate their defense. His words fill them with renewed vigor, inspiring them to fight on despite their injuries.

In a dimly lit tent, a slim dragonborn looks over her hand-drawn map, making small adjustments to her plans. The enemy encampment is well-defended, but their patrols are predictable—if she finds just the right moment, she and her companions can sneak in and capture their leader with no one the wiser until morning.

Out on the open seas, a cackling gnoll leads his pirate crew in a lightning-fast boarding assault, striking fear into his enemies with just a word. His crewmates fight with impeccable coordination, exploiting every opening their allies create just as their captain showed them.

All of these are marshals, masters of leadership and tactics who can bring out the best in their companions. Some marshals fight on the front lines as fearsome combatants in their own right, while others call instructions and encouragement from behind while supporting their more fragile companions. In either case, while a marshal is rarely the one to deal the killing blow, they know how to ensure they are always on the winning side.

TACTICAL EXPERTS

Marshals are defined by a mastery of group tactics. While a skilled fighter might be able to read the flow of a fight and position herself exactly where she needs to be, marshals can do the same for all under their command. Experienced marshals often have specific styles of tactics they can teach to their allies, ensuring everyone works together to triumph over any challenge.

Outside of combat, many marshals spend time planning and seeking new information, or coordinating their allies in pursuit of some less violent goal. A marshal's talent for strategy can prove as useful for a heist, a complex crafting project, or political maneuverings as it does on the battlefield.

INSPIRING LEADERS

Perhaps more impressive than a marshal's strategic expertise is the ability to lead a team to effectively follow such plans. Marshals have a talent for inspiring powerful emotions in both their allies and enemies. Trust, love, respect, fear—all can be useful in certain situations, and most marshals will inspire each as needed.

However, most marshals also have a particular style of leadership they prefer. Some use raw charisma, persuading their allies to fight on even when all seems lost with inspiring words, while others use keen insight to determine what others want and how they might be able to help them attain it. Still others rely on fear, leaving enemies trembling in terror and ensuring their subordinates are more afraid of failing their marshal than they are of falling to the enemy.

CREATING A MARSHAL

As you create your marshal, consider how you first became a leader. Were you a guard or soldier who worked your way up to a position of command? Did you find yourself thrust into unexpected danger, taking charge because no one else around you would? Perhaps your position of leadership is not just on the battlefield, but reinforced by your society or culture—maybe you are a noble expected to rule over a province one day, or the leader of an outlands clan who earned your position by some great deed.

How do you make use of your ability to influence others? Do you inspire your allies through bold speeches, quiet and kind encouragements, or perhaps threats instead? Or do you focus on influencing your enemies instead, either by sowing fear and confusion with your words or convincing them to step aside or even aid you rather than fight?

QUICK BUILD

You can make a marshal quickly by following these suggestions. First, make Charisma your highest ability score, followed by Strength or Dexterity, depending on whether you want to use melee or ranged weapons. If you plan to choose the Tactician presence, you may wish to focus on Intelligence rather than Charisma. Second, choose the soldier background. Third, choose Defend and Move for your Battlefield Orders and Persuasion as your skill for Warleader.

OPTIONAL RULE: MULTICLASSING

To multiclass as a marshal, you must have a Charisma of 13 or higher. You gain the following proficiencies when multiclassing as a marshal:

Armor: Light armor, medium armor, shields
Weapons: Simple and martial weapons

CLASS FEATURES

As a marshal, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per marshal level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per marshal level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, Deception, History, Insight, Intimidation, Perception, Performance, and Persuasion

THE MARSHAL

Level	Proficiency Bonus	Features	Orders
1st	+2	Battlefield Orders, Warleader	2
2nd	+2	Fighting Style, Lead the Charge	2
3rd	+2	Marshal's Presence	2
4th	+2	Ability Score Improvement, Battle Versatility	2
5th	+3	Cohort Attack	3
6th	+3	Battle Tactics	3
7th	+3	Marshal's Presence feature	3
8th	+3	Ability Score Improvement	4
9th	+4	Inspiring Presence	4
10th	+4	Marshal's Presence feature	4
11th	+4	Order Improvements	5
12th	+4	Ability Score Improvement	5
13th	+5	Inspiring Presence (2)	5
14th	+5	Marshal's Presence feature	6
15th	+5	Unshakable Will	6
16th	+5	Ability Score Improvement	6
17th	+6	Inspiring Presence (3)	7
18th	+6	Marshal's Presence feature	7
19th	+6	Ability Score Improvement	7
20th	+6	Warlord	8

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon or (b) a simple weapon and a shield
- (a) scale mail or (b) leather armor
- (a) a light crossbow and 20 bolts or (b) 5 javelins
- (a) a diplomat's pack or (b) an explorer's pack

BATTLEFIELD ORDERS

You can use your bonus action on each of your turns to issue an order to a creature of your choice within 60 feet of you that can see or hear you. If an order requires a saving throw, the DC is 8 + your proficiency bonus + your Charisma modifier.

You know two orders of your choice at 1st level. As you gain marshal levels, you learn additional orders of your choice, as shown in the Orders column of the Marshal class table. Each time you gain a marshal level, you can also replace one order with a different order of your choice. Your order options are detailed at the end of the class description.

At 11th level, all of your orders improve.

WARLEADER

You are a natural commander in battle, relying on an imposing presence and a mastery of tactics. You gain proficiency in your choice of History, Insight, Intimidation, or Persuasion. You also gain expertise in the skill you chose, meaning you double your proficiency bonus for ability checks made with it.

Additionally, you can use Charisma in place of Intelligence for any ability check you make related to planning, strategy, or tactics.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

AGILITY

While wearing light armor or no armor, your walking speed increases by 5 feet. Once on each of your turns when you have this extra movement, if your movement would provoke an attack of opportunity, you can choose to avoid that attack.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

HARROWING

When you hit an enemy with a reach weapon, the area within your reach is considered difficult terrain for the target while you wield that weapon until the start of your next turn.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

VIGILANCE

You add your proficiency bonus to initiative rolls you make and you cannot be surprised while you are conscious.

LEAD THE CHARGE

Starting at 2nd level, you can lead your allies into combat with extraordinary speed. After you roll initiative at the start of combat, you can choose a number of willing creatures up to your proficiency bonus. Their initiative results change to match yours. In addition, creatures who share your initiative result act in whatever order you choose.

MARSHAL'S PRESENCE

By 3rd level, you have developed an unmistakable presence in battle that inspires your allies and strikes fear into your enemies. Choose from the list of available presences, which are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 10th, 14th, and 18th level.



ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

BATTLE VERSATILITY

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift your style of leadership:

- Replace a fighting style you know with another fighting style available to marshals.
- Replace the proficiency and expertise you gained from the Warleader feature with proficiency and expertise in a different skill of your choice from that feature.
- If you're 8th level or higher, replace a tactic you chose for your Battle Tactics with a different tactic of your choice.

COHORT ATTACK

Beginning at 5th level, when you take the Attack action on your turn, you can choose a creature within 60 feet of you that can see or hear you. If that creature takes the Attack action on its next turn, it make one more attack than it normally could.

BATTLE TACTICS

Starting at 6th level, you have trained your allies to fight as one with particular styles. You learn two of the following tactics. When you take a long rest, you and all creatures of your choice who rest with you gain the benefit of one tactic of your choice that you know. This benefit lasts until they gain the benefit of a different tactic or until they finish a long rest.

You learn a third tactic of your choice at 11th level, and a fourth tactic at 17th level.

AS ONE

You help your allies work together to overcome any challenge. When you are within 30 feet of an ally who also has this feature, you and that ally ignore disadvantage on any saving throws you make, and you can use your reaction when that ally makes a saving throw to grant advantage on the roll.

BACK TO BACK

You help your allies watch each other's backs. When you are within 5 feet of an ally who also has this feature, attacks against both you and that ally ignore advantage, and you can use your reaction when that ally is attacked to impose disadvantage on the attack roll.

COORDINATED STRIKES

You help your allies create openings for each other. When you deal damage to a creature, attacks your allies who also have this feature make against it before the start of your next turn ignore disadvantage, and you can use your reaction when they make an attack to grant advantage on the attack roll if you are within 5 feet of the target.

DOWN BUT NOT OUT

You help your allies get back in the fight when they are knocked down or held back. When you are within 5 feet of a creature who also has this feature, you have advantage on saving throws against being incapacitated, paralyzed, restrained, stunned, or knocked unconscious. When an ally with this feature is knocked prone, grappled, or drops to 0 hit points within 5 feet of you, you can use your reaction to allow that ally to immediately stand up, escape the grapple, or treat a roll of 16-20 on the d20 for its next death save as a 20.

EXPLOIT THE EDGE

You help your allies exploit every advantage they can get. When you are within 15 feet of an ally who also has this feature, if you have advantage on a d20 roll from two or more sources and no sources of disadvantage on the roll, you can roll three d20s and take the highest result. In addition, when an ally who has this feature and is within 15 feet of you makes a d20 roll, you can use your reaction to allow that ally to ignore one source of disadvantage on the roll if one exists.

FLUID MOVEMENT

You help your allies maneuver around each other. When your movement brings you within 5 feet of an ally who also has this feature, that ally can use their reaction to either take the Disengage action and move 5 feet or to move 5 feet and take the Hide action. If they do neither, their movement speed increases by 5 feet on their next turn.

INSPIRING PRESENCE

Starting at 9th level, when a creature other than you within 60 feet of you that can see or hear you fails an attack roll, ability check, or saving throw, you can use your reaction to allow them to reroll and use the new roll. You can do so once, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

UNSHAKABLE WILL

By 15th level, you cannot be swayed from your course. You gain proficiency with Wisdom saving throws and you cannot be charmed or frightened.

WARLORD

At 20th level, you are an undisputed master of tactics, able to effortlessly command allies and even enemies. You can issue two orders as a single bonus action on each of your turns. These orders can be the same or different, but must target two different creatures.

ORDERS

These orders are listed in alphabetical order.

AID

The target can use its reaction to take the Help action. Starting at 11th level, any roll that benefits from this help gains a bonus equal to your Charisma modifier and this order does not require the use of the target's reaction.

BRACE

The target gains advantage on Strength and Dexterity saving throws until the start of your next turn. Starting at 11th level, if it makes such a saving throw during this time against an effect that allows it to take half damage on a successful save, it takes half damage on a failed save and no damage on a success.

DEFEND

The target gains the benefits of half cover against the next attack made against it before the start of your next turn. Starting at 11th level, it gains the benefits of half cover against all attacks made before the start of your next turn.

FOCUS

The target gains advantage on saving throws against being charmed or frightened until the start of your next turn. Starting at 11th level, it automatically succeeds on saving throws against being charmed or frightened during this time.

FREEZE

The target must make a Wisdom saving throw. On a failed save, its movement speed is halved until the end of its next turn. Starting at 11th level, its movement speed is reduced to 0 feet instead.

LISTEN

The target must make a Wisdom saving throw, with advantage if you or your companions are fighting it. On a failed save, it is charmed by you until the end of its next turn or until it takes damage. Starting at 11th level, the target fails its save automatically if it was charmed by you in the last minute and has not taken damage since then.

LOOK

The target must make an Intelligence saving throw. On a failed save, it is distracted and has disadvantage on the next Intelligence-, Wisdom-, or Charisma-based check or save it makes before the end of its next turn. Starting at 11th level, it has disadvantage on all such checks and saves until the end of its next turn.

MOVE

The target can use its reaction to move up to its speed. Starting at 11th level, this movement does not provoke attacks of opportunity and does not require the use of its reaction.

PUNISH

The target gains advantage on attacks of opportunity until the start of your next turn. Starting at 11th level, it can make attacks of opportunity against creatures who enter its reach during this time.

RALLY

The target can use its reaction if it is conscious to spend one of its hit dice, roll it, and regain hit points equal to the number rolled + its Constitution modifier. Starting at 11th level, it regains additional hit points equal to your Charisma modifier and this order does not require the use of its reaction.

RUN

The target must make a Wisdom saving throw. It succeeds if it cannot be frightened. On a failed save, it must use its movement on its next turn to move at least 10 feet. Starting at 11th level, it must move its full speed if possible and this movement must bring it as far away from you as possible.

SNEAK

The target can use its reaction to take the Hide action. Starting at 11th level, it can hide in this way when only lightly obscured and this order does not require the use of its reaction.

STEADY

The target ignores disadvantage or half or three-quarters cover (its choice) for the next attack it makes before the start of your next turn. Starting at 11th level, it can do this for all attacks it makes before the start of your next turn.

STRIKE

The target must make a Wisdom saving throw. On a failed save, it gains advantage on attack rolls made against you and disadvantage on attack rolls made against any other targets until the end of its next turn. Starting at 11th level, it does not gain advantage on attack rolls made against you.

USE

The target can use its reaction to draw an item that can be held in one hand and take the Use an Object action. Starting at 11th level, they can activate a scroll, potion, or other magic item which can be activated as an action instead of taking the Use an Object action, and this order does not require the use of its reaction.

WATCH

The target can use its reaction to take the Search action. Starting at 11th level, any ability check made as part of this Search action is made with advantage and it does not require the use of its reaction.

MARSHAL'S PRESENCES

Marshals lead in many ways, each with their own distinct presence on the battlefield. Your presence reflects your combat tactics and style of leadership.

COMMANDER

As a Commander, your role in battle is simple yet effective. You have no need for meticulous strategies, brash displays of power, or specially created tactics. Instead, you trust in the strength of your companions and your own ability to adapt to any situation. You know there is a great flexibility in simplicity, and by mastering the fundamentals of battle, you can give yourself and your allies an excellent starting point to overcome any challenge.

COMMANDER'S ORDER

When you choose this presence at 3rd level, you learn two additional orders of your choice, which do not count towards the number of orders you know.

INSPIRING ORDERS

Beginning at 3rd level, your orders inspire your allies to fight on. When you issue an order to a creature, you can choose to grant it temporary hit points equal to your Charisma modifier.

BATTLE TRAINING

Starting at 7th level, you can more effectively prepare yourself and your allies for combat. When other creatures gain a Battle Tactics feature from you, they also gain the benefits of one fighting style you have (your choice). When you finish a long rest, you can replace the fighting style you chose at 2nd level with a different fighting style available to marshals.

AUTHORITATIVE REPUTATION

Beginning at 10th level, your reputation makes others defer to your expertise. You have advantage on ability checks made to take charge of a situation or influence large groups of people. In addition, creatures have disadvantage on saving throws they make against your orders.

UNSTOPPABLE CHARGE

Starting at 14th level, your allies follow you into battle without hesitation. When you use your Lead the Charge feature, each creature whose initiative result you improve gains temporary hit points equal to your marshal level + your Charisma modifier.

VOICE OF AUTHORITY

By 18th level, creatures instinctively follow your commands. In place of issuing an order, you can give a one-word command to a creature that can see or hear you within 60 feet of you. If it understands the language you speak, it must make a Wisdom saving throw against your order save DC or obey your command to the best of its ability, as with the *command* spell.



BATTLEMAGE

As a Battlemage, you lead spellcasters in battle much as other marshals lead warriors. You understand magic as an infinitely useful tool that can turn the tide of any fight, and you wield it through your own willpower to empower your allies and bring ruin to your enemies.

BATTLEMAGE'S ORDER

When you choose this presence at 3rd level, you learn the following order, which cannot be replaced and does not count towards the number of orders you know.

Resonate. The target must make a Charisma saving throw. On a failed save, it has disadvantage on the next saving throw it makes against a spell before the end of its next turn. Starting at 11th level, it has disadvantage on all saving throws it makes against spells and spell attacks against it have advantage until the end of its next turn.

SPELLCASTING

When you reach 3rd level, you augment your battle prowess with the ability to cast spells.

Cantrips. You learn two cantrips of your choice from the bard spell list. You learn an additional bard cantrip of your choice at 10th level.

Spell Slots. The Battlemage Spellcasting table shows how many spell slots you have to cast your bard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

BATTLEMAGE SPELLCASTING

Level	Cantrips	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

For example, if you know the 1st-level spell *sleep* and have a 1st-level and a 2nd-level spell slot available, you can cast *sleep* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level bard spells of your choice, two of which you must choose from the enchantment, illusion, and transmutation spells on the bard spell list.

The Spells Known column of the Battlemage Spellcasting table shows when you learn more bard spells of 1st level or higher. Each of these spells must be an enchantment, illusion, or transmutation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the bard spells you know with another spell of your choice from the bard spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment, illusion, or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Charisma is your spellcasting ability for your bard spells, since your magic comes from your force of will. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

COHORT CASTING

Starting at 7th level, you can use your Cohort Attack feature when you use your action to cast a cantrip, not just when you take the Attack action. In addition, if the creature you choose for your Cohort Attack uses its action to cast a spell, it can use its bonus action on the same turn to cast a cantrip with a casting time of 1 action. A cantrip cast in this way is cast as if the caster was only 1st level.

CAPTIVATING REPUTATION

Beginning at 10th level, your reputation for creative use of magic often makes others curious or wary of what you might do next. You have advantage on ability checks made to convince others you are capable of something.

In addition, when a creature fails a saving throw against one of your spells or orders, you can use subtle enchantment magic to charm it. It remains charmed until the end of its next turn or until it takes damage or becomes the target of a harmful effect.

ARCANE CHARGE

Starting at 14th level, when you use your Lead the Charge creature, you can magically teleport yourself or one creature

you chose for that feature up to 30 feet to an unoccupied space you can see.

IMPROVED COHORT CASTING

By 18th level, you and your allies can use magic with extraordinary flexibility. You can use your Cohort Attack feature when you use your action to cast any spell. In addition, if the creature you choose for your Cohort Attack uses its action to cast a spell, it can use its bonus action to cast a spell of 2nd level or lower with a casting time of 1 action or 1 bonus action, even if it already cast a leveled spell with its action, and a cantrip cast in this way uses its caster's normal level.

CORSAIR

As a Corsair, you lead a life of freedom, letting no obstacle stand between you and your goals. Those who share your ideals are drawn to your rakish attitude, and the promise of similar freedom can inspire a deep loyalty. Your crew will follow you through anything, charging into danger alongside you and trusting you to keep them alive to reap their spoils—so long as you take care not to betray their loyalty.

CORSAIR'S ORDER

When you choose this presence at 3rd level, you learn the following order, which cannot be replaced and does not count towards the number of orders you know.

Plunder. The target can take a bonus action on its next turn to make a Dexterity (Sleight of Hand) check against a creature within its reach, with a DC equal to the creature's AC. On a success, the target can steal an item the creature is carrying that is small enough to hold in one hand. This ability check is made with disadvantage if the item is held by the creature. Starting at 11th level, you gain advantage on attack rolls against creatures your allies have successfully stolen from since your last turn.

SNEAK ATTACK

Beginning at 3rd level, you know how to strike with underhanded tactics and exploit your foes' distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse, light, or ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain marshal levels to 2d6 at 7th level, 3d6 at 13th level, and 4d6 at 19th level.

BOARDING PARTY

Starting at 7th level, you can lead your allies in a swift charge to the enemy over land or sea. Climbing and swimming no longer cost you extra movement, and when you move on your turn, all creatures of your choice within 30 feet of you that can see or hear you can use their reactions to move up to their speed. This movement must bring them closer to your destination than when they started moving.

RAKISH REPUTATION

Beginning at 10th level, your reputation often makes others more willing to give in to your demands. You have advantage on all ability checks made to convince creatures to give you what you want without violence.

You also gain an additional way to use your Sneak Attack; you don't need advantage on your attack roll to use Sneak Attack against a creature if it is charmed or frightened and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

SLIP THE NOOSE

Starting at 14th level, you are adept at evading capture for you and your crew. You can spend half your movement on your turn to automatically escape from a grapple, restraints, or the restrained condition, and all creatures of your choice within 30 feet of you have advantage on ability checks made to avoid or escape from grapples or restraints.

STRIKE FEAR

By 18th level, your underhanded strikes terrify your foes. When you use your Sneak Attack against a creature, it is frightened of you until the end of your next turn.

DREADLORD

As a Dreadlord, you wield fear and despair as a fighter wields a longsword. They are your tools of choice in all situations, equally as useful for reducing your enemies to trembling heaps as for keeping your subordinates in line. Your presence on the battlefield is foremost in the minds of other combatants, who see you as an indomitable force clad in impenetrable armor. For your allies, however, such a terrifying presence brings confidence rather than despair, so long as you remain on their side.

DREADLORD'S ORDER

When you choose this presence at 3rd level, you learn the following order, which cannot be replaced and does not count towards the number of orders you know.

Despair. The target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of its next turn. If you use this order, you can use your action on this turn only to take the Attack action, and attacks you make on this turn are made with disadvantage. Starting at 11th level, you can ignore these drawbacks.

BONUS PROFICIENCY

When you choose this presence at 3rd level, you gain proficiency with heavy armor.

CONQUERING PRESENCE

At 3rd level, your very presence on your battlefield is enough to inspire confidence in your allies and terror in your enemies. Creatures of your choice within 60 feet of you that can see or hear you gain a +1 bonus to weapon damage rolls they make. This increases to +2 at 10th level and again to +3 at 18th level. This bonus does not apply if you are incapacitated or if the target of the damage roll cannot be frightened.

NOTHING TO FEAR

Starting at 7th level, your allies can be confident that the scariest foe on the battlefield is already on their side. Creatures of your choice within 60 feet of you gain advantage on saving throws against being frightened while they can see or hear you. This advantage is lost if you are frightened or incapacitated.

GRIEVOUS REPUTATION

Beginning at 10th level, your reputation is enough to make even the most fearsome warriors shiver. You have advantage on all Charisma (Intimidation) checks. In addition, creatures with a CR or level equal to or lower than your level lose any immunity they have to being frightened or any advantage on saving throws against being frightened while they can see or hear you.

DREAD INSPIRATION

Starting at 14th level, your allies are inspired to fight harder when they see your foes fall. When a creature becomes frightened of you, or when you reduce a creature to 0 hit points, you can choose one ally within 60 feet of you who can see or hear you. That ally gains temporary hit points equal to half your marshal level.

UNKILLABLE

By 18th level, you can remain standing even at death's door through sheer force of will, striking bone-deep terror in those who seek to slay you. If you drop to 0 hit points and don't die outright, you can choose to drop to 1 hit point instead. All creatures of your choice within 60 feet of you who can see you must then make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be frightened of you for 1 minute. A creature can repeat this saving throw at the end of each of their turns, ending the effect on a success. While frightened of you in this way, creatures cannot make attacks against you or target you with harmful spells or effects.

You can use this feature once, and regain the ability to do so once you finish a long rest.

TACTICIAN

As a Tactician, you know that the key to victory lies in outwitting your opponents. You enter every fight with a strategy, maneuvering your allies like chess pieces to put your side in the most advantageous position possible. Though you may be less immediately charming or fearsome than other marshals, your brilliant plans and flawless execution demand a respect born not of an imposing presence, but merely the cold, hard truth of your victories.

TACTICAL BRILLIANCE

Tacticians lead through keen planning and tactics, and are often less overtly charismatic than other marshals. When you choose this presence, you can decide to use Intelligence in place of Charisma for any orders you use and when determining the DC for any saving throws they require.



TACTICIAN'S ORDER

When you choose this presence at 3rd level, you learn the following order, which cannot be replaced and does not count towards the number of orders you know.

Wait. The target can change its initiative score in this combat to any number of its choice. If it changes its initiative to a higher number, it does not act during this round. The target has advantage on the first attack roll or ability check it makes on its turn after its initiative changes. Starting at 11th level, it also adds your Charisma modifier to this roll.

INSIGHTFUL ORDERS

At 3rd level, when you issue an order to a creature, you can also grant it further insight into its situation. The creature can add your Intelligence or Charisma modifier (your choice) to the next ability check it makes or its AC against an attack of opportunity before the start of your next turn.

FLEXIBLE TACTICS

Starting at 7th level, you can choose two tactics at a time with your Battle Tactics feature. In addition, you can use your Cohort Attack feature when you take the Dash, Disengage, Help, Search, or Use an Object actions, not just Attack.

BRILLIANT REPUTATION

Beginning at 10th level, your reputation for feats of tactical genius leaves your enemies wary when your actions seem to give no benefit. If you do not make attacks, cast spells, or use any abilities or orders that are directly harmful to another creature on your turn, attacks made against you have disadvantage until the end of your next turn. In addition, you have advantage on ability checks made to convince others to use plans you have devised.

ADVANCED TACTICS

Starting at 14th level, you and all creatures benefitting from one of your Battle Tactics options gain an additional reaction in each round of combat, which you can use only to take the reaction granted by a Battle Tactics option.

MASTERFUL INSIGHT

By 18th level, your understanding of the battlefield is unparalleled. A creature benefitting from your Insightful Orders can add your Intelligence or Charisma modifier to any attack roll, ability check, or saving throw it makes or its AC against any attack before the start of your next turn.

ART CREDITS

Page 1 - [Hapi Fox 哈皮狸](#)

Page 4 - [Stanton Feng](#)

Page 7 - [Meiqun Wu](#)

Page 10 - [Conor Burke](#)

Page 11 - [Francis Goeltner](#)

Watercolor stains by [u/flamableconcrete](#)

