



Soldier... Warrior... Fearless Leader. Among the most skilled soldiers in the world, Commanders are masters of every weapon and form of close combat. A small cohort of soldiers led by a trained Commander is more feared than innumerable legions without one.

An "empire" isn't an *Empire* until they have their own academy of command: Famed schools where these supremely capable soldiers are trained in battlefield tactics and leadership. Commanders are defined by their:

- **Tactical Commands.** Issue powerful orders to your allies, bolstering their abilities, and coordinate devastating strikes among yourselves. Command the battlefield with precision and skill, turning the tide of any battle in your favor.
- **Weapon Mastery.** Exert mastery over all weapon types, wielding them with deadly efficiency. Your versatility ensures victory against any foe.
- **Strategic Leadership.** Exploit your tactical prowess to outwit and outmaneuver foes, leading your party to triumph through cunning strategy and decisive action.



COMMANDER

Key Stats: STR, INT **Hit Die:** 1d10 **Starting HP:** 17
Saves: STR+, DEX- **Armor:** Mail Armor, Shields **Weapons:** All Martial Weapons
Starting Gear: Short Sword, Javelins, Rusty Mail

LEVEL 1 Coordinated Strike! Gain the Coordinated Strike! Commander's Order.

LEVEL 2 Commander's Orders. Choose 2 Commander's Orders.
Field Medic. Roll 1 additional die for any health potion you administer. Whenever you or an ally spends any number of Hit Dice to recover HP, if you spent at least ten minutes examining their wounds, they can add your Examination bonus to the HP recovered.

LEVEL 3 Subclass. Choose a Commander subclass.

LEVEL 4 Fit for Any Battlefield. Choose a Combat Tactic. When you roll Initiative, gain STR Combat Dice, each a d6. (1/attack) You may expend a Combat Die to perform a special maneuver. Combat Dice are lost when combat ends.
Key Stat Increase. +1 STR or INT.

Rigorous Training. *Whenever you train with your party or other soldiers during a Safe Rest, you may choose different Commander options available to you.*

LEVEL 5 Master Commander. When you roll Initiative, regain 1 spent use of Coordinated Strike (it is lost if not spent during that encounter). Attacks made from your Coordinated Strikes also now ignore disadvantage.
Combat Tactics. Your Combat Dice are now d8s.
Secondary Stat Increase. +1 DEX or WIL.

LEVEL 6 Fit for Any Battlefield (2). Choose another Combat Ability or gain +1 max Combat Dice.
Weapon Mastery. You may sheathe a weapon and draw a different one 2×/round for free. Choose a weapon type to specialize in.

- LEVEL 7 Subclass.** Gain your Commander subclass feature.
- LEVEL 8 Fit for Any Battlefield (3).** Choose another Combat Ability or gain +1 max Combat Dice.
Key Stat Increase. +1 STR or INT.
- LEVEL 9 Master Commander (2).** +1 use of Coordinated Strike/Safe Rest.
Combat Tactics (2). Your Combat Dice are now d10s.
Secondary Stat Increase. +1 DEX or WIL.
- LEVEL 10 Fit for Any Battlefield (4).** Choose another Combat Ability or gain +1 max Combat Dice.
Weapon Mastery (2). Choose a 2nd weapon type to specialize in.
- LEVEL 11 Subclass.** Gain your Commander subclass feature.
- LEVEL 12 Fit for Any Battlefield (5).** Choose another Combat Ability or gain +1 max Combat Dice.
Key Stat Increase. +1 STR or INT.
- LEVEL 13 Master Commander (3).** +1 use of Coordinated Strike/Safe Rest.
Combat Tactics (3). Your Combat Dice are now d12s.
Secondary Stat Increase. +1 DEX or WIL.
- LEVEL 14 Weapon Mastery (3).** You have complete mastery of all weapon types.
- LEVEL 15 Subclass.** Gain your Commander subclass feature.
- LEVEL 16 Fit for Any Battlefield (6).** Choose another Combat Ability or gain +1 max Combat Dice.
Key Stat Increase. +1 STR or INT.
- LEVEL 17 Master Commander (4).** +1 use of Coordinated Strike/Safe Rest.
Combat Tactics (4). Your Combat Dice are now d20s.
Secondary Stat Increase. +1 DEX or WIL.
- LEVEL 18 Unparalleled Tactics.** The first time each encounter you use Coordinated Strike, an ally who can hear you also gains 1 action to use on their next turn.
- LEVEL 19 Epic Boon.** Choose an Epic Boon (see pg. 23 of the *GM's Guide*).
- LEVEL 20 Captain of Legions.** +1 to any 2 of your stats. The first time each encounter you use Coordinated Strike, EVERY ally within 12 spaces gains +1 action (replaces Unparalleled Tactics).

COMBAT ABILITIES

COMMANDER'S ORDER

Coordinated Strike! (1/round) Free action: you and an ally within 6 spaces both immediately make a weapon attack or cast a cantrip for free. You can do this INT times/Safe Rest.

Face Me! Reaction (after an ally is crit within 12 spaces): Taunt that enemy until you drop to 0 HP.

Hold the Line! (1/encounter) Reaction (when an ally drops to 0 HP): Command them to continue the fight! Set their HP to $3 \times$ your LVL.

I Can Do This ALL DAY! (1/encounter) Reaction (when you would drop to 0 HP): You may expend any number of Hit Dice and set your HP to the sum rolled instead (do not add your STR).

Move it! Move it! When you roll Initiative you may give yourself and an ally advantage on the roll and +3 speed for 1 round.

Reposition! Action/Reaction (on an ally's turn): Command 1 ally to move up to their speed (or 2 allies up to half their speed) for free.

COMBAT TACTICS

1/attack, you can expend a Combat Die to add one of the following effects to your attack.

Commanding Presence. Action: Shout a command up to 2 words long at an enemy. On a failed WIL save (DC $10 + \text{STR}$), they must spend their entire next turn obeying it to the best of their ability, provided it is not obviously harmful to themselves. They then become immune to this effect for 1 day.

Heavy Strike. When you hit, push a Medium creature STR spaces and deal extra damage equal to a roll of your Combat Die. A Small creature is pushed twice as far; Large, pushed half as far (round down).

Inerrant Strike. Reroll a missed attack, add 1 to the Primary Die, and deal extra damage equal to a roll of your Combat Die.

Lunging Strike. Gain +1 Reach on an attack and deal extra damage equal to $2 \times$ a roll of your Combat Die.

Sweeping Strike. 2 actions: Select any contiguous area within your weapon's Reach and damage ALL targets there. This attack does not miss on a 1.

WEAPON MASTERY

Choose a weapon mastery at levels 6, 10, and 14:



Slashing. Your attacks with slashing weapons cannot miss unarmored enemies.



Bludgeoning. When your primary die rolls a 7 or higher with a bludgeoning weapon, ignore Heavy Armor.



Piercing. Your attacks with piercing weapons ignore Medium Armor.

Rigorous Training. Whenever you train with your party or other soldiers during a Safe Rest, you may choose different Commander options available to you.

SUBCLASSES

—CHAMPION OF THE— **BULWARK**

- LEVEL 3** **Armor Master.** You are proficient with plate armor.
- Shield Expert.** While wearing a shield, you may Defend $2 \times$ each round. The first time each round you block all of the damage from an attack, you may make an opportunity attack against the attacker for free.
- LEVEL 7** **Juggernaut.** When you use Coordinated Strike, you deal extra damage equal to your armor, and you can add 1 to your primary die.
- LEVEL 11** **Taunting Strike.** (1/turn) You may Taunt a creature you hit until the end of their next turn.
- LEVEL 15** **Shield Wall.** Allies within 2 spaces gain ALL the benefits of the shield you have equipped.

—CHAMPION OF THE— **VANGUARD**

- LEVEL 3** **Advance!** (1/round) After you move toward an enemy, gain advantage on the first melee attack you make against it. When you use your Coordinated Strike, you and all allies within 12 spaces can first move up to half their speed for free.
- LEVEL 7** **Experienced Commander.** Your Coordinated Strike may target 1 additional ally. Gain +1 use of Coordinated Strike/Safe Rest.
- LEVEL 11** **Survey the Battlefield.** When you roll Initiative, regain 1 use of Coordinated Strike. +1 max Combat Dice.
- LEVEL 15** **As One!** Attacks made with your Coordinated Strike also grant advantage and ignore all disadvantage. Your chosen allies gain 1 additional action to use on their next turn.