

TACTICIAN

Strategist. Defender. Leader. With weapon in hand, you lead allies into the maw of battle, barking out commands that inspire your fellow heroes to move faster and strike more precisely. All the while, you stand between your compatriots and death, taunting the followers of evil to best you if they can.

As a tactician, you have abilities that heal your allies and grant them increased damage, movement, and attacks, even as you leave your enemies struggling to respond.

**“Your line is broken,
Varrox! Your wizard is
dead. Hahah! You should
have negotiated!”**

Sir John of Tor



Basics

Starting Characteristics: You start with a Might of 2 and a Reason of 2, and you can choose one of the following arrays for your other characteristic scores:

- ♦ 2, -1, -1
- ♦ 1, 1, -1
- ♦ 1, 0, 0

Weak Potency: Reason – 2

Average Potency: Reason – 1

Strong Potency: Reason

Starting Stamina at 1st Level: 21

Stamina Gained at 2nd and Higher Levels: 9

Recoveries: 10

Skills: You gain the Lead skill (see [Skills](#) in [Chapter 9: Tests](#)). Then choose any two skills from Alertness, Architecture, Blacksmithing, Brag, Culture, Empathize, Fletching, Mechanics, Monsters, Search, Strategy, or the skills of the exploration skill group. (*Quick Build*: Lead, Monsters, Strategy.)

1st-Level Features

As a 1st-level tactician, you gain the following features.

Tactical Doctrine

Warfare is as old as civilization—and perhaps even older. As battle became ever more complex, military leaders invented tactical doctrine, outlining how combatants should be structured, used, and deployed. Doctrine can be learned at war colleges passing on ancient martial traditions, or directly through blood and sweat on the battlefield. Whatever path brought you to your mastery of historically proven tactics, you choose a tactical doctrine from the following options, each of which grants you a skill. (*Quick Build*: Vanguard and the Intimidate skill.)

Insurgent: Doing your duty, playing fair, and dying honorably in battle is your opponent's job. You'll do whatever it takes to keep your allies alive. You gain a skill from the intrigue skill group.

Mastermind: You have an encyclopedic knowledge of warfare, viewing the battlefield as a game board and seeking victory by thinking steps ahead of your opponents. You gain a skill from the lore skill group.

Vanguard: You have learned the stratagems of ancient heroes, letting you lead from the front lines and seek victory through sheer force of will and personality. You gain a skill from the interpersonal skill group.

Your tactical doctrine is your subclass, and your choice of doctrine determines many of the features you'll gain as you gain new levels.

Tactician Advancement

Level	Features	Abilities	Doctrine Abilities
1st	Tactical Doctrine, Focus, Doctrine Feature, Doctrine Triggered Action, Field Arsenal, Mark, Strike Now, Tactician Abilities	3, 5	—
2nd	Perk, Doctrine Feature, Doctrine Ability	3, 5	5
3rd	Out of Position, 7-Focus Ability	3, 5, 7	5
4th	Characteristic Increase, Focus on Their Weakness, Improved Field Arsenal, Perk, Skill	3, 5, 7	5
5th	Doctrine Feature, 9-Focus Ability	3, 5, 7, 9	5
6th	Master of Arms, Perk, Doctrine Ability	3, 5, 7, 9	5, 9
7th	Characteristic Increase, Heightened Focus, Seize the Initiative, Skill, Doctrine Feature	3, 5, 7, 9	5, 9
8th	Perk, Doctrine Feature, 11-Focus Ability	3, 5, 7, 9, 11	5, 9
9th	Grandmaster of Arms, Doctrine Ability	3, 5, 7, 9, 11	5, 9, 11
10th	Characteristic Increase, Command, Perk, Skill, True Focus, Warmaster	3, 5, 7, 9, 11	5, 9, 11

Focus

The ring of steel panics others but brings order to your mind, granting you a Heroic Resource called focus.

FOCUS IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain focus equal to your Victories. At the start of each of your turns during combat, you gain 2 focus.

Additionally, the first time each combat round that you or any ally damages a creature marked by you (see *Mark* below), you gain 1 focus. The first time in a combat round that any ally within 10 squares of you uses a heroic ability, you gain 1 focus.

You lose any remaining focus at the end of the encounter.

FOCUS OUTSIDE OF COMBAT

Though you can't gain focus outside of combat, you can use your heroic abilities and effects that cost focus without spending it. Whenever you use an ability or effect outside of combat that costs focus, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use an ability outside of combat that lets you spend unlimited focus on its effect, you can use it as if you had spent an amount of focus equal to your Victories. (Such abilities aren't part of the core rules for the tactician, but they might appear in future products.)

Tactician Abilities Explained

Many of the tactician's abilities grant allies extra movement, damage, and actions. But what's happening in the fiction to allow this? The tactician is an incredible strategist and inspiring leader who is quick to give commands and inspiration that causes their allies to act. The tactician can quickly read the battlefield, analyze enemies, and then bark orders and encouragement that pushes their allies to greatness. Many of the names of the tactician's abilities are the actual commands they give their friends!

1st-Level Doctrine Feature

Your tactical doctrine grants you a feature, as shown on the 1st-Level Doctrine Features table.

◆ 1st-Level Doctrine Features ◆

Doctrine	Feature
Insurgent	Covert Operations
Mastermind	Studied Commander
Vanguard	Commanding Presence

COMMANDING PRESENCE

You command any room you walk into. While you are present during a negotiation, each hero with you treats their Renown as 2 higher than usual. Additionally, each hero with you during a combat encounter has a double edge on tests made to stop combat and start a negotiation.

COVERT OPERATIONS

While in your presence or working according to your plans, each of your allies gains an edge on tests using any skill from the intrigue skill group. Additionally, you can use the Lead skill to assist another creature with any test made using a skill from the intrigue group.

At the Director's discretion, you and your allies can use skills from the intrigue skill group to attempt research or reconnaissance during a negotiation instead of outside of a negotiation.

STUDIED COMMANDER

Your encyclopedic knowledge of the history of battle lets you apply that knowledge to current challenges. While you are present, each hero with you treats the Discover Lore project related to a war or battle as one category cheaper. This makes projects seeking common lore free, but such projects still require a respite activity to complete. (See [Chapter 12: Downtime Projects](#) for more information.)

Additionally, if you have 24 hours or more before a combat encounter or negotiation, and you have one or more clues or rumors regarding the encounter or negotiation, you can make a Reason test as a respite activity. The following test outcomes apply to a combat encounter:

- ≤11 The Director tells you the number of creatures in the encounter.
- 12-16 The Director tells you the number and level of the creatures in the encounter.
- 17+ The Director tells you the tier 2 outcome information, and when the encounter begins, all enemies are surprised.

The following test outcomes apply to a negotiation:

- ≤11 The Director gives you three motivations, one of which belongs to an NPC in the negotiation.
- 12-16 The Director gives you one motivation for an NPC in the negotiation.
- 17+ The Director tells you the tier 2 outcome information, and you and each of your allies gains an edge on tests made to influence NPCs during the negotiation.

You can make this test only once for any encounter or negotiation.

Doctrine Triggered Action

Your tactical doctrine grants you a triggered action, as shown on the Doctrine Triggered Actions table.

◆ Doctrine Triggered Actions ◆

Doctrine	Triggered Action
Insurgent	Advanced Tactics
Mastermind	Overwatch
Vanguard	Parry

Advanced Tactics

Your leadership aids an ally.

- Ranged**  Ranged 10 **Triggered**  One ally

Trigger: The target deals damage to another creature.

Effect: The target gains 2 surges, which they can use on the triggering damage.

Spend 1 Focus: If the damage has any potency effect associated with it, the potency is increased by 1.

Overwatch

Under your direction, an ally waits for just the right moment to strike.

- Ranged**  Ranged 10 **Triggered**  One creature

Trigger: The target moves.

Effect: At any time during the target's movement, one ally can make a free strike against them.

Spend 1 Focus: If the target has **R<AVG**, they are slowed (EoT).

Parry

Your quick reflexes cost an enemy the precision they seek.

- Melee, Weapon**  Melee 2 **Triggered**  Self or one ally

Trigger: A creature deals damage to the target.

Effect: You can shift 1 square. If the target is you, or if you end this shift adjacent to the target, the target takes half the damage. If the damage has any potency effect associated with it, the potency is decreased by 1.

Spend 1 Focus: This ability's distance becomes Melee 1 + your Reason score, and you can shift up to a number of squares equal to your Reason score instead of 1 square.

Field Arsenal

You have drilled with a broad array of arms and armor, and have developed techniques to optimize their use. You can use and gain the benefits of two kits, including both their signature abilities. Whenever you would choose or change one kit, you can choose or change your second kit as well. See [Chapter 6: Kits](#) for more information. (*Quick Build:* Shining Armor, Sniper.)

If both kits grant you the same benefit, you take one or the other and can't change your choice until you finish a respite. (This usually means taking the higher of two bonuses.)

For example, if you take the Shining Armor and Sniper kits, you gain the following benefits overall:

- ◆ **Stamina Bonus:** +12 per echelon
- ◆ **Stability Bonus:** +1
- ◆ **Melee Damage Bonus:** +2/+2/+2
- ◆ **Ranged Damage Bonus:** +0/+0/+4
- ◆ **Speed Bonus:** +1
- ◆ **Ranged Distance Bonus:** +10
- ◆ **Disengage Bonus:** +1
- ◆ You can use the Patient Shot and Protective Attack signature abilities.

Kit signature abilities have their kit's bonuses already applied, which might require you to adjust the bonuses of the signature abilities you gain from a kit. For example, you might take the Martial Artist kit, which gives a melee weapon damage bonus of +2/+2/+2, and the Mountain kit, which gives a melee weapon damage bonus of +0/+0/+4. If you choose to use the Mountain kit's damage bonus, then the Battle Grace signature ability from the Martial Artist kit loses the +2/+2/+2 bonus from that kit, reducing its usual 5/8/11 damage for its tier 1, tier 2, and tier 3 outcomes to 3/6/9. It then gains the +0/+0/+4 of the Mountain kit to deal 3/6/13 damage.



Mark

You know how to focus the attention of your allies as you push them toward victory. You have the following ability.

Mark

You draw your allies' attention to a specific foe—with devastating effect.

Ranged

Ranged 10

Maneuver

One creature

Effect: The target is marked by you until the end of the encounter, until you are dying, or until you use this ability again. You can willingly end your mark on a creature (no action required), and if another tactician marks a creature, your mark on that creature ends. When a creature marked by you is reduced to 0 Stamina, you can use a free triggered action to mark a new target within distance.

You can initially mark only one creature using this ability, though other tactician abilities allow you to mark additional creatures at the same time. The mastermind tactical doctrine's Anticipation feature allows you to target additional creatures with this ability starting at 5th level.

While a creature marked by you is within your line of effect, you and allies within your line of effect gain an edge on power rolls made against that creature. Additionally, whenever you or any ally uses an ability to deal rolled damage to a creature marked by you, you can spend 1 focus to gain one of the following benefits as a free triggered action:

- ◆ The ability deals extra damage equal to twice your Reason score.
- ◆ The creature dealing the damage can spend a Recovery.
- ◆ The creature dealing the damage can shift up to a number of squares equal to your Reason score.
- ◆ If you damage a creature marked by you with a melee ability, the creature is taunted by you until the end of their next turn.

You can't gain more than one benefit from the same trigger.

Strike Now

You have the following ability.

“Strike Now!”

Your foe left an opening. You point this out to an ally!

Ranged

Ranged 10

Main action

One ally

Effect: The target can use a signature ability as a free triggered action.

Spend 5 Focus: You target two allies instead of one.

Tactician Abilities

You are a formidable combatant in your own right, but your greatest strength is the abilities you wield that let you shape control of the battlefield.

KIT SIGNATURE ABILITY

Each kit from your Field Arsenal feature grants you a signature ability. Signature abilities can be used at will.

HEROIC ABILITIES

Your heroic abilities cover a range of combat tactics, all of which require focus to use.

3-Focus Ability

Choose one heroic ability from the following options, each of which costs 3 focus to use. (*Quick Build*: Inspiring Strike.)

Battle Cry (3 Focus)

You shout a phrase that galvanizes your team.

Ranged

▀ Ranged 10

Maneuver

◎ Three allies

Power Roll + Reason:

- ≤11 Each target gains 1 surge.
- 12-16 Each target gains 2 surges.
- 17+ Each target gains 3 surges.

Concussive Strike (3 Focus)

Your precise strike leaves your foe struggling to respond.

Melee, Ranged, Strike, Weapon

Main action

▀ Melee 1 or ranged 5

◎ One creature or object

Power Roll + Might:

- ≤11 3 + M damage; M<WEAK, dazed (save ends)
- 12-16 5 + M damage; M<AVERAGE, dazed (save ends)
- 17+ 8 + M damage; M<STRONG, dazed (save ends)

Inspiring Strike (3 Focus)

Your attack gives an ally hope.

Melee, Ranged, Strike, Weapon

Main action

▀ Melee 1 or ranged 5

◎ One creature or object

Power Roll + Might:

- ≤11 3 + M damage; you or one ally within 10 squares of you can spend a Recovery
- 12-16 5 + M damage; you or one ally within 10 squares of you can spend a Recovery
- 17+ 8 + M damage; you and one ally within 10 squares of you can spend a Recovery, and each of you gains an edge on the next ability roll you make during the encounter

Squad! Forward! (3 Focus)

On your command, you and your allies force back the enemy line.

Ranged

▀ Ranged 10

Maneuver

◎ Self and two allies

Effect: Each target can move up to their speed.

5-Focus Ability

Choose one heroic ability from the following options, each of which costs 5 focus to use. (*Quick Build*: Hammer and Anvil.)

Hammer and Anvil (5 Focus)

"Let's not argue about who's the hammer and who's the anvil!"

Melee, Ranged, Strike, Weapon

Main action

▀ Melee 1 or ranged 5

◎ One creature or object

Power Roll + Might:

- ≤11 5 + M damage; one ally within 10 squares of you can use a strike signature ability against the target as a free triggered action
- 12-16 9 + M damage; one ally within 10 squares of you can use a strike signature ability that gains an edge against the target as a free triggered action
- 17+ 12 + M damage; two allies within 10 squares of you can each use a strike signature ability that gains an edge against the target as a free triggered action

Effect: If the target is reduced to 0 Stamina before one or both chosen allies has made their strike, the ally or allies can pick a different target.

Mind Game (5 Focus)

Your attack demoralizes your foe. Your allies begin to think you can win.

Melee, Ranged, Strike, Weapon

Main action

▀ Melee 1 or ranged 5

◎ One creature or object

Effect: You mark the target.

Power Roll + Might:

- ≤11 4 + M damage; R<WEAK, weakened (save ends)
- 12-16 6 + M damage; R<AVERAGE, weakened (save ends)
- 17+ 10 + M damage; R<STRONG, weakened (save ends)

Effect: Before the start of your next turn, the first time any ally deals damage to any target marked by you, that ally can spend a Recovery.

Now! (5 Focus)

Your allies wait for your command—then unleash death!

Ranged

▀ Ranged 10

Maneuver

◎ Three allies

Effect: Each target can make a free strike.

This Is What We Planned For (5 Focus)

All those coordination drills you made them do finally pay off.

Ranged

▀ Ranged 10

Maneuver

◎ Two allies

Effect: Each target who hasn't acted yet this combat round can take their turn in any order immediately after yours.

2nd-Level Features

As a 2nd-level tactician, you gain the following features.

Perk

You gain one exploration, interpersonal, or intrigue perk of your choice. See [Chapter 7: Perks](#).

2nd-Level Doctrine Feature

Your tactical doctrine grants you a feature, as shown on the 2nd-Level Doctrine Features table.

2nd-Level Doctrine Features

Doctrine	Feature
Insurgent	Infiltration Tactics
Mastermind	Goaded
Vanguard	Melee Superiority

GOADED

You have learned to leverage your marked foes' psychology and goad them into acting before they're tactically ready. Whenever a creature marked by you uses a strike that targets you or any ally within your line of effect, you can use a free triggered action to change one target of the strike to you or another ally within your line of effect. The new target must be within distance of the ability and within line of effect of the creature using it.

INFILTRATION TACTICS

You have trained your squad to work together, stay silent, and wait for the opportune time to strike. Whenever you or any ally within 10 squares of you becomes hidden, that creature gains 1 surge.

MELEE SUPERIORITY

After constant drills, you can more accurately anticipate an enemy's plan and thwart their attempts to move across the battlefield. Whenever you make an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Mark Benefit: When a creature marked by you attempts to move or shift within distance of your melee free strike, you can use a free triggered action and spend 2 focus to make a melee free strike against that creature.

2nd-Level Doctrine Ability

Your tactical doctrine grants your choice of one of two heroic abilities.

2ND-LEVEL INSURGENT ABILITY

Choose one of the following abilities.

Fog of War (5 Focus)

Your unorthodox strategy causes enemies to lash out in fear, heedless of who they might be attacking.

Ranged

▀ Ranged 10

Maneuver

◎ Two creatures

Effect: Each target is marked by you, and must immediately make a free strike against a creature of your choice within 5 squares of them.

Mark Benefit: Until the end of the encounter, whenever you or any ally makes a strike against a creature marked by you, you can spend 2 focus to force that target to make a free strike against a creature of your choice within 5 squares of them.

Try Me Instead (5 Focus)

"Try picking on someone my size."

Melee, Strike, Weapon

▀ Self; see below

Main action

◎ Self

Effect: You shift up to your speed directly toward an ally, ending adjacent to them, then swapping locations with that ally as long as you can fit into each other's spaces. The ally can spend a Recovery, and you can make the following weapon strike with a distance of melee 1 against a creature.

Power Roll + Reason:

≤11 2 + R damage; R<WEAK, frightened (save ends)

12-16 3 + R damage; R<AVERAGE, frightened (save ends)

17+ 4 + R damage; R<STRONG, frightened (save ends)

2ND-LEVEL MASTERMIND ABILITY

Choose one of the following abilities.

I've Got Your Back (5 Focus)

Your enemy will think twice about attacking your friend.

Ranged, Strike, Weapon

▀ Ranged 5

Main action

◎ One creature

Power Roll + Reason:

≤11 5 + R damage; taunted (EoT)

12-16 9 + R damage; taunted (EoT)

17+ 12 + R damage; taunted (EoT)

Effect: One ally adjacent to the target can spend a Recovery.

Targets of Opportunity (5 Focus)

You point out easy targets to your friends, allowing them to include more enemies in their attacks.

Ranged

▀ Ranged 5

Maneuver

◎ Two creatures

Effect: Each target is marked by you, and you gain two surges.

Mark Benefit: Until the end of the encounter, whenever you or any ally makes a strike against a creature marked by you, you can spend 2 focus to add one additional target to the strike.



2ND-LEVEL VANGUARD ABILITY

Choose one of the following abilities.

No Dying on My Watch (5 Focus)

You prioritize saving an ally over your own safety.

Ranged, Strike, Weapon

─ Ranged 5

Triggered

─ Self One enemy

Trigger: The target deals damage to an ally.

Effect: You move up to your speed toward the triggering ally, ending this movement adjacent to them or in the nearest square if you can't reach an adjacent square. The triggering ally can spend a Recovery and gains 5 temporary Stamina for each enemy you came adjacent to during the move. You then make a power roll against the target.

Power Roll + Might:

≤11 R <WEAK, the target is frightened of the triggering ally (save ends)

12-16 R <AVERAGE, the target is frightened of the triggering ally (save ends)

17+ R <STRONG, the target is frightened of the triggering ally (save ends)

Squad! On Me! (5 Focus)

Together we are invincible!

Area

─ 1 burst

Maneuver

─ Self and each ally in the area

Effect: Until the start of your next turn, each target has a bonus to stability equal to your Might score. Additionally, each target gains 2 surges.

3rd-Level Features

As a 3rd-level tactician, you gain the following features.

Out of Position

Even before battle begins, your enemies struggle to keep up with your tactics. At the start of an encounter, you can use a free triggered action to use your Mark ability against one enemy you have line of effect to, even if you are surprised. You can then slide the marked target up to 3 squares, ignoring stability. The target can't be moved in a way that would harm them (such as over a cliff), leave them dying, or result in them suffering a condition or other negative effect.

7-Focus Ability

Choose one heroic ability from the following options, each of which costs 7 focus to use.

Frontal Assault (7 Focus)

The purpose of a charge is to break their morale and force a retreat.

Maneuver
─ Self

Effect: Until the end of the encounter or until you are dying, the first time on a turn that you or any ally deals damage to a target marked by you, the creature who dealt the damage can push the target up to 2 squares and then shift up to 2 squares. Additionally, any ally using the Charge main action to target a creature marked by you can use a melee strike signature ability or a melee strike heroic ability instead of a melee free strike.

Hit 'Em Hard! (7 Focus)

Your allies see the advantages in attacking the targets you select.

Maneuver
─ Self

Effect: Until the end of the encounter or until you are dying, whenever you or any ally deals damage to a target marked by you, that creature gains 2 surges, which they can use immediately.

Rout (7 Focus)

The tide begins to turn.

Maneuver
─ Self

Effect: Until the end of the encounter or until you are dying, whenever you or any ally deals damage to a target marked by you who has R <AVERAGE, the target is frightened of the creature who dealt the damage (save ends).

Stay Strong and Focus! (7 Focus)

"We can do this! Keep faith and hold fast!"

Maneuver
─ Self

Effect: Until the end of the encounter or until you are dying, whenever you or any ally deals damage to a target marked by you, the creature who dealt the damage can spend a Recovery.

4th-Level Features

As a 4th-level tactician, you gain the following features.

Characteristic Increase

Your Might and Reason scores each increase to 3.

Focus on Their Weaknesses

The first time each combat round that you or any ally damages a target marked by you, you gain 2 focus instead of 1.

Improved Field Arsenal

Your expertise with weapons has grown. Whenever you use a signature ability from one of your equipped kits or make a free strike using a weapon from one of your equipped kits, you gain an edge.

Perk

You gain one perk of your choice.

Skill

You gain one skill of your choice. See [Skills](#) in [Chapter 9: Tests](#).

5th-Level Features

As a 5th-level tactician, you gain the following features.

5th-Level Doctrine Features

Your tactical doctrine grants you two features, as shown on the 5th-Level Doctrine Features table.

◆ 5th-Level Doctrine Features ◆

Doctrine	Feature
Insurgent	Distracted, Leave No Trace
Mastermind	Anticipation, I Predicted That
Vanguard	Shake It Off, Tactical Offensive



ANTICIPATION

You have learned to be more preemptive on the battlefield, thinking more steps ahead than your opponents. You can target two creatures with your Mark ability.

DISTRACTED

You have mastered the ability to distract your foes, allowing you and your allies to take advantage of their gaps in attention. Whenever you or any ally attempts to hide, any creature marked by you doesn't count as an observer. Additionally, you and your allies can use other allies as cover for the purpose of hiding.

I PREDICTED THAT

Your expertise in history and lore allows you and your allies to outthink rivals in the present day. You and any ally within 10 squares of you gain an edge on Reason tests.

LEAVE NO TRACE

You and any ally within 10 squares of you can move at full speed while sneaking. Additionally, enemies within 10 squares of you take a bane on tests made to search for you or your allies while any of you are hidden.

SHAKE IT OFF

As a free maneuver, you can spend 1d6 Stamina to ignore a consequence from a test, or to end one effect on you that is ended by a saving throw or that ends at the end of your turn. Any ally adjacent to you can also spend Stamina as a free maneuver to gain this benefit.

TACTICAL OFFENSIVE

When you use the Charge main action to attack a creature marked by you, you can use a signature or heroic ability with the Melee and Strike keywords instead of a melee free strike.

9-Focus Ability

Choose one heroic ability from the following options, each of which costs 9 focus to use.

◆ Squad! Gear Check! (9 Focus)

You distract a foe while your allies secure their defensive gear.

Melee, Strike, Weapon

Main action

Melee 1

One creature

Power Roll + Might:

9 + damage

13 + damage

18 + damage

Effect: You and each ally adjacent to the target gain 10 temporary Stamina.

◆ Squad! Remember Your Training! (9 Focus)

You remind your allies how to best use their gear.

Ranged

Main action

Ranged 10

Self and two allies

Effect: Each target gains 1 surge and can use a signature ability that has a double edge.

Win This Day! (9 Focus)

You inspire your allies to recover and gather their strength.

Area

Main action

3 burst

Self and each ally in the area

Effect: Each target gains 2 surges. Additionally, they can spend a Recovery, remove any conditions or effects on them, and stand up if they are prone.

◆ You've Still Got Something Left (9 Focus)

You push an ally to use a heroic ability sooner than they otherwise would.

Ranged

Main action

Ranged 10

One ally

Effect: The target uses a heroic ability with the Strike keyword as a free triggered action, and deals extra damage with that ability equal to your Reason score. The ability has its Heroic Resource cost reduced by 1 + your Reason score (minimum cost 0).

6th-Level Features

As a 6th-level tactician, you gain the following features.

Master of Arms

Your expertise with weapons has grown to true mastery. Whenever you use a signature ability from one of your equipped kits or make a free strike using a weapon from one of your equipped kits, you can negate a bane on the power roll or reduce a double bane to a bane.

Perk

You gain one exploration, interpersonal, or intrigue perk of your choice.

6th-Level Doctrine Ability

Your tactical doctrine grants your choice of one of two heroic abilities.

6TH-LEVEL INSURGENT ABILITIES

Choose one of the following abilities.

Coordinated Execution (9 Focus)

You direct your ally to make a killing blow.

Ranged

▀ Ranged 10

Free triggered

⌚ One ally

Trigger: The target uses an ability to deal rolled damage to a creature while hidden.

Effect: If the target of the triggering ability is not a leader or solo creature, they are reduced to 0 Stamina. If the target of the triggering ability is a minion, the entire squad is killed. If the target of the triggering ability is a leader or solo creature, the triggering ability's power roll automatically obtains a tier 3 outcome.

Panic in Their Lines (9 Focus)

You confuse your foes, causing them to turn on each other.

Melee, Ranged, Strike, Weapon

▀ Melee 1 or ranged 5

Main action

⌚ Two creatures

Power Roll + Might:

≤11 6 + M damage; slide 1

12-16 9 + M damage; slide 3

17+ 13 + M damage; slide 5

Effect: If a target is force moved into another creature, they must make a free strike against that creature.

6TH-LEVEL MASTERMIND ABILITIES

Choose one of the following abilities.

Battle Plan (9 Focus)

With new understanding of your foes, you create the perfect plan to win the battle.

Ranged

▀ Ranged 10

Maneuver

⌚ Three creatures

Effect: Each target is marked by you. Immediately and until the end of the encounter, the Director tells you if any creatures marked by you have damage immunity or weakness and the value of that immunity or weakness. Additionally, you and each ally within 3 squares of you gains 2 surges.

Mark Benefit: Until the end of the encounter, whenever you or any ally makes a strike against a creature marked by you, you can spend 2 focus to make the strike ignore damage immunity and deal extra damage equal to three times your Reason score.

Hustle! (9 Focus)

You and your allies coordinate to form a new battle line.

Area

▀ 2 burst

Maneuver

⌚ Self and each ally in the area

Effect: You mark two enemies within 10 squares of you. Each target can shift up to their speed. You and each target gain 2 surges.

6TH-LEVEL VANGUARD ABILITIES

Choose one of the following abilities.

Instant Retaliation (9 Focus)

You parry with almost supernatural speed.

Melee, Weapon

▀ Melee 1

Free triggered

⌚ One ally

Trigger: A creature deals damage to the target.

Effect: The target takes half the damage. You then make a power roll against the triggering creature.

Power Roll + Might:

≤11 A <WEAK>, dazed (save ends)

12-16 A <AVERAGE>, dazed (save ends)

17+ A , dazed (save ends)

To Me Squad! (9 Focus)

You lead your allies in a charge.

Charge, Melee, Strike, Weapon

▀ Melee 1

Main action

⌚ One creature

Power Roll + Might:

≤11 6 + M damage; one ally within 10 squares can use the Charge main action as a free triggered action, and can use a melee strike signature ability instead of a free strike for the charge

12-16 9 + M damage; one ally within 10 squares can use the Charge main action as a free triggered action, and can use a melee strike signature ability that gains an edge instead of a free strike for the charge

17+ 13 + M damage; two allies within 10 squares can use the Charge main action as a free triggered action, and can each use a melee strike signature ability that gains an edge instead of a free strike for the charge

Effect: If the target is hit with two or more strikes as part of this ability and they have R , they are dazed (save ends). If the target is reduced to 0 Stamina before one or both allies has made their strike, the ally or allies can pick a different target.

7th-Level Features

As a 7th-level tactician, you gain the following features.

Characteristic Increase

Each of your characteristic scores increases by 1, to a maximum of 4.

Heightened Focus

When you gain focus at the start of each of your turns during combat, you gain 3 focus instead of 2.

Seize the Initiative

If you are not surprised when combat begins, your side gets to go first. If an enemy has an ability that allows their side to go first, you roll as usual to determine who goes first.

Skill

You gain one skill of your choice.

7th-Level Doctrine Feature

Your tactical doctrine grants you a feature, as shown on the 7th-Level Doctrine Features table.

◆ 7th-Level Doctrine Features ◆

Doctrine	Feature
Insurgent	Asymmetric Warfare
Mastermind	Grand Strategy
Vanguard	Shock and Awe



ASYMMETRIC WARFARE

You have advanced your skills in subterfuge, now directing full battlefield strategy and logistics. During a montage test or negotiation, you can obtain one automatic success on a test made using a skill from the intrigue skill group. Additionally, you can use skills from the intrigue skill group to conceal large groups of people, such as escaping civilians and groups of guerilla warriors.

GRAND STRATEGY

You have grown your skills in strategy, wielding intricate battlefield tactics and plans. During a montage test or negotiation, you can obtain one automatic success on a test made using a skill from the lore skill group. Additionally, when you take a respite, you can make a project roll for a research project in addition to undertaking another respite activity.

SHOCK AND AWE

You have expanded your leadership skills, strengthening your followers' morale and providing logistical support. During a montage test or negotiation, you can obtain one automatic success on a test made using a skill from the interpersonal skill group. Additionally, you can convince a group of people to help you with a crafting project during a respite. If these people are available when you take a respite, you can make a project roll for a crafting project in addition to undertaking another respite activity.



8th-Level Features

As an 8th-level tactician, you gain the following features.

Perk

You gain one perk of your choice.

8th-Level Doctrine Feature

Your tactical doctrine grants you a feature, as shown on the 8th-Level Doctrine Features table.

8th-Level Doctrine Features

Doctrine	Feature
Insurgent	Bait and Ambush
Mastermind	Pincer Movement
Vanguard	See Your Enemies Driven Before You

BAIT AND AMBUSH

You have trained your squad to be silent ambushers.

Mark Benefit: When you or any ally makes a strike against a creature marked by you, you can spend 2 focus to let the character making the strike shift up to a number of squares equal to your Reason score and use the Hide maneuver as a free maneuver once during the shift. The creature can shift before or after the strike is resolved.

PINCER MOVEMENT

You have trained your squad to coordinate their movements to maximize combat impact.

Mark Benefit: When you or any ally makes a strike against a creature marked by you, you can spend 2 focus to have the character making the strike shift up to a number of squares equal to your Reason score before the strike is resolved. If you didn't make the strike, you can make this shift as well. If you did make the strike, one ally within 10 squares of you can make this shift as well.

SEE YOUR ENEMIES DRIVEN BEFORE YOU

You have trained your squad to maximize impact and break enemy lines when they attack.

Mark Benefit: When you or any ally makes a melee strike against a creature marked by you, you can spend 2 focus to have the character making the strike push the target up to a number of squares equal to your Reason score. That character can then shift up to a number of squares equal to your Reason score, ending this shift adjacent to the target.

11-Focus Ability

Choose one heroic ability from the following options, each of which costs 11 focus to use.

Go Now and Speed Well (11 Focus)

You direct an attack to strike true.

Ranged

Ranged 10

Main action

Self or one ally

Effect: The target gains 2 surges and can use a signature or heroic ability as a free triggered action. The ability has a double edge on the power roll, ignores damage immunity, and increases the potency of any potency effects by 1.

Finish Them! (11 Focus)

You point out an opening to your ally so they can land a killing blow.

Ranged

Ranged 10

Free triggered

One creature

Trigger: The target is not a leader or solo creature, and becomes winded.

Effect: The target is killed. Additionally, the creature who caused the target to be winded can spend a Recovery.

Floodgates Open (11 Focus)

You direct your squad to strike in unison and with devastating effect.

Ranged

Ranged 10

Main action

Three allies

Effect: Each target gains 1 surge and can use a signature ability as a free triggered action. That ability gains an edge on the power roll and increases the potency of any potency effects by 1.

I'll Open and You'll Close (11 Focus)

You create an opening for an ally.

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 5

Main action

One creature

Power Roll + Might:

≤11 6 + M damage

12-16 10 + M damage

17+ 14 + M damage

Effect: One ally within 10 squares of you can use a heroic ability against the target as a free triggered action without spending any of their Heroic Resource, as long as they have enough Heroic Resource to pay for the ability. If the target is reduced to 0 Stamina before the chosen ally has used their ability, the ally can pick a different target.

9th-Level Features

As a 9th-level tactician, you gain the following features.

Grandmaster of Arms

Your expertise with weapons has grown to true mastery. Whenever you use a signature ability from one of your equipped kits or make a free strike using a weapon from one of your equipped kits, you automatically obtain a tier 3 outcome on the power roll. You can still roll to determine if you score a critical hit.

9th-Level Doctrine Ability

Your tactical doctrine grants your choice of one of two heroic abilities.

9TH-LEVEL INSURGENT ABILITIES

Choose one of the following abilities.

Squad! Hit and Run! (11 Focus)

I had to pry this secret from the shadow colleges.

Ranged

Ranged 10

Main action

Self and two allies

Effect: Each target gains 2 surges, and can use a free triggered action to use a signature ability that gains an edge. After resolving their ability, each target can shift up to 2 squares and become hidden even if they have no cover or concealment, or if they are observed.

Their Lack of Focus Is Their Undoing (11 Focus)

You trick your enemies into attacking each other and leave them confused by the aftermath.

Magic, Ranged, Weapon

 Ranged 10

Main action

 Three enemies

Effect: Each target uses a signature ability against one or more targets of your choosing, with each ability automatically obtaining a tier 3 outcome on the power roll. After resolving the targets' abilities, you make a power roll against each original target.

Power Roll + Might:

 ≤11	R < WEAK , dazed (save ends)
 12-16	R < AVERAGE , dazed (save ends)
 17+	R < STRONG , dazed (save ends)

9TH-LEVEL MASTERMIND ABILITIES

Choose one of the following abilities.

Blot Out the Sun! (11 Focus)

What makes a good soldier? The ability to fire four shots a minute in any weather.

Area

 3 burst

Main action

 Self and each ally in the area

Effect: Each target can make a ranged free strike that gains an edge against any enemy marked by you within distance of their ranged free strike. A target ignores banes and double banes when making this strike.

Counterstrategy (11 Focus)

I've identified a way to negate their strengths.

 Self

Main action

 Self

Effect: You gain 6 surges. Until the end of the encounter or until you are dying, whenever the Director spends Malice (see *Draw Steel: Monsters*), choose yourself or one ally within 10 squares. The chosen character gains 2 of their Heroic Resource.

9TH-LEVEL VANGUARD ABILITIES

Choose one of the following abilities.

No Escape (11 Focus)

Nothing will stop you from reaching your foe.

Charge, Melee, Strike, Weapon

 Melee 1

Main action

 One creature

Effect: You mark the target.

Power Roll + Might:

 ≤11	11 + M damage
 12-16	16 + M damage
 17+	21 + M damage

Effect: If you use this ability as part of the Charge main action, enemies' spaces don't count as difficult terrain for your movement. Additionally, if you move through any creature's space, you can slide that creature 1 square out of the path of your charge.

That One Is Mine! (11 Focus)

You focus on making an enemy irrelevant.

Melee, Ranged, Strike, Weapon

 Melee 1 or ranged 5

Main action

 One creature

Effect: The target is marked by you.

Power Roll + Might:

 ≤11	8 + M damage
 12-16	13 + M damage
 17+	17 + M damage

Effect: Until the end of the encounter or until you are dying, you can use a signature or heroic ability instead of a free strike against any target marked by you.

10TH-LEVEL FEATURES

As a 10th-level tactician, you gain the following features.

Characteristic Increase

Your Might and Reason scores each increase to 5.

Command

You have an epic resource called command. Each time you finish a respite, you gain command equal to the XP you gain. You can spend command on your abilities as if it were focus.

Additionally, whenever you or any ally uses an ability to deal rolled damage to a creature marked by you, you can spend 1 command as a free triggered action to increase the power roll outcome for that target by one tier. Whenever an enemy marked by you makes an ability roll, you can spend 1 command as a free triggered action to decrease the power roll outcome by one tier.

Command remains until you spend it.

Perk

You gain one exploration, interpersonal, or intrigue perk of your choice.

Skill

You gain one skill of your choice.

True Focus

When you gain focus at the start of each of your turns during combat, you gain 4 focus instead of 3.

Warmaster

You have mastered the entirety of possible strategies and tactics. Whenever you or any ally makes an ability roll against a target marked by you, the character making the roll can roll three dice and choose which two to use.

Additionally, whenever an ally uses a heroic ability that targets one or more creatures marked by you, they spend 2 fewer of their Heroic Resource on that ability (minimum 1).