

Marshal

Character Name _____

Proficiency Bonus _____

Heritage _____ Culture _____

Background _____ Destiny _____

Level _____ Marshal Archetype _____

| | | |
|--------------|-----------|--------------|
| Strength | Dexterity | Constitution |
| _____ | _____ | _____ |
| Intelligence | Wisdom | Charisma |
| _____ | _____ | _____ |

Armor Class _____ Reactions _____

Saving throws

Strength _____ Intelligence _____

Dexterity _____ Wisdom _____

Constitution _____ Charisma _____

Initiative: Ability or Skill Check

Speed _____ Climbing Speed _____ Swimming Speed _____ Flying Speed _____

Max HP _____

Temp HP _____

Used _____ Total _____

Defences _____

Senses _____

Hit Dice **d10**

Death Saves

Successes ○○○○

Failures ○○○○

Fatigue ○○○○○

Strife ○○○○○

Inspiration _____

Skills

| | | | |
|-----------------|-----------------|--------------------|---------------|
| Passive Stealth | Passive Insight | Passive Perception | Passive _____ |
| Skill | Expertise die | Skill | Expertise die |
| Acrobatics | _____ | Investigation | _____ |
| Animal Handling | _____ | Medicine | _____ |
| Arcana | _____ | Nature | _____ |
| Athletics | _____ | Perception | _____ |
| Culture | _____ | Performance | _____ |
| Deception | _____ | Persuasion | _____ |
| Engineering | _____ | Religion | _____ |
| History | _____ | Sleight of Hand | _____ |
| Insight | _____ | Stealth | _____ |
| Intimidation | _____ | Survival | _____ |
| _____ | _____ | _____ | _____ |

Skill Check = d20 + ability modifier + proficiency bonus* + expertise die** *if proficient **for specialties

Specialties

| Specialty | Skill | Expertise die |
|-----------|-------|---------------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |

Actions in Combat

| Name | Hit | Damage/Type | Range | Notes |
|-------|-------|-------------|-------|-------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |

Maneuver-Save DC _____ Exertion Points _____ Extra Attack _____ Critical Range _____

Proficiencies

Armor
Light armor, medium armor, heavy armor, shields

Weapons
Simple weapons, martial weapons

Tools

Vehicles

Languages

Exertion Points

Traditions



Maneuvers
known



Exertion
Points



Maneuver
Save DC

Maneuvers

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

| Name | Exertion | Activation | Page | Mastery |
|------|----------|------------|------|---------|
| | | | | |

Lvl 5, Lvl 11

Extra Attack: You can make 1 additional attack when taking the attack action on your turn

Lessons of War

| |
|------|
| Name |
|------|

Lvl 6

Versatile Exploration: When you learn or replace a lesson of war you can choose a soldiering knack.

Commanding Presence

1d8+

Rallying
Surge HP

ft

Commanding
Presence

Commanding Presence: When you take the attack action you can choose one creature within range of your Commanding Presence that can see or hear you to make a weapon attack or cast a cantrip with their reaction in the place of one of your own attacks.

Lvl 1

Rallying Surge: Once per long rest, as a bonus action, you can choose a creature within 30 feet that can see or hear you to regain hitpoints.

Lvl 1

Rallying Surge: Once per long rest, as a bonus action, you can choose two creatures within 30 feet that can see or hear you to regain hitpoints.

Lvl 3

Mark Foe: As a bonus action, you can choose one creature you can see within 30 feet, creatures able to see or hear you gain an expertise die on attacks made against it until the start of your next turn.

Lvl 3

Combat Directives: When a creature makes an attack using your Commanding Presence it can use a Sanguine Knot maneuver that you know. If the creature does not have an exertion pool it can't make use of this feature again until it finishes a short or long rest.

Lvl 5

Call to Arms: When rolling for initiative you and any allied creature within range of your Commanding Presence gain an expertise die on initiative checks. You may switch your result with that of an ally you can see.

Lvl 6

Rallying Surge: Once per short or long rest, as a bonus action, you can choose two creatures within 30 feet that can see or hear you to regain hitpoints.

Lvl 7

Spur Ally: Once per long rest you can use a reaction to make an ally you can see or hear reroll a failed ability check or saving throw.

Lvl 9

Expanded Directives:

Lvl 10

Expanded Directives:

Lvl 15

Spur Ally: Once per short or long rest you can use a reaction to make an ally you can see or hear reroll a failed ability check or saving throw.

Lvl 13

Dauntless: You and allied creatures in range of your Commanding Presence have advantage on saving throws against being charmed or frightened.

Lvl 13

Advantageous Action: You can take the help action as a bonus action choosing one of the following effects:

- Relieve a creature that can see or hear you within 30 feet of the frightened condition.
- Grant a creature within 5 feet temporary hit points equal to your charisma modifier.
- Grant a creature you touch which is on 0 hit points 1 hit point.

Lvl 14

Critical Weakness: Once per short or long rest, as a bonus action, you can choose one creature you can see within 60 feet, creatures able to see or hear you have advantage on attacks made against it and deal 6 additional damage to it until the end of your next turn.

Lvl 17

Prestige

Followers: You either gain one inexperienced follower or one of your followers becomes more experienced.

Lvl 5, Lvl 10, Lvl 15, Lvl 20

Martial Reknown: Add half your proficiency bonus to your Prestige rating.

Lvl 6

Stronghold: You gain an average grade 4 stronghold which can't be sold.

Lvl 13

Greater Stronghold: Upgrade your Stronghold to grade 5

Lvl 16

Miscellaneous

Martial Reknown:

Lvl 6

Rouse Troops: By holding a speech for 1 minute each friendly creature able to see and hear you can use their hit dice without finishing a short rest, if they do so they can remove a single level of fatigue or strife but can't do it again using this feature before finishing a long rest.

Lvl 10

Commanding Demeanor:

Lvl 12

Impressive Reputation:

Lvl 12

Legendary Commander

Legendary Commander:

Lvl 20



Prestige

Archetype

Level

3

Empty rectangular box for Archetype Level 3.

Level

7

Empty rectangular box for Archetype Level 7.

Level

11

Empty rectangular box for Archetype Level 11.

Level

15

Empty rectangular box for Archetype Level 15.

Level

18

Empty rectangular box for Archetype Level 18.

Prestige Centre

Followers

| | | |
|------|------|------|
| Name | Type | Tier |
|------|------|------|

| | | |
|------|------|------|
| Name | Type | Tier |
|------|------|------|

| | | |
|------|------|------|
| Name | Type | Tier |
|------|------|------|

| | | |
|------|------|------|
| Name | Type | Tier |
|------|------|------|

Stronghold

| | |
|----------------|-------|
| Type | _____ |
| Size | _____ |
| Grade | _____ |
| Quality | _____ |
| Features | _____ |
| Total Cost | _____ |
| Prestige Bonus | _____ |
| Staff | _____ |

Other Features

Large empty rectangular box for Other Features.

| | | | |
|-----------------------|------|--------|--------|
| | Age | Height | Weight |
| <i>Character Name</i> | Eyes | Skin | Hair |

Heritage:

Traits

Gift

Paragon Gift

Culture:

Traits

Background:

Feature

Connection

Memento

Allies and Organizations

Destiny:

Source of Inspiration

Inspiration Feature

Fulfillment Feature

Notable enemies

