

Marshal

Character Name

Proficiency Bonus

Heritage

Culture

Background

Destiny

Level

Marshal Archetype

Strength

Dexterity

Constitution

Armor Class

Reactions

Saving throws

Strength

Intelligence

Dexterity

Wisdom

Constitution

Charisma

Initiative: Ability or Skill Check

Speed

Climbing
Speed

Swimming
Speed

Flying
Speed

Death
Saves

Successes

Failures

Fatigue

Strife

Inspiration

Max
HP

Temp
HP

Total

Used

Hit Dice

d10

Defences

Senses

Skills

Passive
Stealth

Passive
Insight

Passive
Perception

Passive

Skill

Expertise die

Skill

Expertise die

Acrobatics

Animal Handling

Arcana

Athletics

Culture

Deception

Engineering

History

Insight

Intimidation

Investigation

Medicine

Nature

Perception

Performance

Persuasion

Religion

Sleight of Hand

Stealth

Survival

Specialties

Specialty

Skill

Expertise die

Actions in Combat

Name

Hit

Damage/Type

Range

Notes

Proficiencies

Armor

Light armor, medium armor, heavy armor, shields

Weapons

Simple weapons, martial weapons

Tools

Vehicles

Languages

Maneuver-
Save DC

Exertion
Points

Extra
Attack

Critical
Range

Exertion Points

Traditions



Maneuvers
known



Exertion
Points



Maneuver
Save DC

Maneuvers

Name	Exertion	Activation	Page	Mastery

Name	Exertion	Activation	Page	Mastery

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Lvl 5, Lvl 11

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

Lessons of War

Name

Name

Name

Name

Name

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

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

Level

3

Level

7

Level

11

Level

15

Level

18

	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



10

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