

MARSHAL

Alignment: Any.

Hit Die: d8.

Class Skills

The marshal's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Marshal

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Auras Known	
						Minor	Major
1st	+0	+2	+0	+2	Skill Focus (Diplomacy), minor aura +1	1	0
2nd	+1	+3	+0	+3	Major aura +1	1	1
3rd	+2	+3	+1	+3	Grant move action 1/day	1	1
4th	+3	+4	+1	+4	Minor aura +2	2	1
5th	+3	+4	+1	+4	Bonus feat	2	1
6th	+4	+5	+2	+5	Grant move action 2/day	2	1
7th	+5	+5	+2	+5	Minor aura +3	3	1
8th	+6/+1	+6	+2	+6	Improved aura, major aura +2	3	2
9th	+6/+1	+6	+3	+6	Grant move action 3/day	3	2
10th	+7/+2	+7	+3	+7	Minor aura +4	4	2
11th	+8/+3	+7	+3	+7	Bonus feat	4	2
12th	+9/+4	+8	+4	+8	Grant move action 4/day	4	2
13th	+9/+4	+8	+4	+8	Minor aura +5	5	2
14th	+10/+5	+9	+4	+9	Major aura +3	5	3
15th	+11/+6/+1	+9	+5	+9	Grant move action 5/day	5	3
16th	+12/+7/+2	+10	+5	+10	Minor aura +6	6	3
17th	+12/+7/+2	+10	+5	+10	Bonus feat	6	3
18th	+13/+8/+3	+11	+6	+11	Grant move action 6/day	6	3
19th	+14/+9/+4	+11	+6	+11	Minor aura +7	7	3
20th	+15/+10/+5	+12	+6	+12	Major aura +4	7	4

Class Features

All of the following are class features of the marshal.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effect, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 10 feet times the marshal's Charisma modifier (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add +1 to certain rolls. This bonus improves by +1 at 4th, 7th, 10th, 13th, 16th, and 19th level.

Accurate Strike: Bonus on rolls made to confirm critical hits.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Demand Fortitude: Bonus on Fortitude saves.

Determined Caster: Bonus on rolls to overcome spell resistance.

Force of Will: Bonus on Will saves.

Master of Opportunity: Bonus to Armor Class against attacks of opportunity.

Master of Tactics: Bonus on damage rolls when flanking.

Motivate Charisma: Bonus on Charisma checks and Charisma-based skill checks.

Motivate Constitution: Bonus on Constitution checks and Constitution-based skill checks.

Motivate Dexterity: Bonus on Dexterity checks and Dexterity-based skill checks.

Motivate Intelligence: Bonus on Intelligence checks and Intelligence-based skill checks.

Motivate Strength: Bonus on Strength checks and Strength-based skill checks.

Motivate Wisdom: Bonus on Wisdom checks, Wisdom-based skill checks, and initiative checks.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 8th, 14th, and 20th level.

Hardy Soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone affected gains DR 2/-.

Motivate Ardor: Bonus on damage rolls.

Motivate Attack: Bonus on melee attack rolls.

Motivate Care: Bonus to Armor Class.

Motivate Urgency: Allies' base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.

Resilient Troops: Bonus on all saves.

Steady Hand: Bonus on ranged attack rolls.

Skill Focus (Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

Grant Move Action (Ex): Starting at 3rd level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies with a range of 10 feet times the marshal's Intelligence modifier. Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 6th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 9th level, four times per day at 12th level, five times per day at 15th level, and six times per day at 18th level.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Bonus Feats: At 5th level, a marshal gets a bonus combat-oriented feat like a fighter. The marshal gains an additional bonus feat at 11th level and 17th level. These bonus feats must be drawn from the feats noted as fighter bonus feats. A marshal must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Improved Aura (Ex): At 8th level, a marshal becomes more reactive and capable of responding to imminent threats quickly. He can now dismiss an aura and activate a new one as an immediate action instead of a swift action.