

WARLORD

CLASS FEATURES

As a warlord, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per warlord level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher levels: 1d10 (or 6) + your Constitution modifier per warlord level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Charisma

Skills: Choose four skills from Athletics, History (Military Tactics), Insight, Perception, Intimidation, Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) breastplate or (b) ring mail or (c) chain mail
- (a) a one-handed martial weapon and a shield or (b) a two-handed martial weapon
- (a) two javelins or (b) two handaxes or (c) a light hammer
- (a) an explorer's pack or (b) a dungeoneer's pack

LORD OF WAR

You look, act, and dress the part of a fearsome and talented lord of war. Any time you are equipped with medium or heavy armor and are armed with a martial weapon, you gain advantage on all intimidation, performance, and persuasion checks.

TACTICIAN

You are a master of battle-field tactics and a natural leader. You can issue orders a number of times per long rest equal to your proficiency bonus. Each time you do so, you may choose from the following tactics:

- When an ally is targeted for an attack roll by an enemy, you may issue a warning or quick defensive strategy. The attacker gains disadvantage on the attack.
- When an ally is saving versus an effect, you may issue a warning or quick defensive strategy. The ally gains advantage on the saving throw.
- When an ally rolls an attack, you can issue tactical advice. That ally may choose beforehand to add your proficiency bonus to either their attack roll or damage roll.
- When an ally is moving into position to attack or defend, you issue tactical advice. That ally may move an additional 10' during that movement.

Tactics may only affect allies that the warlord can see and is aware of, and that can hear the warlord. In addition, the warlord may use the tactics himself; however this still counts toward the number of uses per long rest.

INSPIRING PRESENCE

Beginning at 2nd level, whenever the warlord kills an enemy, all allies that can see the warlord regain hit points equal to the warlord's proficiency bonus.

LEAD BY EXAMPLE

Beginning at 3rd level, whenever the warlord scores a critical hit, all allies that can see the warlord gain his proficiency bonus as a bonus to damage on their next attack roll.

DEMORALIZING TAUNT

Beginning at 4th level, the warlord can attempt to demoralize sentient enemy combatants by yelling various taunts and jeers at them. Each group of enemies must

make an intelligence save versus the warlord's intimidation skill. Any group of enemies failing the save gains disadvantage to all attack rolls and saving throws for 1 round. You can use this feature once per long rest; at level 8, twice; level 12, three times; level 16, four times. This counts as an intimidation check and is influenced by the Lord of War ability.

RALLYING CRY

Beginning at 5th level, the warlord can utter a rallying cry. All allies within 30' that can see or hear the warlord gain 2d6 temporary hit points and advantage on their next save versus any kind of demoralizing spell or effect. You cannot use this feature again until you finish a long rest. Every 3rd level, add 1d6 temporary hit points. At 10th level, you can use this feature twice between long rests, and three times between long rests starting at 15th level.

BATTLE RENOWN

Beginning at 6th level, the warlord has gained such notoriety that at the mention of his name or unveiling of his standard (battle standard or shield emblem) any enemy combatant of half level or less than the warlord must save vs the warlord's intimidate or attack the warlord with disadvantage for the remainder of the fight. This only affects sentient creatures that would have reason to know of the warlord's prowess. At 12th level enemy combatants of half level or less than the warlord surrender or flee on a failed save.

COMBAT CHALLENGE

Beginning at 7th level, the warlord is such a presence on the battlefield that he may issue a challenge to the leader of a group of sentient enemies. The leader must roll an intelligence check against a persuasion attempt by the warlord. This check is influenced by the Lord of War ability. If the warlord succeeds, he and the enemy leader must fight single combat. If the warlord is

victorious, the morale of the remaining enemies is broken and they surrender or scatter without a fight. Should any allies of the warlord interfere with the single combat, all enemy combatants get one free round of combat with advantage on all attack rolls.

WAR BAND

Beginning at 8th level, the warlord's fame begins to attract warriors as part of his personal war band. The warlord can gain a maximum of his proficiency bonus + charisma bonus warriors in his war band. No more than 2 may join per month, and they arrive as 1d4-1 (minimum 1) level fighters of the same alignment as the warlord. These followers are drawn to the warlord seeking wealth and fame; they will begin to desert the warlord if they are idle for more than 2 months without successful combat or being paid the equivalent of a comfortable lifestyle. As long as these needs are met, the war band act as utterly loyal followers to the warlord.

Level	Prof. Bonus	Features
1	+2	Lord of War, Tactician
2	+2	Inspiring Presence
3	+2	Lead by Example
4	+2	Ability Score, Demoralizing Taunt
5	+3	Rallying Cry, Extra Attack
6	+3	Battle Renown
7	+3	Combat Challenge
8	+3	Ability Score, War Band
9	+4	
10	+4	
11	+4	Extra Attack (2)
12	+4	Ability Score
13	+5	
14	+5	
15	+5	
16	+5	Ability Score
17	+6	
18	+6	
19	+6	Ability Score
20	+6	Extra Attack (3)