

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 hand axes 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 battlefield tactics and a natural leader. You can issue an order as a bonus action a number of times per short rest equal to your proficiency bonus. Each time you do so, you may choose from the following tactics:

- You issue a warning or defensive strategy to an ally. Attacks against that ally gain disadvantage for the next round.
- You issue a warning or defensive strategy to an ally. The ally gains advantage on their next saving throw (with the exception of saves against death).
- You issue tactical advice to an ally. That ally may choose beforehand to add your proficiency bonus to either their next attack roll or next damage roll.
- You issue tactical advice to an ally. That ally may move an additional 10' during their next move.

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 short 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 5th 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 whose CR is less than or equal to half of the warlord's level 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 affected enemy combatants 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 (1)
5	+3	Rallying Cry (2d6), Extra Attack
6	+3	Battle Renown (disadvantage)
7	+3	Combat Challenge
8	+3	Ability Score, War Band
9	+4	Cull the Weak (1d8)
10	+4	Indomitable Spirit, Rallying Cry (2x, 3d6)
11	+4	Extra Attack (2)
12	+4	Ability Score, Battle Renown (surrender or flee)
13	+5	
14	+5	Cull the Weak (2d8)
15	+5	Rallying Cry (3x, 4d6)
16	+5	Ability Score
17	+6	
18	+6	Cull the Weak (3d8)
19	+6	Ability Score
20	+6	Extra Attack (3), Rallying Cry (3x, 4d6)

CULL THE WEAK

Beginning at 9th level, the warlord gains 1d8 extra damage against enemies at half health or less. At 14th level, 2d8; at 18th level, 3d8.

INDOMITABLE SPIRIT

Beginning at 10th level, the warlord's strength of spirit is matchless. Whenever the warlord is reduced to 0 or negative hitpoints not exceeding his maximum hitpoints, instead of being reduced to an unconscious or dying state, he instead is set to 1 hitpoint. This may only occur once per long rest.