

Warlord

Odysseus

Tactical Focus

At 3rd level, your tactical acumen allows you to study an area of a battlefield and provide direction to your allies that can tilt a battle in your favor.

As a bonus action or as part of the attack action, you can select an area on the ground (deliberate limit for the time being; too much unknown context) that measures 10 feet on each side (convert to 5 by 5 squares? Growth?) This area is your tactical focus. It remains your tactical focus until you use this ability again, or you are unable to take actions.

When you select an area as your tactical focus, you choose one of your tactics to apply to that area. You gain three tactics at 3rd level. You gain an additional tactic at 7th and 15th level.

Each time you complete a long rest, you can swap one of your tactics for a different one.

Tactician's Insight

Starting at 3rd level, you can grant your allies useful tactical insights while they are in the area of your tactical focus.

You gain a number of uses of insight based on your fighter level.

As a bonus action or as part of an attack action, you grant insight to yourself or allies in your tactical focus. You can grant this benefit to yourself and as many allies as you wish in your focus, but you cannot expend more uses than you currently have.

A creature that gains your insight can use it in two ways. It can regain hit points immediately upon receiving it. Roll 2d10 and the creature regains that many hit points. If the creature would gain hit points that place it above its maximum, it gains the difference as temporary hit points.

Alternatively, a creature can save the insight to use when it hits with an attack. It increases the attack's damage by 2d10. On a hit, weapon attack? Always benefit.

You regain expended uses of Tactician's Insight when you complete a long rest.

Tactician's Insight

Fighter Level	Uses	Maximum	Gambits
3	2	1	0
4-6	3	1	0
7-9	7	2	3
9-12	9	2	4
13-15	14	3	5
16-18	16	3	6
19-20	20	4	7

Tactical Gambits

Starting at 7th level, your cunning allows you to seize the moment in battle.

At 7th level, you learn two gambits. You learn an additional gambit at 10th and 18th level.

You use a gambit as an action. You can use your gambits a number of times based on your fighter level.

Each time you complete a long rest, you regain expended use of your gambits and can swap one of your gambits for a different one.

Lead from the Front

At 10th level, you strike with a cunning insight that allows your allies to make effective follow-up attacks.

If you hit a creature with a weapon attack, it has disadvantage on all saving throws against your gambits until the end of your next turn.

Tactical Maneuvers

At 15th level, you can provide leadership that allows your allies to move in perfect harmony.

In place of moving, you can instead allow up to three allies who can see or hear you to move up to half their speed. The chosen allies must be capable of taking actions in order to move in this manner.

(Does not use reactions.)

Perfect Coordination

Starting at 18th level, you gain the ability to unleash a devastating combination of your allies' abilities.

As a bonus action, select up to five allies who can see or hear you. They can use their reactions to immediately take actions.

Once you use this ability, you cannot use it again until you complete a long rest.

Tactics

The strategems are presented in alphabetical order.

Advance. ~~You and your allies move 10 feet in your tactical focus for every 5 feet of movement expended here.~~

You and your allies can basically teleport into your focus. Movement on allies turn. **Remodel to Cover that Flank.**

Clear the Area. If an ally hits a creature in your tactical focus with an attack, the ally can move that creature 5 feet in addition to the attacks' other effects.

Cover that Flank. When a hostile creature that you can see enters your tactical focus, up to three target creatures of your choice that can see the creature can use a reaction to move up to their speed. The targets cannot willingly not end their movement in the tactical focus. A target creature that ends this movement adjacent to the triggering creature regains its reaction.

Get Down. If an allied creature in the tactical focus must make a Dexterity saving throw, it can use its reaction to move up to its speed. If this movement takes it out of the range or area of the effect that caused the saving throw, it is no longer subjected to the effect. **Advantage on save? Force to go prone? Cancel next move?**

Form Shield Wall. Allies in your tactical focus gain a +2 bonus to AC while they are adjacent to an ally using a shield. **No benefit if you have a shield, bonus only once.**

Reorder Ranks. Allies in your tactical focus do not provoke opportunity attacks while they are within 5 feet of an ally. In addition, you and your allies can end movement in an ally's space. That ally immediately moves so that you do not occupy the same space, but it must end that move at least partially occupying your tactical focus. **Clean up a bit?**

Gambits

The gambits are presented in alphabetical order.

A gambit sometimes requires a saving throw. The DC for such saving throws is 8 + your proficiency bonus + your Intelligence modifier.

Aggressive Advance. You and your allies howl in rage and glower at your foes, making a display that sends fear into their hearts.

Hostile creatures within 60 feet of you that can see you must make Wisdom saving throws. On a failed save, a creature is frightened of your tactical focus. A creature that is frightened by this effect can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. As part of this gambit, you may take the attack action.

Afraid of you and allies while in area of focus?

Cut Them Down! You direct your allies to strike with perfect timing, landing blows just as your enemies are off balance to send them tumbling to the ground.

Until the end of your next turn, hostile creatures in your tactical focus that you can see must make Strength saves each time they are hit by an attack. On a failed save, they are knocked prone. As part of this gambit, you may take the attack action.

Luring Gambit. You entangle your weapon with a chosen foe, luring it to duel you as your allies close in for the kill.

As part of this gambit, you may take the attack action. If you hit a creature with a weapon attack during your turn, it must make a Wisdom saving throw. On a failed save, your allies are invisible to it until the end of your next turn.

Pile On. You direct your allies' attacks against a target, each blow building on the next to build a devastating result.

Select a creature in your tactical focus that you can see. At the start of your next turn, that creature must make a Constitution saving throw if you or an ally has hit it with an attack since you used this ability. It suffers disadvantage on the saving throw if it has been hit by three or more attacks (creatures?) On a failed saving throw, the creature is stunned until the end of your next turn.

As part of this gambit, you may take the attack action.

Pincers Movement. With precise timing, you order your allies to charge into the enemy, dealing body checks that leave your foes entangled and helpless.

Up to two allies that can see or hear you can use their reactions to move up to their speed. Any creature adjacent to both of your allies or to you and one of the chosen allies at the end of their movement must make a Strength saving throw or become restrained until the end of your next turn. As part of this gambit, you may take the attack action.

Vexing Maneuvers. With precise movements, you and your allies dash around the foes to leave them confused and unable to pick out their most dangerous targets.

Each enemy in your tactical focus that you can see must make an Intelligence save. On a failed save, it cannot leave your tactical focus using its move until the end of your next turn. As part of this gambit, you may take the attack action.