

THE COMMANDER



CLASS EXPANSION

FOR 5TH EDITION DUNGEONS AND DRAGONS™
By LYDIA "OFFEE"



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COMMANDER

Standing above the blood and muck of the battlefield stands a single, well dressed human. His chiseled features devoid of any suggestion as to the inner workings of his mind. He gives the final order to his herald and bids him depart swiftly for the front lines. The general knew that at this stage the battle was already won. He had considered and calculated each and every detail up until this very moment. Now all he awaited was confirmation.

An elf of fair skin and fairer demeanor stood before the crowds of his followers with surety and humility in his voice. Each and every verse seemed to have them captivated, drawn in as if under some spell. But the elf knew that there was no foul magic at work here - only the word of his God and the promise he brings to those who serve Him.

The towering Goliath stood over his slaves with a cruel grin basking his cheeks. His yellow teeth punctured through the pale complexion, only growing with each solid crack of the whip. Blood sprayed fresh from many open wounds, the ragged woman now weeping at his feet. He knew the other slaves would be far less likely to disobey his orders now that the example had been set.

These are commanders; masters of wielding both weapon and wit in equal measure. Heroic centurions, conquering tyrants, hardened generals, and prophets of faith all share a unique affinity in controlling the tides of war. Any enemy smart enough would think twice before approaching a company containing even a single commander.

METHODOLOGY

There is no single trait that defines a good commander; only the ability to effectively communicate their will, whatever their methods may entail. Brutality is often just as effective as subtlety in the correct hands. As a commander, both mercy and malice will be your weapons. Each must be willing to approach a situation as any competent leader would; with careful assessment followed by calculated execution.

PEERLESS STRATEGISTS

Commanders learn to identify, accommodate, and control the variables of war. A good commander looks at the battlefield like an instrument; to be maintained, properly tuned, and to be played to a steady beat. However, different commanders bring with them their own unique style of leadership. Some concentrate on inspiring their troops through their valorous acts, others through spreading fear, and some on pure and simple tactical superiority. It is for this reason that no two commanders are ever seen approaching the same situation the exact same way, making each and every conflict more than just a test of pure martial skill.

CREATING A COMMANDER

As you build your commander, it is important to consider different elements of your character's background, such as where you received your training and what elevated you above the common grunts? Was it ambition or something else that drove you down this path? A call to action, or perhaps a need to prove yourself the greater intellect on the battlefield? You might have received training at the hands of a fellow captain. Perhaps you trained in an academy, learning strategy, tactics, and military history.

CLASS FEATURES

As a commander, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per commander level

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

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

PROFICIENCIES

Armor: Medium armor, light armor, shields

Weapons: Simple weapons, martial weapons

Tools: Cartographer's tools and one other type of artisan's tools of your choice.

Saving Throws: Constitution, Intelligence

Skills: Choose three skills from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Investigation, Perception, Persuasion, and Religion.

EQUIPMENT

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

- (a) scale mail or (b) leather, light crossbow, and 20 bolts
- (a) a simple weapon and a shield or (b) two simple weapons
- (a) a diplomat's pack or (b) a scholar's pack
- a musical instrument

PROPER FORM

You are able to remain light on your feet and control the distance of a fight. While you have at least 1 Will Die remaining, you have a +1 bonus to your Armor Class against melee and ranged weapon attacks

WILLPOWER

Your training allows you to issue a number of unique commands to your allies. Your ability to communicate these orders is represented by a number of Will Dice. The Will Dice column in the Commander table determines the number of Will Dice you have, starting with 5 at 1st level.

You can draw dice from your Will to fuel various command features. You learn more commands as you gain levels in this class and with your chosen archetype. When you spend a Will Die, it is unavailable until you finish a long rest.

Commands. You can choose commands from "Basic Commands" or from your archetype list. You know a maximum amount of commands as shown in the Commands Known column of the Commander table. During a long rest, you can replace any command you know with a different available command.

Will Dice. You have an amount of Will Die equal to the amount shown in the Will column of the Commander table, which are d20s. When you spend a Will Die on a command ability, roll a d20 and calculate the result, adding your proficiency bonus + your Intelligence or Charisma modifier (your choice).

Once a Will Die has been spent in this way, remove it from your total Will Dice. You regain all of your expended Will Dice when you finish a long rest.

THE COMMANDER

Level	Proficiency Bonus	Features	Commands Known	Will Dice
1st	+2	Proper Form, Willpower	3	5
2nd	+2	Acumen, Exceptionalism	3	6
3rd	+2	Doctrine Archetype	4	7
4th	+2	Ability Score Improvement	4	8
5th	+3	Doctrine Feature	5	9
6th	+3	Ability Score Improvement	5	10
7th	+3	Acumen (2)	6	11
8th	+3	Ability Score Improvement	6	12
9th	+4	—	7	13
10th	+4	Combatant	7	14
11th	+4	Doctrine Feature	8	15
12th	+4	Ability Score Improvement	8	16
13th	+5	—	9	17
14th	+5	Acumen (3)	9	18
15th	+5	Doctrine Feature	10	19
16th	+5	Ability Score Improvement	10	20
17th	+6	Combatant (2)	11	21
18th	+6	Lord of War	11	22
19th	+6	Ability Score Improvement	12	23
20th	+6	Doctrine Feature	12	24

Saving Throws. Some of your commands require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Command Save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence or Charisma modifier (your choice)}$$

ACUMEN

Starting at 2nd level, when a creature within 30 feet of you makes an ability check, attack roll, or saving throw, you can use your reaction to grant that creature a bonus to the roll equal to your Intelligence or Charisma modifier (your choice).

Once you use the feature, you must finish a short or long rest before you can use it again. You gain additional uses of this feature at 7th and 14th level.

EXCEPTIONALISM

At 2nd level, opportunities have allowed for you to further develop your education. Choose two of your skill proficiencies, doubling your proficiency bonus for any ability check you make that uses either of the chosen proficiencies.

DOCTRINE ARCHETYPES

At 3rd level, you choose an archetype that you strive to emulate in your combat and leadership style. Choose Centurion, Chaplain, Crusader, Sea Captain, Slaver, or Tactician, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 5th, 11th, 15th, and 20th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

COMBATANT

At 10th level, you have a bonus to weapon damage equal to your Intelligence or Charisma modifier (your choice) against humanoid targets.

This bonus increases to double your Intelligence or Charisma modifier at 17th level.

LORD OF WAR

Beginning at 18th level, when you expend a Will Die to issue a command, the result is treated as an automatic critical success. There is no longer any need to roll to determine the effectiveness of a command.

DOCTRINE ARCHETYPES

Different commanders choose different approaches to each situation. The doctrine archetype you choose to emulate reflects your approach.

DOCTRINE OF THE CENTURION

The Centurion focuses on commanding their troops through example. By showcasing their superior combat prowess, they can inspire others to match those feats.

BONUS PROFICIENCIES

Beginning when you choose this archetype at 3rd level, you gain proficiency with heavy armor.

COMMAND ITEM: GALEA

At 3rd level, you gain a crest atop your hat or helm distinguishing your rank and position amongst your allies. While equipped with this item, you gain +1 to command rolls for each ally within 5 feet of you at the beginning of your turn. You must have this item equipped in order to use commands from the Doctrine of the Centurion.

If you lose your Galea, you can construct a new one over the period of one day (four hours) by expending 50gp worth of materials.



THE CENTURION

STRENGTH OF CHARACTER

Starting at 3rd level, you can expend up to 1 Will Die each turn to re-roll an attack roll, accepting the new result.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

CLEAVING BLOWS

Starting at 11th level, your strikes are powerful enough to sever through flesh and bone with ease. When you roll a critical hit with a melee weapon, you gain a bonus to that weapon's damage equal to half your Commander level (rounding up).

PRAETORIAN

Beginning at 15th level, when you use a command from the Doctrine of the Centurion, you add your proficiency bonus to your Armour Class until the beginning of your next turn.

MYTHOLOGICAL FEAT

At 20th level, when a creature is below half its maximum hit points, you can attempt to perform a devastating blow with a weapon attack. In lieu of rolling for damage, the target must make a Constitution saving throw against your Command DC. On a failed save, the target takes 100 damage, or half as much on a success.

Once you use the feature, you must finish a long rest before you can use it again.

DOCTRINE OF THE CHAPLAIN

The Chaplain brings with them the presence of their deity, bolstering their allies with words of divinity or desecration.

BONUS PROFICIENCIES

Beginning when you choose this archetype at 3rd level, you learn two additional languages of your choice.

COMMAND ITEM: RELIGIOUS TEXT

At 3rd level, you gain a copy of your religious text containing all the proverbs required to lead your followers. While equipped with this item, you can accumulate multiple sources of temporary hit points from this doctrine at once. You must have this item equipped in order to use commands from the Doctrine of the Chaplain.

If you lose your Religious Text, you can either purchase a new copy or perform a ritual over the period of three days (eight hours) by expending 50gp worth of materials.

WORD OF CONDEMNATION

At 3rd level, you can use your action to force a creature within 15 feet of you to make an Intelligence save (Command DC) or take 2d4 psychic damage, granting you temporary hit points equal to the damage dealt.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses upon finishing a short or long rest. The damage increases by an additional 1d4 when you reach 5th, 9th, 13th, and 17th level.



THE CHAPLAIN

CUSTODIAN

Beginning at 5th level, you can shield others from harm at your own personal sacrifice. When a creature within 30 feet of you takes damage, you can use your reaction to expend a Will Die and take 2d6 psychic damage. The amount of damage taken by the target creature is reduced by double the amount of damage you take from this feature.

The damage you take increases by an additional 1d6 when you reach 9th and 17th level.

PERFORM MIRACLE

Beginning at 11th level, you can cast one of the following spells once per long rest by calling upon your chosen deity. Each spell requires a corresponding class level, expending the specified amount of Will Dice as material components. These Will Dice are discarded upon being used.

Intelligence or Charisma (your choice) is your spell casting modifier when determining spell results.

Will Dice	Spell	Class Level
3	Greater Restoration	11th
5	Regenerate	13th
5	Resurrection	13th
7	Control Weather	16th
7	Earthquake	16th
9	Foresight	19th

UNWAVERING

Starting at 15th level, as a reaction to taking damage, you can grant yourself temporary hit points equal to 4d4 + your Intelligence or Charisma modifier (your choice). Once this feature has been used, you cannot use it again until you finish a short or long rest.

HALLOWED MIND

Starting at 20th level, through extended trial and hardship, your faith has become an unshakable force of will.

After completing a long rest, you gain temporary hit points equal to your Intelligence or Charisma modifier (your choice) x 10. These temporary hit points last until you finish your next long rest.

COMMANDER MULTICLASSING

Should you wish to multiclass into a commander, the prerequisites and proficiencies gained are listed below.

Commander Multiclass Prerequisites

Ability Score Minimum
Intelligence 13 or Charisma 13

Commander Multiclass Proficiencies

Proficiencies Gained
Light armor, medium armor, shields, simple weapons, martial weapons

DOCTRINE OF THE CRUSADER

The Crusader is a symbol of both military and religious strength. When the banner is raised and the trumpets are sounded, the legions will follow the Crusader to war.

BONUS PROFICIENCIES

Beginning when you choose this archetype at 3rd level, you gain proficiency with heavy armor and vehicles (land).

COMMAND ITEM: BATTLE STANDARD

Beginning at 3rd level, you construct a banner embellished with a significant symbol - perhaps of your church, clan, or noble house.

The Battle Standard can be represented by any iconography that can be equipped and unequipped as an action. This includes items such as a cloth banner, a military signifier, or even a tribal totem pole. The weight of this item cannot exceed 10lb.

This item is required in order to use commands from the Doctrine of the Crusader. You can issue commands through the Battle Standard while it is equipped by you or another friendly creature within line of sight.

The Battle Standard starts with a 10-foot-radius area of effect. If you lose your Battle Standard, you can construct a new one over the period of one day (eight hours) by expending 80gp worth of materials.



THE CRUSADER

AMBIT OF AUTHORITY

Starting at 3rd level, your presence on the battlefield is represented by a passive aura. You can activate this feature as a bonus action, lasting for 1 minute or until dismissed. This affects all friendly creatures within the effective area of your Battle Standard (10-foot-radius at 3rd level).

When you activate this feature, you choose either to project an ambit of Ferocity or Fortitude. Ferocity increases the damage dealt on attacks by you and allies, while Fortitude decreases the amount of damage taken from attacks against you and your allies. The effectiveness of both options increases as you gain levels in the Commander class. You must be able to see your Battle Standard to use this feature.

If at any point the Battle Standard is broken or dropped, the effect ends. You can use this feature an amount of times equal to your Intelligence or Charisma modifier (your choice), regaining all expended uses when you finish a long rest.

FEROCITY AND FORTITUDE

Class Level	Damage Bonus/Reduction
3rd	2
5th	3
9th	4
13th	5
17th	6

STRIKE OF THE RIGHTEOUS

Starting once you reach 5th level, you're able to channel your zeal into a deadly onslaught. On any turn that you use either a command from the Doctrine of the Crusader or activate your Ambit of Authority, you can attack twice as an action. You must be able to see your Battle Standard to use this feature.

This feature cannot be used in combination with any other form of extra attack. The number of additional attacks increases to two when you reach 11th level in this class.

NOTORIETY

Starting at 5th level, your reputation for war increases with each passing victory. The effective area of your Battle Standard increases from a 10-foot-radius to a 15-foot-radius, including all class features that utilize the Battle Standard and all commands from the Doctrine of the Crusader.

The radius of your Battle Standard increases to 20 feet at 7th level, 25 feet at 9th level, 30 feet at 11th level, 35 feet at 13th level, 40 feet at 15th level, 45 feet at 17th level, and 50 feet at 19th level.

GALVANIZE

At 11th level, your presence on the battlefield allows you to assist your allies from afar. When you use the Help action to aid an ally, you can target a creature within the effective radius of your Battle Standard (30-foot-radius at 11th level), rather than within 5 feet. You and the target must be able to see your Battle Standard when this feature is used.

In addition, a friendly creature who has been the target of your Help action is immune to the effects of the frightened condition while within range of your Battle Standard. The feature ends after 1 minute passes or you use the Help action on a different creature.



THE SEA CAPTAIN

SUBJUGATE

Starting at 15th level, while in territory considered to be hostile to your character by the DM, you can spend the period of short rest (30 minutes) performing a Rite of Subjugation.

You regain an amount of Will Dice equal to your Intelligence or Charisma modifier (your choice) (minimum of 1) upon completion of this rite. This cannot take you above your starting amount of Will Dice. Once this feature has been used, you cannot use it again until you finish a long rest.

HARBINGER

At 20th level, tales of your exploits have spread far and wide, sparking hope in your allies and terror in your foes. Your Ambit of Authority can now be activated as a reaction. You can also switch between Ferocity and Fortitude as a reaction.

In addition, you can use an action to double the bonus granted by your Ambit of Authority, lasting until the end of your next turn. Once this feature has been used, you cannot use it again until you finish a short or long rest.

DOCTRINE OF THE SEA CAPTAIN

Despite some misconception, the Sea Captain does not enforce their will through fear or intimidation. To properly command a vessel, you must earn the respect of your crew.

BONUS PROFICIENCIES

Beginning when you choose this archetype at 3rd level, you gain proficiency with brewer's supplies, and vehicles (water).

COMMAND ITEM: ENCHANTED COMPASS

At 3rd level, you gain a unique compass often awarded to sailors for honorable service, or plucked from their cold fingers by opportunistic pirates.

Upon acquiring or reconstructing an Enchanted Compass, choose an compass from the options below. You can set a command word for the enchantment by focusing on it over the course of a short rest. While in your possession, an Enchanted Compass will always point in the direction of north regardless of the plane of reality it is on, provided it has a polar north. Otherwise, the needle will spin aimlessly.

You must have this item equipped in order to use commands from the Doctrine of the Sea Captain. If you lose your Enchanted Compass, you can construct and enchant a new one over the period of one day (eight hours) by expending 250gp worth of materials.

Compass of Arcana. By speaking the command word as an action, the needle on the compass will point toward the nearest sources of magic within 30 feet, casting the *Detect Magic* spell without requiring a spell slot. You must finish a short or long rest before you can use this feature again.

Compass of Desire. By speaking the command word as an action, the needle on the compass will point toward an object of your desire within 1,000 feet, casting the *Locate Object* spell without requiring a spell slot. You must finish a short or long rest before you can use this feature again.

Compass of Secrets. By speaking the command word as an action, the needle on the compass will point toward the nearest hidden traps within 120 feet, casting the *Find Traps* spell without requiring a spell slot. You must finish a short or long rest before you can use this feature again.

METTLE

Starting at 3rd level, while you are either wearing light armor or no armor, you gain a bonus to you Armor Class equal to half your Charisma modifier (rounding up).

MAN O' WAR

At 3rd level, your experience sailing grants you a number of benefits while traveling by sea. While in possession of your Enchanted Compass, you cannot become lost at sea (unless you choose to do so) and you have advantage on all Wisdom (Survival) checks related to sailing.

In addition, your swim speed cannot be reduced by difficult conditions or magical effects.

AUDACIOUS ATTACK

Starting at 5th level, when you attack on your turn, you can decide to attack in a brash manner. Doing so gives you advantage on the first melee weapon attack roll using Dexterity during that turn, but the next attack roll made against you before the beginning of your next turn is made with advantage.

AQUA VITAE

Upon reaching 5th level, you carry a number of medicines, tonics, or alcohols, represented by your hit dice. As a bonus action, you can spend a hit die to regain hit points equal to your hit die roll + your Constitution modifier.

Alternatively, as an action, you can use this feature to heal a creature within 5 feet of you, adding the target creature's Constitution modifier to the roll instead.

MAKE MERRY

At 11th level, you can attempt an Alchemist's supplies or Brewer's supplies check (DC 15) over the course of 1 hour, expending 10gp worth of materials, to regain an amount of hit dice equal to your Charisma modifier (minimum of 1).

Once this feature has been used, you cannot use it again until you finish a long rest.

Additionally, when expending hit dice during a short rest, you can forgo the first roll you make and instead regain the maximum number of hit points the die can restore.

TURN THE TIDE

At 15th level, you are adept at avoiding even the most precise strikes. As a reaction, you can cause an attack that would otherwise hit you to miss. You suffer no damage and the creature has disadvantage on its next attack roll against you.

Once this feature has been used, you cannot use it again until you finish a short or long rest.

DENY FATE

Beginning at 20th level, you can ward off death beyond what is normally possible. While at 0 hit points, you can expend 1 Will Die each turn to re-roll the result of a death saving throw.

You are able to make at least one death saving throw regardless of how you were reduced to 0 hit points. As such, you cannot be instantly killed by anything short of a *Power Word Kill* spell until you fail this save.



THE SLAVER

DOCTRINE OF THE SLAVER

The Slaver enforces their will by inspiring fear. Let all those who hear the sound of a whip crack tremble before you.

BONUS PROFICIENCIES

Beginning when you choose this archetype at 3rd level, you gain proficiency with Charisma (Intimidation) checks.

COMMAND ITEM: BONE WHIP

At 3rd level, you gain a specialized whip capable of instilling terror into both friend and foe alike. You must have this item equipped in order to use commands from the Doctrine of the Slaver. A Bone Whip is treated as a light weapon.

When you use a Bone Whip instead of a standard whip, its damage die changes from 1d4 to 2d4. Each successive attack against a single creature increases the damage of the first attack of each turn by an extra 1d8 psychic damage per sequential round (increasing to 2d8 at 9th level).

The maximum amount of extra damage dice attainable is equal to your Intelligence or Charisma modifier (your choice) (minimum of 1) + 1. All extra damage dice reset to 0 after 1 round passes with no successful attacks or commands directed against the same creature.

If you lose your Bone Whip, you can replicate it using any magical or non-magical whip over the period of one day (four hours) by expending 20gp. It gains the properties of a Bone Whip while also retaining any enchantments present. If the attributes conflict, default to the Bone Whip properties.

ENFORCER

Starting at 3rd level, you have advantage on all attack rolls against a creature that is considered frightened of you or an allied creature.

In addition, you have advantage on all Charisma (Intimidation) checks made against creatures you have attacked with a whip in the last 10 minutes.

DISARMING CRACK

At 5th level, when you hit a creature with a whip attack or an attack of opportunity, you can forgo dealing damage in an attempt to disarm a medium or smaller target, forcing it to drop one item of your choice that it's holding.

The target must make a Strength saving throw, with a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failed save, the object is dropped and lands at your feet.

VIPER'S COIL

At 11th level, when you use a whip to make a melee attack against a creature, you don't provoke opportunity attacks from that creature until the beginning of your next turn, whether you hit or not.

In addition, creatures that are considered frightened of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

UNBREAKABLE

At 15th level, you can channel your willpower into unnatural resilience. You can spend up to 1 Will Die each turn to re-roll the result of an ability saving throw you make. You must accept the new result once it has been rolled.

MANTLE OF THE TYRANT

At 20th level, you become a symbol of fear and oppression to those around you. As a reaction, you can select a creature within 10 feet, forcing them to make a Charisma saving throw against your Command DC.

On a failed save, the creature is considered charmed by you for 1 minute and will not attempt any further hostile actions towards you. An affected creature is able to repeat the saving throw if you deal damage to it, ending the condition on a success.

Additionally, commands from the Doctrine of the Slaver do not consume Will Dice when targeting a charmed or frightened creature.

DOCTRINE OF THE TACTICIAN

The Tactician's ability to assess, plan, and respond to any situation in a moments notice makes them invaluable on and off the battlefield.

BONUS PROFICIENCIES

Beginning when you choose this archetype at 3rd level, you gain proficiency with any two skills and two artisan tools of your choice.

COMMAND ITEM: SPYGLASS

At 3rd level, you gain a device able to observe the battlefield at a far greater range. You must have this item equipped in order to use commands from the Doctrine of the Tactician.

The Spyglass is able to pick out small details on any visible target for up to 1 mile. Using this item as an action allows you to know the exact character level or challenge rating of one creature you can see within range.

If you lose your Spyglass, you can either purchase or construct a new one over the period of one day (eight hours) by expending 100gp worth of materials.

GREATER ACUMEN

At 3rd level, your *Acumen* class feature is replaced with *Greater Acumen*. When a creature within 60 feet of you makes an ability check, attack roll, or saving throw, you can use your reaction to grant that creature a bonus to the roll equal to your Intelligence modifier (minimum of 1).

You can use this feature an amount of times equal to your proficiency bonus, regaining all expended uses when you finish a short or long rest.

PERFECT FORM

At 5th level, your *Proper Form* class feature is replaced with *Perfect Form*. While you have at least 1 Will Die remaining, you have a +2 bonus to your Armor Class against melee and ranged weapon attacks, and +2 to all ability saving throws to avoid taking non-magical damage.

UNIVERSAL STRATAGEM

Upon reaching 5th level, you are able to draw upon the tactics of other disciplines and adapt them to your own. When deciding which commands to take, you can select commands from any doctrine (excluding Doctrine of the Crusader) regardless of archetype or component restrictions.

You cannot select more than two commands from any one doctrine aside from tactician. Class level requirements for commands apply regardless of doctrine.



THE TACTICIAN

GENERAL'S GAMBIT

Starting at 11th level, you can attempt to risk your current position in order to gain the upper hand on your opponent. You have a bonus to initiative rolls equal to your Intelligence or Charisma modifier (your choice) (minimum of 1).

Alternatively, you can forgo your advantage to reduce the initiative roll of a creature you can see within 60 feet by an amount equal to your Intelligence or Charisma modifier (your choice) (minimum of 1).

THREAT ASSESSMENT

Beginning at 15th level, you can spend an action observing a creature within visual range, gaining additional information on their defenses and locating potential weaknesses. You learn the exact Armor Class of the target, including any resistances, immunities, and vulnerabilities it may have.

MACHINATION

At 20th level, your ability to control the flow of battle has developed to near perfection. At the beginning of an encounter, after initiative has been rolled, you can choose up to 4 separate commands from the Doctrine of the Tactician to use before the first turn has begun. This includes commands gained from *Universal Stratagem*.



COMMANDS

Each commander is capable of controlling and manipulating the battlefield through the use of commands. Depending on your own personal experience, your approach to a situation may differ greatly from any another commander.

BASIC COMMANDS

FALL BACK

You order an ally to move with increased haste. As a bonus action, you can select a creature within 60 feet. Targets must be able to hear and understand you.

Mishap (1-5) No effect.

Success (6-19) A friendly creature targeted by this command can immediately take the Disengage action as a reaction, able to move up to half their movement speed in any direction.

Critical Success (20+) A friendly creature targeted by this command can immediately take the Disengage action as a reaction, able to move up to their full movement speed.

FORM RANKS

You order an ally to prepare for an assault. As a bonus action, you can select a creature within 60 feet. Targets must be able to hear and understand you.

Mishap (1-5) No effect.

Success (6-19) A friendly creature targeted by this command can make attacks of opportunity when a hostile creature moves within weapon reach until the beginning of their next turn.

Critical Success (20+) A friendly creature targeted by this command can make attacks of opportunity when a hostile creature moves within weapon reach until the beginning of their next turn. In addition, the targets gains an additional 5 feet to melee weapon reach.

FORWARD MARCH

You order an ally to move with increased haste. As a bonus action, you can select a creature within 60 feet. Targets must be able to hear and understand you.

Mishap (1-5) No effect.

Success (6-19) A friendly creature targeted by this command can increase their movement speed by half it's current movement speed until the beginning of your next turn.

Critical Success (20+) A friendly creature targeted by this command can increase their movement speed by double until the beginning of your next turn.

HOLD POSITION

You order an ally to stand their ground. As a bonus action, you can select a creature within 60 feet. Targets must be able to hear and understand you.

Mishap (1-5) No effect.

Success (6-19) A friendly creature targeted by this command cannot be forcibly moved from their current position until the beginning of your next turn or until they move a distance of more than 10 feet.

Critical Success (20+) A friendly creatures targeted by this command cannot be forcibly moved from their current position until the beginning of your next turn or until they move a distance of more than 20 feet.

OPEN FIRE

You order an ally to fire on your command. As a bonus action, you can select a creature within 60 feet. Targets must be able to hear and understand you.

Mishap (1-5) No effect.

Success (6-19) A friendly creature targeted by this command can immediately take an additional attack action using a ranged weapon or ranged spell attack (cantrips only).

Critical Success (20+) A friendly creature targeted by this command can immediately take an additional attack action with +5 to hit using a ranged weapon or ranged spell attack (cantrips only).

STAND FAST

You order an ally to maintain their composure. As a bonus action, you can select a creature within 60 feet. Targets must be able to hear and understand you.

Mishap (1-5) No effect.

Success (6-19) A friendly creature targeted by this command has advantage on saving throws against being frightened until the beginning of your next turn.

Critical Success (20+) A friendly creature targeted by this command has advantage on saving throws against being frightened until the beginning of your next turn, or can choose end the frightened condition on itself as a bonus action.





CENTURION COMMANDS

IMPETUS

You charge forward into the front lines, calling upon your allies to follow you into battle. As a bonus action, you create a 10-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) Until the beginning of your next turn, you and all friendly creatures within 10 feet of you gain a +1 bonus to attack rolls.

Critical Success (20+) Until the beginning of your next turn, you and all friendly creatures within 10 feet of you gain a +2 bonus to attack rolls.

DEFENDI

You give the order to form a defensive front line. As a bonus action, you create a 10-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) Until the beginning of your next turn, you and all friendly creatures within 10 feet of you gain +1 to Armor Class.

Critical Success (20+) Until the beginning of your next turn, you and all friendly creatures within 10 feet of you gain +2 to Armor Class.

REPULSUS

You give the order to force back the enemy lines. As a bonus action, you create a 10-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) You and all friendly creatures within 10 feet of you can immediately use the Shove action as a reaction.

Critical Success (20+) You and all friendly creatures within 10 feet of you can immediately use the Shove action as a reaction, gaining a bonus to the Strength (Athletics) check equal to your Intelligence or Charisma modifier (your choice) modifier.

CUNEUM

You form the tip of the spear to drive deep into enemy lines. As a bonus action, you create a 10-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) Mark a hostile creature within 5 feet. Until the beginning of your next turn, you and all friendly creatures within 10 feet gain +2 on attack rolls made against the marked creature.

Critical Success (20+) Mark a hostile creature within 5 feet. Until the beginning of your next turn, you and all friendly creatures within 10 feet gain +4 on attack rolls made against the marked creature.

TESTUDINEM

Requires 9th class level. You rally your allies into an impenetrable wall. As a bonus action, you create a 10-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) Until the beginning of your next turn, you and all friendly creatures within 10 feet are reduced to 10 feet movement speed. While active, all weapon and spell attacks directed against the affected creatures suffer disadvantage on the attack roll.

Critical Success (20+) Until the beginning of your next turn, you and all friendly creatures within 10 feet are reduced to 15 feet movement speed. While active, all weapon and spell attacks directed against the affected creatures suffer disadvantage on the attack roll.

VICTORIUM

Requires 9th class level. You promise your allies immortality through victory. As a bonus action, you create a 10-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) Until the beginning of your next turn, you and all friendly creatures within 10 feet of you can reduce the damage of incoming attacks by an amount equal to your Intelligence or Charisma modifier (your choice).

Critical Success (20+) Until the beginning of your next turn, you and all friendly creatures within 10 feet of you can reduce the damage of incoming attacks by an amount equal to double your Intelligence or Charisma modifier (your choice).

CHAPLAIN COMMANDS

PROVERB OF FEALTY

You implore your chosen deity to bless your allies. As a bonus action, you create a 15-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) Until the beginning of your next turn, all friendly creatures within 15 feet of you have an additional +1 on their next attack roll.

Critical Success (20+) Until the beginning of your next turn, all friendly creatures within 15 feet of you have an additional +2 on their next attack roll.

PROVERB OF PIOUSNESS

You strengthen the conviction of your allies. As an action, you create a 15-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures within 15 feet of you gain temporary hit points equal to 1d4 + your Intelligence or Charisma modifier (your choice). These hit points last until the beginning of your next turn.

Critical Success (20+) All friendly creatures within 15 feet of you gain temporary hit points equal to 2d4 + your Intelligence or Charisma modifier (your choice). These hit points last until the beginning of your next turn.

PROVERB OF BRAVERY

You speak words of hope and comfort to creatures around you. As a reaction, you create a 15-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures within 15 feet of you can immediately make saving throws against every effect they're suffering that allows a save at the beginning or end of their turns.

Critical Success (20+) All friendly creatures within 15 feet of you can immediately make saving throws with advantage against every effect they're suffering that allows a save at the beginning or end of their turns.

PROVERB OF RESTORATION

Your words carry the promise of renewal to those wounded. As an action, you create a 15-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures within 15 feet of you currently at 0 hit points, regain 1d12 hit points and are brought back to consciousness.

Critical Success (20+) All friendly creatures within 15 feet of you currently at 0 hit points, regain 2d12 hit points and are brought back to consciousness.

PROVERB OF RETRIBUTION

Requires 9th class level. You empower your allies with words of divine justice. As a bonus action, you create a 15-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) Until the end of your next turn, whenever an enemy you can see within 15 feet is reduced to 0 hit points, you and each of your allies within 15 feet of you regain hit points equal to 1d6 + your Intelligence or Charisma modifier (your choice).

Critical Success (20+) Until the end of your next turn, whenever an enemy you can see within 15 feet is reduced to 0 hit points, you and each of your allies within 15 feet of you regain hit points equal to 2d6 + your Intelligence or Charisma modifier (your choice).

PROVERB OF DELIVERANCE

Requires 9th class level. You embolden your allies with words of salvation. As a bonus action, you create a 15-foot-radius centered around your character. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures within 15 feet of you and bellow half their hit point maximum immediately regain hit points equal to your Intelligence modifier (minimum of 1).

Critical Success (20+) All friendly creatures within 15 feet of you and bellow half their hit point maximum immediately regain hit points equal to double your Intelligence modifier (minimum of 2).

PROVERB OF DEVOTION

Requires 13th class level. Through trial and punishment, you've become a symbol of hope to your allies. As a bonus action, you activate this command on yourself.

Mishap (1-9) No effect.

Success (10-19) You are resistant to all non-magical damage until the beginning of your next turn. For every time you are attacked before the command ends, allies within a 15-foot-radius of you receive 2 hit points of healing.

Critical Success (20+) You are resistant to all non-magical damage until the beginning of your next turn. For every time you are attacked before the command ends, allies within a 15-foot-radius of you receive 4 hit points of healing.

CRUSADER COMMANDS

ICON OF MIGHT

Your banner serves as a symbol of your allies' strength. As a bonus action, you create a radius around your character equal to your Battle Standard range (10 feet at 3rd level). Targets must be able to see your Battle Standard.

Mishap (1-9) No effect.

Success (10-19) Enemy creatures within the radius of your Battle Standard suffer -2 to attack rolls until they move outside the effective area. This command lasts until the beginning of your next turn.

Critical Success (20+) Enemy creatures within the radius of your Battle Standard suffer -4 to attack rolls until they move outside the effective area. This command lasts until the beginning of your next turn.

ICON OF EVANGELISM

Your symbol carries the weight of your cause. As a bonus action, you create a radius around your character equal to your Battle Standard range (10 feet at 3rd level). Targets must be able to see your Battle Standard.

Mishap (1-9) No effect.

Success (10-19) Enemy creatures within the radius of your Battle Standard suffer -2 to ability checks until they move outside the effective area. This command lasts until the beginning of your next turn.

Critical Success (20+) Enemy creatures within the radius of your Battle Standard suffer -4 to ability checks until they move outside the effective area. This command lasts until the beginning of your next turn.

ICON OF CONVICTION

By faith or principle, you sow the seeds of hesitation in your foes. As a bonus action, you create a radius around your character equal to your Battle Standard range (10 feet at 3rd level). Targets must be able to see your Battle Standard.

Mishap (1-9) No effect.

Success (10-19) Enemy creatures within the radius of your Battle Standard suffer -2 to saving throws until they move outside the effective area. This command lasts until the beginning of your next turn.

Critical Success (20+) Enemy creatures within the radius of your Battle Standard suffer -4 to saving throws until they move outside the effective area. This command lasts until the beginning of your next turn.

ICON OF LEGION

The footfall of your allies makes the very earth quake beneath them. As a bonus action, you create a radius around your character equal to your Battle Standard range (10 feet at 3rd level). Targets must be able to see your Battle Standard.

Mishap (1-9) No effect.

Success (10-19) Enemy creatures that attempt to move through the radius of your Battle Standard suffer a -10 foot penalty to movement speed while doing so. This command lasts until the beginning of your next turn.

Critical Success (20+) Enemy creatures that attempt to move through the range of your Battle Standard suffer a -15 foot penalty to movement speed while doing so. This command lasts until the beginning of your next turn.

ICON OF SUPERIORITY

Requires 9th class level. The sight of your banner can cause even the strongest defenses to crumble. As a bonus action, you create a radius around your character equal to your Battle Standard range (25 feet at 9th level). Targets must be able to see your Battle Standard.

Mishap (1-9) No effect.

Success (10-19) Enemy creatures within the radius of your Battle Standard suffer -1 to Armor Class until they move outside the effective area. This command lasts until the beginning of your next turn.

Critical Success (20+) Enemy creatures within the radius of your Battle Standard suffer -2 to Armor Class until they move outside the effective area. This command lasts until the beginning of your next turn.

ICON OF CONQUEST

Requires 9th class level. The sight of your banner can cause enemy lines break and scatter before you. As an action, you create a radius around your character equal to your Battle Standard range (25 feet at 9th level). Targets must be able to see your Battle Standard.

Mishap (1-9) No effect.

Success (10-19) Enemy creatures within the radius of your Battle Standard must make a Charisma saving throw. On a failed save, the creature is forced 10 feet toward the closest edge of the Battle Standard radius, if they are physically able to do so without harming them.

Critical Success (20+) Enemy creatures within the radius of your Battle Standard must make a Charisma saving throw. On a failed save, the creature is forced 15 feet toward the closest edge of the Battle Standard radius, if they are physically able to do so without harming them, and fall prone at the end of their movement.

SEA CAPTAIN COMMANDS

ABANDON SHIP

You know when to give the hardest order a captain must give. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) A friendly creature within range can reduce fall damage taken by an amount equal to double their class level before the beginning of your next turn.

Critical Success (20+) A friendly creature within range can reduce fall damage taken by an amount equal to triple their class level before the beginning of your next turn.

BRACE YOURSELF

You quickly give the order to take cover from incoming fire. As a reaction, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) A friendly creature within range can immediately fall prone as a reaction, imposing disadvantage on all ranged attacks made against the target until they stand up again as part of their movement.

Critical Success (20+) A friendly creature within range can immediately take the dodge action as a reaction.

HEAVE AWAY

You push your crew to the limit to strength. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) A friendly creature within range gains advantage on their next Strength check or Strength saving throw until the beginning of your next turn.

Critical Success (20+) A friendly creature within range gains advantage on all Strength checks and Strength saving throws until the beginning of your next turn.

HERE NOW

You direct your ally's attention exactly to where it is needed. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) A friendly creature within range gains +3 on its next roll to attack. The command ends if it is not used within 1 minute of being issued.

Critical Success (20+) A friendly creature within range gains +5 on its next roll to attack. The command ends if it is not used within 1 minute of being issued.

NO QUARTER

You have no interest in taking any prisoners today. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) A friendly creature within range deals an additional 1d6 damage on all weapon attacks until the beginning of your next turn.

Critical Success (20+) A friendly creature within range deals an additional 2d6 damage on all weapon attacks until the beginning of your next turn.



READY ABOUT

Your crew is rarely caught unprepared for a fight. As a bonus action before combat, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) A friendly creature within range gains +3 on initiative rolls for 1 minute.

Critical Success (20+) A friendly creature within range gains +5 on initiative rolls for 1 minute.

ALL TOGETHER

Requires 9th level. You lift your voice in cheer and song. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) A friendly creature within range is cured of one debilitating effect causing them to be charmed, frightened, or cursed.

Critical Success (20+) A friendly creature within range is cured of one debilitating effect causing them to be charmed, frightened, or cursed. In addition, the creature is immune to the removed effect for 1 hour.

AT EASE

Requires 9th level. You offer your crew members a moment of reprieve. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) A friendly creature within range can choose to forgo its next action to spend a Hit Die, adding their own constitution modifier.

Critical Success (20+) A friendly creature within range can choose to forgo its next action to spend a Hit Die, adding double their own constitution modifier.

STRIKE HARD

Requires 13th level. Your crew knows how to hit them where it hurts. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) A friendly creature within range rolls a critical hit on a roll of 15 to 20 on all weapon attack rolls until the beginning of your next turn.

Critical Success (20+) A friendly creature within range rolls a critical hit on a roll of 10 to 20 on all weapon attack rolls until the beginning of your next turn.

SLAVER COMMANDS

DEMORALIZE

You sap your victims of their fighting spirit. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) The target makes a Charisma saving throw. On a failed save, it suffers -2 on all attack rolls and ability checks, until the beginning of your next turn.

Critical Success (20+) The target makes a Charisma saving throw. On a failed save, it suffers -4 on all attack rolls and ability checks until the beginning of your next turn.

DETER

Your cruel words give your victim pause. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) The target makes a Charisma saving throw.

On a failed save, you have resistance to all damage the target deals until the beginning of your next turn.

Critical Success (20+) The target makes a Charisma saving throw. On a failed save, you have resistance to all damage the target deals for two rounds, ending at the beginning of your turn.

TERRIFY

You make graphic threats of violence against one of your unfortunate victims. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) The target makes a Charisma saving throw.

On a failed save, the target is considered frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Critical Success (20+) The target makes a Charisma saving throw. On a failed save, the target is considered frightened of you for 1 minute and must use its following actions to move as far away from you as it possibly can. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HUMILIATE

You taunt your opponent into a confrontation. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) The target makes a Charisma saving throw.

On a failed save, the target has disadvantage on any attack roll that isn't against you until the start of your next turn.

Critical Success (20+) The target makes a Charisma saving throw. On a failed save, the target has disadvantage on any attack roll that isn't against you until the start of your next turn. When the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack.

PREY

You chose your newest victims with care. As a bonus action, you select one target within 30 feet. Targets must be able to hear you.

Mishap (1-9) No effect.

Success (10-19) The target must make a Charisma saving throw. On a failed save, you have advantage on Investigation, Perception, and Survival checks to locate the target for 1 hour.

Critical Success (20+) The target must make a Charisma saving throw. On a failed save, you have advantage on Investigation, Perception, and Survival checks to locate the target for 24 hours.

SHOCK

You put on a sickening display of brutality. As an action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) The targets must succeed on a Charisma saving throw. On a failed save, the target is stunned until the end of its next turn.

Critical Success (20+) The targets must succeed on a Charisma saving throw. On a failed save, the target is stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GLOAT

You effectively tear down your victims to build yourself higher. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) The target must succeed on a Charisma saving throw. On a failed save, choose one ability save when you cast the spell. The target has disadvantage on saving throws made with the chosen ability save for 1 minute. A creature can repeat the saving throw to remove the effect on itself at the end of each of its turns, ending it on a success.

Critical Success (20+) The target must succeed on a Charisma saving throw. On a failed save, choose one ability save when you cast the spell. The target has disadvantage on saving throws made with the chosen ability save for 1 minute. A creature cannot attempt to repeat the saving throw to end the effect.

COMPEL

Requires 9th class level. You are able to overpower your enemies through sheer force of will alone. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) The target must make a Charisma saving throw. On a failed save, the target must move their full standard distance in a direction of your choosing. This cannot be used to cause direct harm, but can be used to move them into combat.

Critical Success (20+) The target must make a Charisma saving throw. On a failed save, the target must move their full standard distance in a direction of your choosing, regardless of the danger it may place them or others in.

EXPLOIT

Requires 9th class level. You provoke your enemies to action, exposing their both their strengths and weaknesses. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) The target must make a Charisma saving throw. On a failed save, you learn either the target's damage resistances and immunities, or it's damage vulnerabilities (your choice).

Critical Success (20+) The target must make a Charisma saving throw. On a failed save, you learn the target's damage resistances, immunities, and vulnerabilities.

BREAK

Requires 13th class level. You are able to slowly pick apart a creature's mind until they are nothing but a husk. As a bonus action, you select one creature within 30 feet. Targets must be able to hear and understand you.

Mishap (1-9) No effect.

Success (10-19) The target makes a Charisma saving throw. On a failed save, the target's Intelligence, Wisdom, or Charisma score (your choice) is reduced to 6. This command lasts until the beginning of your next turn.

Critical Success (20+) The target makes a Charisma saving throw. On a failed save, the target's Intelligence, Wisdom, or Charisma score (your choice) is reduced to 6. This command lasts 1 minute or until you use this command again (whichever comes first).

TACTICIAN COMMANDS

TACTICAL COORDINATION

You instruct your allies to combine their efforts. As an action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command can choose to hold their action until the beginning of your next turn, gaining a bonus to their first attack roll equal to half your proficiency bonus (rounding down).

Critical Success (20+) All friendly creatures targeted by this command can choose to hold their action until the beginning of your next turn, gaining a bonus to their first attack roll equal to your proficiency bonus.

TACTICAL ENTRENCHMENT

You instruct your allies to begin fortifying their current position. As an action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command gain the benefits of being in half cover. This command lasts for 1 minute, or until an affected creature is moved more than 5 feet in any direction.

Critical Success (20+) All friendly creatures targeted by this command gain the benefits of being in three-quarters cover. This command lasts for 1 minute, or until an affected creature is moved more than 5 feet in any direction.

TACTICAL CAMOUFLAGE

You give the order to get down and stay out of sight. As an action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command gain a +2 bonus all Dexterity (Stealth) checks made until the beginning of your next turn.

Critical Success (20+) All friendly creatures targeted by this command gain a +4 bonus all Dexterity (Stealth) checks made until the beginning of your next turn.

TACTICAL MANEUVER

You are able to guide your troops on the path of least resistance. As a bonus action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command cannot be slowed by difficult terrain. This command lasts until the beginning of your next turn.

Critical Success (20+) All friendly creatures targeted by this command cannot be slowed by difficult terrain. This command lasts for 1 minute.

TACTICAL ADVANCE

You have identified the opportune moment to press the attack. As a bonus action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command can immediately move up to half their movement speed toward an enemy of their choice. Affected creatures must end their movement closer to the enemy.

Critical Success (20+) All friendly creatures targeted by this command can immediately move up to their full movement speed toward an enemy of their choice. Affected creatures must end their movement closer to the enemy.

TACTICAL RETREAT

You understand when it is sensible to fall back and regroup. As a bonus action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command can immediately move 10 feet. While doing so, affected friendly creatures have +2 to Armor Class.

Critical Success (20+) All friendly creatures targeted by this command can immediately move 15 feet. While doing so, affected friendly creatures have +4 to Armor Class.

TACTICAL INTERCEPTION

Requires 9th class level. You quickly deploy troops to interrupt your enemy's plans. As an action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command can instantly move up 10 feet as a reaction. At the end of their movement, targets can make attacks of opportunity without needing to use a further reaction. This command lasts until the beginning of your next turn.

Critical Success (20+) All friendly creatures targeted by this command can instantly move up 20 feet as a reaction. At the end of their movement, targets can make attacks of opportunity without needing to use a further reaction. This command lasts until the beginning of your next turn.

TACTICAL ASSAULT

Requires 9th class level. You have identified a weakness in the enemy defences. As an action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command can re-roll results of a 1 or 2 on damage rolls made before the beginning of your next turn.

Critical Success (20+) All friendly creatures targeted by this command can re-roll results of a 1, 2, or 3 on damage rolls made before the beginning of your next turn.

TACTICAL REDEPLOYMENT

Requires 13th class level. You reshape the battlefield with remarkable aptitude. As an action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command can immediately remove themselves from the battlefield before immediately redeploying in an accessible location of their choosing (with DM approval) within 30 feet of their initial location.

Critical Success (20+) All friendly creatures targeted by this command can immediately remove themselves from the battlefield before immediately redeploying in an accessible location of their choosing (with DM approval) within 45 feet of their initial location.

TACTICAL REASSESSMENT

Requires 13th class level. You adapt your plans to better counter the enemy. As an action, you select a point within 120 feet, affecting each friendly creature in a 10-foot-radius sphere centered on that point.

Mishap (1-9) No effect.

Success (10-19) All friendly creatures targeted by this command can immediately re-roll their initiative order. They must accept the new results once it's been rolled, the new order coming into effect at the end of the current round.

Critical Success (20+) All friendly creatures targeted by this command can immediately re-roll their initiative order with an additional bonus equal to your Intelligence or Charisma modifier (your choice). They must accept the new results once it's been rolled, the new order coming into effect at the end of the current round.

TACTICIANS AND COMMANDS

Unlike most archetype and basic commands, Tactician commands do not require audible communication. Either through subtle signals or careful pre-planning, you are able to wordlessly convey your orders so long as you are able to see your intended targets.