

COMMANDER



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Commander

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Str 9, Cha 9

Prime Requisite: STR and CHA

Hit Dice: 1d6

Maximum Level: 20th

While many men and women of the world are warriors, even the most savage mercenaries and bandits follow a leader. Whether that is a disciplined, highly educated military general, a bandit king who leads by force of will or a pirate captain who inspires his men with sheer charisma, they are all known as commanders. Leading through their knowledge of warfare tactics and combat experience, commanders take sword in one hand and banner in the other to inspire those who follow them to great heroics and greater glory.

Commanders are able to wield all one-handed melee weapons, all ranged weapons and can wear both leather and chain mail armor. They may also make use of shields. In spite of their

limited weapon training, they are very knowledgeable regarding the application of combat tactics. Because of this they use the Attack Values and Saving Throws of a fighter of equal level. Most commanders are very disciplined by nature and as such the majority are Lawful in alignment, however they may be of any alignment.

A commander must have at least 13 in both prime requisites in order to get the +5% to experience. If the commander has a CHA of 16 and a STR of 13 he receives a +10% bonus to experience instead of just 5%.

Reaching 9th Level: A commander who reaches 9th level earns the title of *General*. If he builds a stronghold or keep he will attract the service of 5d6x10 0th level men-at-arms. These soldiers each be armed with spears, short swords, chain armor, a shield, a light crossbow and 20 bolts. In addition, three lieutenants will come to learn from the newly new general. They are 1st level commanders of the same alignment as their general. All of these followers are of the same alignment as their lord and will serve their commander with the utmost of loyalty as long as they are provided reasonable pay and living conditions.

Basic Tactics: At 1st level a commander may spend one round issuing basic orders to up to ten other characters. These individuals must be able to hear him and understand the language he speaks. All who hear the basic orders given by the commander receive a +2 bonus to all melee and ranged attacks made for one turn.

Inspiring Leader: When a commander reaches 4th level his charisma can kindle hope in the hearts of his allies. All creatures who are friendly to the commander receive a +4 bonus to resist the

effects of all *Fear* and *Charm*-based spells as long as they remain within 60' of the commander. The effect is continuous and does not need to be activated.

Forced March: Beginning at 8th level, a commander is able to push those in his service to move at a swift pace. By spending a single round surveying the terrain and giving basic orders, the commander may grant up to ten companions a +10' bonus to their movement for one hour. He may use this ability once per day.

Advanced Tactics: At 12th level the commander's understanding of battle and warfare has become quite extensive and his application of that knowledge is highly specialized. By spending a single round studying one foe and giving commands to their allies, they may grant those under their command a +4 bonus to attack against that single foe as well as a +2 bonus to damage. This bonus is cumulative with the bonus granted by Basic Tactics.

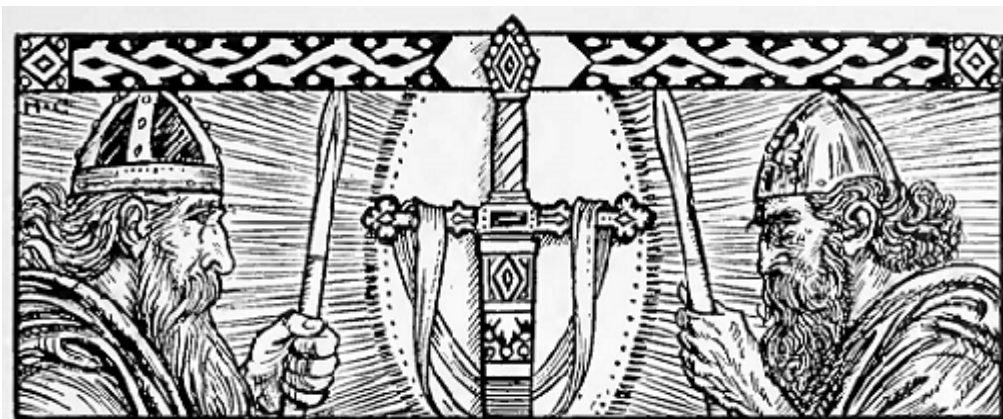
Fearless Leader: By the time a commander reaches 16th level, he is a figure of true magnificence. His mere presence inspires courage beyond measure. All allies within 60' of the commander are immune to all *Fear* and *Charm* effects, magical or otherwise.

Never Surrender: Upon reaching 20th level the commander's leadership has become legendary. By spending a single round giving a rousing speech to those under his command, the commander grants all allies who are within 120'

of him at the time he gives the speech a +2 bonus to all saving throws and receive a +5d4 bonus to their hit points, even if this exceeds their normal maximum. This bonuses lasts for one turn. This ability may be used once per day.

Experience	Level	Hit Dice (1d6)	Special Ability
0	1	1	Basic Tactics
2,035	2	2	
4,065	3	3	
8,125	4	4	Inspiring Leader
16,251	5	5	
32,501	6	6	
65,001	7	7	
120,001	8	8	Forced March
240,001	9	9	
360,001	10	+2 hp only *	
480,001	11	+4 hp only *	
600,001	12	+6 hp only *	Advanced Tactics
720,001	13	+8 hp only *	
840,001	14	+10 hp only *	
960,001	15	+12 hp only *	
1,080,001	16	+14 hp only *	Fearless Leader
1,200,001	17	+16 hp only *	
1,320,001	18	+18 hp only *	
1,440,001	19	+20 hp only *	
1,560,001	20	+22 hp only *	Never Surrender

*Hit point modifiers from constitution are ignored



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