

Warlord Augmentations Levels 1,3,7 Scene

OOO One-two! (Standard): You and an ally can each make a basic attack against the same target

O And through! (Standard): Two allies can each make a basic attack against the same target

O Duck! (Opportunity) **T:** an enemy hits an ally within five hexes. **E:** Add two to the ally's defences. The ally may make a melee attack.

O Hold the Line! (Standard): Make an at will attack. Hit: Allies can't be *forced* until EONT

O Linecrasher! (Standard): You charge the enemy. If you hit you knock the foe prone and Linecrasher is not expended.

O Oops! (Opportunity) **T:** An enemy misses an ally of yours who is in melee. **E:** They hit the ally of theirs in the same melee.

O Sucker! (Standard): As *Provoke* except that the enemy *must* make the attack.

Warlord Upgrades (Levels 1,5,9) -Episode

OOO Extra Turn (Free, Episode, Max 1/scene): This does not count as your turn this round.

O Here We Stand (Standard): Make a melee attack doing double damage. Allies in 10 hexes may spend a *Recovery*.

O Expose Weakness (Standard): Make a melee attack. If you hit attacks against that foe for the rest of the scene gain *Advantage*. Miss: not expended

O No Escape (Standard): Melee attack. Hit: the foe is *Slowed* and can't *Shift*. Miss: not expended

O On my signal (Standard): All allies within 5 squares make a melee at will attack

O To the Rescue (Opportunity): T: An ally is reduced to Ohp. **E:** Move 5 squares. If you end adjacent to them they may spend a *Recovery* and stand up, and one of you can make a melee attack.

O Waaaagggghhh! (Standard): Up to three allies (including you) charge the target you nominate

Warlord Feats (Levels 1,2,4,6,8,10)

O Contingency Plan (Episode, Opportunity): T: An ally fails a skill check. **E:** A different ally may replace that result with their skill check.

O Dig Deep (Scene, Bonus): One ally may spend *Second Wind*.

O Just as Planned (At Will, Free): When reduced to 0 hp you may give an ally a turn This doesn't count as their activation. If killed your entire party gets a turn that doesn't count as their activation.

O Now! (Scene, Bonus action): One ally in LoS gets a standard action that may not be used to attack.

O Read the Foe (Scene, Free): You can learn any one stat of your choice of the foe or about their lifestyle. If you spent five minutes watching them when they were unaware you get to see their statblock.

O Seize the Moment (Episode, Opportunity): T: Someone else would choose who gets the one ally next. **E:** You decide who activates next.

O Shake it Off! (Scene, Bonus action): One ally may make a saving throw at +2

O Wait for it... (2/Scene, Opportunity): T: An enemy would activate an ally. **E:** You choose an enemy to activate instead

O We're not done! (Episode, Bonus): Everyone regains a *Scene* power.

O Coordination (Passive): When not in combat everyone following one of your plans gets *Advantage* from being *Aided*. No actions needed.

O Distracting Combatant (Passive): You count as flanking with an ally if both of you are adjacent to the same enemy.

O Guide (Passive): Allies gain *Advantage* on all attacks you grant

Other Feats Chosen(Levels 1,2,4,6,8,10)

* **Racial Ability:** _____

OOO Standard Feats: _____

O Multiclass into _____

Approach (choose yours)

O Inspiring (2/Scene, Bonus Action): One target in 5 hexes may spend a *Recovery* and gains advantage on their next attack.

O Tactician: Gain +1AC and +2 Recoveries. If holding a shield gain +1AC and Ref, if a 2 handed weapon increase to d12

Also pick a focus - you may change after an Extended Rest or being reduced to Ohp

O: *Blitzkrieg:* All allies gain *Advantage* before the enemy has acted

O: *Swarm:* All 1 hex shifts for allies become 2 hexes

O: *Counter:* Attacks on *Blooded* allies have *Disadvantage*

Weapons (choose yours)

* **Unarmed Combat: d6 Damage**

* **Improvised or Thrown Weapons: d6 Damage**

* **One Handed or Reach Weapons: d8 Damage**

* **Two Handed Weapons: d10 Damage**

Off hand: Shield: +1AC,Ref. Empty: +1AC,

Feat: Multiclass into Warlord: Gain training in *Presence* or *Athletics* and Inspiring 1/Episode (This feat is for other classes to take)

Notes on The Warlord

The Warlord is the master of the battlefield even as the fighter is the master of combat. Some lead through inspiration, others through being the front line and hitting fast and hard. Still others don't fight at all - either because they are superior tacticians and their advice is more than enough, or because they are the party mascot. One thing is certain, the presence of a Warlord adds more to a party than their ability with a sword would indicate.

Read the Foe's more powerful effect means that the target must not be putting up a false face at all. If they know they are observed even if not by you you learn that as well as the one piece of information. If they are relaxing with friends you get everything.