

Aurax Crownguard *NG human marshal*

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	13 (+1)	12 (+1)	15 (+2)

hp: 70 (5d10 HD)

Prof bonus: +3

AC: 16 (leather brigandine, 18 with shield)

Saving Throws: Wisdom +4, Charisma +5

Attacks (2 per turn): **+1 mace** (*melee* 5 ft. reach, +8 atk, 1d6+5 B) OR **dagger** (*range* 20 ft./60 ft., +7 atk, 1d4+4 P)

Skills: Animal Handling +4, Athletics⁺ +7, Culture +4, History⁺ +4, Insight⁺ +4, Intimidation +5, Persuasion +5

Proficiencies: Light, medium, and heavy armors, shields, simple weapons, martial weapons, chess set

Languages: Common, two others

Heritage traits: *Fast Learner.* You gain proficiency in one additional skill (Animal Handling) of your choice. In addition, you require half as much time as normal to train yourself in the use of a suit of armor, tool, or weapon during downtime.; *Intrepid.* When you make an ability check, attack roll, or saving throw, you can choose to gain an expertise die on that roll. Once you use this trait, you cannot use it again until you finish a short or long rest.

Diehard Survivor. Feast and Famine. You can go a number of days equal to your Constitution modifier without suffering any fatigue from lack of Supply. Afterward you require twice as much Supply for as many days as you went without. *Radical Perseverance.* You die after 4 failed death saving throws instead of 3.

Culture traits: *Conscript.* You are proficient with light armor, spears, and light crossbows; *Learned Teachers.* You gain proficiency in History and one other skill of your choice; *Local Healers.* Whenever your hit point maximum or one of your ability scores would be reduced, it is reduced by half as much instead (minimum 1).

Background traits: *High Society.* You know of—or personally know—most of the noble families for hundreds of miles. In most settled areas you (and possibly your companions, if well-behaved) can find a noble host who will feed you, shelter you, and offer you a rich lifestyle.

Destiny (Devotion) traits: *Source of Inspiration: Its Own Reward.* Complete a quest, keep a promise to your own detriment, keep an innocent safe while seriously endangering yourself, commit an act of genuine self-sacrifice; *Inspiration Feature: Selfless Aid.* Whenever you take the Help action to aid an ally attacking a creature, you may spend your inspiration. If you do, in addition to the normal benefits of the Help action, that creature has disadvantage on attack rolls against creatures other than you until the start of your next turn.

Class features: *Commanding Presence (20' r.).* Your allies can attack at your command. When you take the Attack action, you can forgo making one attack to allow a friendly creature within range of your Commanding

Presence to make an attack instead. If the target can hear or see you, it can use its reaction to either cast a cantrip or make one weapon attack; **Rallying Surge (bonus, recharge on a long rest).** Choose two allies within 30 feet of you. If the target can hear or see you, it regains hit points equal to 1d8 + your marshal level.; **Mark Foe.** You can use a bonus

action to choose a creature you can see within 30 feet. Until the start of your next turn, creatures able to hear or see you gain an expertise die on attacks made against that creature.; **Combat Directives.** When a creature uses your Commanding Presence to make an attack, it can simultaneously use one Sanguine Knot combat maneuver that you know. If the creature does not have any exertion points to spend on combat maneuvers, it does not require exertion points for that use but it cannot benefit from Combat Directives again until it has finished a short or long rest; **Extra Attack.** When taking the Attack action, you may make two attacks instead of one; **Followers.** You gain one inexperienced follower. When one of your followers dies, after 1 month you receive word that their replacement is ready to join you.; **Marshal Archetype (Talented Tactician) Tactical Edge.** Whenever you roll initiative, you gain a tactics die, which is a d4. While you have this die, any creature friendly to you within 60 feet of you that can hear or see you can roll the tactics die as a bonus die when making an attack roll. Once rolled, the tactics die is lost until you regain it at the start of your next turn. The tactics die disappears when the combat ends.

If you start your turn and no one has rolled the tactics die, you can trade out the die for a die of the next larger size, such that a d4 becomes a d6, a d6 becomes a d8, and so on up to a maximum of d12. After the tactics die is rolled, when regained it reverts to a d4.

Equipment: Leather brigandine, medium shield, +1 mace, light crossbow, dagger, backpack, bedroll, mess tin, tinderbox, 10 torches, 10 supplies, waterskin, 50 ft of hempen rope, set of fine clothes, signet ring, writ detailing lineage, hooded lantern, 5 flasks of oil, ink pen, bottle of ink, 10 sheets of parchment, donkey, saddle bags, pouch with 53 gp, 4 sp, 8 cp

Lessons of War

Teamwork. When you are involved in a group check, all members of the check gain an expertise die. Once you use this feature, you cannot do so again until you finish a long rest.



Feats

Tactical Support. Your tactical expertise gives your allies an edge in combat.

- When using the Help action to aid an ally in attacking a creature, the targeted creature can be up to 30 feet away instead of 5 feet.
- If an ally benefiting from your Help action scores a critical hit on the targeted creature, you can use your reaction to make a single weapon attack against that creature. Your attack scores a critical hit on a roll of 19–20. If you already have a feature that increases the range of your critical hits, your critical hit range for that attack is increased by 1 (maximum 17–20).
- When a creature is damaged by an attack that was aided by the use of your Help action, you don't provoke opportunity attacks from that creature until the end of your next turn.

Combat Maneuvers (6 exertion)

Charge (cost: 1 pt)

1st-degree Rapid Current action

Move up to 30 feet in a straight line and make a melee weapon attack. You can't take the Dash action and use this maneuver on the same turn.

Dangerous Strikes (cost: 1 pt)

1st-degree Razor's Edge action

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, your weapon attacks score a critical hit on a roll of 19–20.

If you already have a feature that increases the range of your critical hits, your critical hit range increases by 1 (maximum 17–20).

Legion Strike (cost: 1 pt)

1st-degree Sanguine Knot bonus action (stance)

When you score a critical hit against a creature, an ally within reach of the same creature can use their reaction to make an opportunity attack against it

Wounding Strike (cost: 2 pts)

1st-degree Unending Wheel bonus action

Choose a weapon (**mace**) when you learn this combat maneuver. If you hit with your next attack roll using the chosen weapon against a living creature, you deliver a wound that deals 1d4 ongoing damage.

At the start of each of the wounded creature's turns, it makes a Constitution saving throw, ending the effect on itself on a success.

Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a

Medicine check against your maneuver DC, ending the ongoing damage on a success.

Healing magically or from a trait (such as Regeneration) also ends the effect.

Back to Back (cost: 1 pt)

2nd-degree Sanguine Knot action

Choose an ally within 5 feet. Until the start of your next turn, as long as that ally remains within 5 feet of you and is able to take actions, and both of you are unmounted, you and your ally increase your AC by 2.

In addition, each of you gets an extra reaction that can be used before the start of your next turn to either make an opportunity attack or activate a combat maneuver.