

# Warlord

## Class Features

As a Warlord, you gain the following class features.

### Hit Points

**Hit Dice:** 1d10 per Warlord level

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

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

### Proficiencies

**Armor:** Light armor, medium armor, heavy armor, shields

**Weapons:** Simple weapons, Martial Weapons

**Tools:** None

**Saving Throws:** Charisma, Constitution

**Skills:** Two from: Animal Handling, Athletics, History, Insight, Intimidation, Deception, Perception, and Persuasion

### Equipment:

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

- (a) scale mail, or (b) leather armor
- A dagger and (a) a warhammer or (b) any simple weapon
- (a) a light crossbow and 20 arrows or (b) a shortbow and 20 arrows
- a traveler's pack or (b) one kit you're proficient with

## The Warlord

Level	Proficiency Bonus	Features	Rally Die	Bannermen Abilities
1st	+2	Morale, Rally	1d6	-
2nd	+2	Commanding Presence, Fighting Style	1d6	-
3rd	+2	Banner, Cohort, True Loyalty	1d6	Cohort Ability
4th	+2	Ability Score Improvement	1d6	-
5th	+3	Coordinated Assault,	1d8	-
6th	+3	War Horn	1d8	-
7th	+3	Banner Ability	1d8	Cohort Ability
8th	+3	Ability Score Improvement	1d8	-
9th	+4	Unbowed, Unbroken	1d8	-
10th	+4	Banner Ability	1d10	-
11th	+4	Blitz	1d10	Cohort Ability
12th	+4	Ability Score Improvement	1d10	-
13th	+5	Fervent Commander	1d10	-
14th	+5	-	1d12	-
15th	+5	Banner Ability	1d12	Cohort Ability
16th	+5	Ability Score Improvement	1d12	-
17th	+6	Immortal General	1d12	-
18th	+6	Esprit de Corps	1d12	-
19th	+6	Ability Score Improvement	1d12	-
20th	+6	Warmaster	1d12	Cohort Ability

## Morale

At 1st level, you learn how to set your troops to maximum combat readiness at all times. As long as you are conscious, you and all friendly creatures that can see or hear you add your proficiency bonus to their initiative rolls.

## Rally

At 1st level, you know how to keep your troops fighting the fight, even when they are tired and worn. You gain 4 Rally dice, which are d6's.

You can use your action and expend a rally die to bolster a wounded comrade. When you do so, choose a friendly creature within 60 feet who can see or hear you. That creature regains hit points equal to the rally die + your warlord level. A creature who has more than half its maximum hit points remaining cannot be healed by this ability.

You regain all expended rally dice when you finish a short or long rest. Your rally die size and the number of rally dice you have available increase as you reach certain levels in this class: you gain 2 additional dice at 5th, 10th, and 15th level, and your die size increases as you gain levels in this class as shown on the Warlord table.

## Commanding Presence

At 2nd level, you start to exhibit the presence of a true leader. Select two skills from the following: Deception, Intimidation, Persuasion, Perform. You gain proficiency in the selected skills, or you double your proficiency bonus on all checks that you make using those skills if you are already proficient in them.

## Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.
- Defense: While you are wearing armor, you gain a +1 bonus to AC.
- Dueling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon
- Protection: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

## Banner

Starting at 3rd level, you adopt a banner which you fly in combat, serving as a beacon for your troops. You can select from the following banners: Lion, Eagle, or Dragon, which are detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 7th, 11th, and 15th level.

## Cohort

Starting at 3rd level, you gain a loyal cohort, a fighting man who carries your banner and battles in your name. Select a companion from those presented below; following an 8 hour initiation period, that creature becomes your cohort and gains all the benefits of your True Loyalty ability. You can have only one cohort at a time.

If your cohort is ever slain, you can raise them from the dead by the same means you would normally resurrect a humanoid, such as the *raise dead* spell, or you can spend 8 hours initiating a new cohort. If you do so, your previous cohort loses all abilities granted by your True Loyalty ability, even if it is later returned to life.

## True Loyalty

Your cohort obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

Your cohort has abilities and game statistics determined in part by your warlord level. Your cohort uses your proficiency bonus rather than its own. In addition, at 3rd, 7th, 11th, 15th, and 20th levels, your cohort gains new abilities based on its archetype.

Your cohort gains proficiency in two skills or tools of your choice, and it gains proficiency in simple weapons, martial weapons, and all types of armor and shields. For each level you gain after 3rd, your cohort gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your cohort's abilities also improve. Your cohort can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your cohort shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below. Your cohort shares your ideal, and its bond is always, "I will follow my commander into any fray, and I will gladly fight by his/her side until my death.."

Your cohort is always considered to be in range of your warlord features and effects.

## Ability Score Improvement

When you reach 4th level, and again at 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.

## War Tactics

Starting at 5th level, when you use the Attack action on your turn, you can direct your cohort or an ally to attack with you. The selected creature uses its reaction to make a single weapon attack.

## War Horn

Starting at 6th level, whenever you and/or your allies roll for initiative, you and any friendly creatures that can see or hear you gain temporary hit points equal to your warlord level + your Charisma modifier.

## Unbowed

Starting at 9th level, you learn to shake off fear that would cripple a normal man, and to resist compulsions which would turn you against your men. You can't be charmed or frightened. As an action on your turn, you can grant all friendly creatures within 60 feet that can see or hear you advantage on all saving throws until the start of your next turn, or spend a rally die to immediately end the charmed or frightened condition on one of those creatures.

## Unbroken

Starting at 9th level, you learn how to push your men further than they could ever go alone. Whenever you use your Rally ability to heal your allies, you may target a number of friendly creatures equal to your Charisma modifier instead of just one.

## Fervent Commander

At 11th level, you learn to whip yourself and your allies into a frenzy. You deal additional damage on weapon damage rolls equal to your Charisma modifier.

Additionally, when you hit a hostile creature with a weapon attack, all friendly creatures within 10 feet of you gain this damage bonus against that creature until the start of your next turn.

At 18th level, the range of this ability increases to 30 feet.

## Blitz

Starting at 13th level, as an action on your turn you can direct all friendly creatures that can see or hear you to move up to their movement speed. If they end their movement within 5 feet of a hostile creature, they may make a single melee weapon attack against that creature, though at disadvantage. A creature must use its reaction to use this ability.

## Immortal General

At 17th level, when either you or a friendly creature within 120 feet of you takes damage which would reduce them to 0 hit points (but not kill them outright), you can use your reaction to drop that creature to 1 hit point instead. You must be able to see the creature and the creature must be able to see you to be targeted by this ability.

Once you use this ability, you must complete a short or long rest before you can do so again.

## Esprit de Corps

At 18th level, your troops will follow you to the gates of the nine hells. When you roll for initiative, if you have no more Rally dice remaining, you immediately gain a number of rally dice equal to your Charisma modifier (minimum 1).

## Warmaster

At 20th level, you become a war leader of legendary status. At the start of each of your turns, you and any creatures of your choice that can see or hear you and are within 30 feet of you regain hit points equal to 5

+ your Charisma modifier if that creature has no more than half of its hit points left. A creature cannot gain this benefit gain this benefit if it has 0 hit points.

## **Banners**

Warlords of all kinds endeavor to be true kings of the battlefield, mastering all of its secrets, and gathering the best men to their side to fight in their armies. To that end, they adopt symbols denoting their command style, values, and skills.

## **Lion**

Bravery in the face of overwhelming odds, mastery of horsemanship and mounted combat, and unwavering honor are the hallmarks of warlords of the Lion

### **Lion's Roar**

At 3rd level, as a bonus action on your turn, you may expend a Rally die to goad an enemy into attacking you. Select a creature within 30 feet that can hear or see you: the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

### **Pride Leader**

Starting at 7th level, you may use the Dash action as a bonus action.

At 15th level, your cohort may also use this ability.

### **Leading the Charge**

Starting at 10th level, your movement speed, as well as that of your mount, increases by 10 feet. As well, any friendly creature who ends its turn within 10 feet of you has its movement speed increased by 10 feet until the end of its next turn.

At 18th level, the range of this ability increases to 30 feet

### **White Lion Charge**

At 15th level, both you and allies deal more damage when charging. Once per turn after using the dash action, when you hit with a melee weapon attack, you may spend a rally die to add that rally die to the damage roll of that attack. Until the end of your next turn, your cohort and each of your allies may add 1d8 damage to a single melee weapon damage roll.

## **Eagle**

With sharp eyes and even sharper arrows, warlords of the Eagle seek to be lords of speed and ranged combat, mastering bow, sling, and ballista alike.

### **Eagle Shot**

Starting At 3rd level, when you make a ranged weapon attack roll against a creature, you can expend one rally die to add it to the roll. You can use this ability before or after making the attack roll, but before any effects of the attack are applied.

### **Flyby**

Starting at 7th level, you may use the Disengage action as a bonus action.

At 15th level, your cohort may use this ability.

### **Eagle's Talons**

Starting at 10th level, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls or the ranged attack rolls of friendly creatures within 10 feet of you.

At 18th level, the range of this ability increases to 30 feet

### **Darken the Skies**

At 15th level, when you make a ranged weapon attack on your turn, you may use a bonus action and spend a rally die to command your allies to attack. Each of your allies and your cohort may use their reaction to make a single ranged weapon attack.

## **Dragon**

For those that fly the flag of the Dragon, there is no greater joy than routing one's enemies with overwhelming force and superior numbers. Though an army marching under the Dragon may not be an actual barbarian horde, there are few who could easily tell the difference.

### **Dragon Breath**

Starting At 3rd level, when you hit a creature with a melee weapon attack, you can expend one rally die to attempt to damage another creature with the same attack. Choose another creature within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your rally die. The damage is of the same type dealt by the original attack

### **Tail Swipe**

Starting at 7th level, you may use the Shove action as a bonus action.

At 15th level, your cohort may use this ability.

### **Scales of the Wyrms**

Starting at 10th level, you reduce the damage of bludgeoning, piercing, or slashing attacks from non-magical weapons by an amount equal to your charisma modifier. This ability also affects any friendly creatures within 10 feet.

At 18th level, the range of this ability increases to 30 feet.

### **Claws of the Great Wyrms**

At 15th level, when you take the attack action on your turn, you can spend a rally die to make an additional melee weapon attack as a bonus action, adding the rally die to the damage roll. Until the end of

your next turn, each of your allies and your cohort may make a single additional melee weapon attack as a bonus action when they take the attack action.