

# Tactician

# The Tactician

“Your line is broken, Varrox! Your wizard is dead. Hahah! You should have negotiated!”

Strategist. Defender. Leader. With weapon in hand, you lead allies into the maw of battle, barking out commands that inspire your fellow heroes to move faster and strike more precisely. All the while, you stand between your compatriots and death, taunting the followers of evil to best you if they can.

As a tactician, you have abilities that heal your allies and grant them increased damage, movement, and attacks, even as you leave your enemies struggling to respond.

## BASICS

**Starting Characteristics:** You start with a **Might** of 2 and a **Reason** of 2, and can choose one of the following arrays for your other characteristics scores:

- 2, -1, -1
- 1, 1, -1
- 1, 0, 0

**Potency:** Reason

**Starting Stamina at 1st Level:** 21

**Stamina Gained at 2nd and Higher Levels:** 9

**Recoveries:** 10

**Skills:** You gain the Strategy skill. Then choose any two skills from Alertness, Architecture, Blacksmithing, Brag, Culture, Empathize, Fletching, Lead, Mechanics, Monsters, Search or the skills of the exploration skill group.

## TACTICIAN ADVANCEMENT

| Level | Features  | Abilities      | Doctrine Abilities |
|-------|---|----------------|--------------------|
| 1st   | Tactical Doctrine, Focus, Doctrine Feature, Doctrine Triggered Action, Field Arsenal, Mark, Strike Now, Tactician Abilities | 3, 5           | -                  |
| 2nd   | Perk, Doctrine Features, Doctrine Ability   | 3, 5           | 5                  |
| 3rd   | Out of Position, 7-Focus Ability  | 3, 5, 7        | 5                  |
| 4th   | Characteristic Increase, Focus on their Weaknesses, Master of Arms, Perk, Skill   | 3, 5, 7        | 5                  |
| 5th   | Doctrine Features, 9-Focus Ability  | 3, 5, 7, 9     | 5                  |
| 6th   | Improved Field Arsenal, Perk, Doctrine Ability  | 3, 5, 7, 9     | 5, 9               |
| 7th   | Characteristic Increase, Heightened Focus, Seize the Initiative, Skill, Doctrine Feature                                    | 3, 5, 7, 9     | 5, 9               |
| 8th   | Perk, Doctrine Feature, 11-Focus Ability  | 3, 5, 7, 9, 11 | 5, 9               |
| 9th   | Grandmaster of Arms, Doctrine Ability   | 3, 5, 7, 9, 11 | 5, 9, 11           |
| 10th  | Characteristic Increase, Command, Perk, Skill, True Focus, Warmaster  | 3, 5, 7, 9, 11 | 5, 9, 11           |

# 1ST-LEVEL FEATURES

As a tactician, you gain the following features.

## Tactical Doctrine

Whatever path brought you to your mastery of historically proven tactics, you choose a tactical doctrine from the following options, each of which grants you a skill. Choose from one of the following options: (*Quick Build*: Vanguard, Intimidate skill)

- **Vanguard:** You have learned the stratagems of ancient heroes, letting you lead from the front lines and seek victory through sheer force of will and personality. You gain a skill from the interpersonal skill group.
- **Insurgent:** Doing your duty, playing fair, and dying honorably in battle is your opponent's job. You'll do whatever it takes to keep your allies alive. You gain a skill from the intrigue skill group.
- **Mastermind:** You have an encyclopedic knowledge of warfare, viewing the battlefield as a game board and seeking victory by thinking steps ahead of your opponents. You gain a skill from the lore skill group.

## Focus

The ring of steel panics others but brings order to your mind, granting you a Heroic Resource called focus.

### Focus in Combat

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain focus equal to your Victories. At the start of each of your turns during combat, you gain **2 focus**. The first time each combat round that you or any ally damages a creature marked by you (see Mark below), you gain **1 focus**. The first time in a combat round that any ally within 10 squares of you uses a heroic ability, you gain **1 focus**. You lose any remaining focus at the end of the encounter.

### Focus Outside of Combat

Though you can't gain focus outside of combat, you can use your heroic abilities and effects that cost focus without spending it. Whenever you use an ability or effect outside of combat that costs focus, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite. When you use an ability outside of combat that lets you spend unlimited focus on its effect, you can use it as if you had spent an amount of focus equal to your Victories.

## Mark

MARK

*You draw your allies' attention to a specific foe.*

**Keywords:** Ranged

**Type:** Maneuver

**Distance:** Ranged 10

**Target:** One creature

**Effect:** The target is marked by you until the end of the encounter, until you are dying, or until you use this ability again. You can willingly end your mark on a creature (no action required). When a creature marked by you is reduced to 0 Stamina, you can use a free triggered action to mark a new target within distance.

By default, you can only have one creature marked at a time. If another creature becomes marked by you, previously marked targets lose the condition.

While a creature marked by you is within your line of effect, you and allies within your line of effect gain an edge on power rolls made against that creature. If another tactician also marks the creature, the marks do not grant compounding edges. Additionally, whenever you or any ally uses an ability to deal rolled damage to a creature marked by you, you can spend 1 or more focus to gain that many of the following benefits as a free triggered action:

- The ability deals extra damage equal to 1 + your Reason score.
- The creature dealing the damage can spend a Recovery.
- The creature dealing the damage can shift up to a number of squares equal to your Reason score.

## Field Arsenal

You have drilled with a broad array of weapons and have developed techniques to optimize their use. You can use any weapon or armor as if it were a part of a kit you were using. In addition, you gain the following bonuses and traits:

- **Stamina Bonus:** +6/E
- **Stability Bonus:** +1
- **Speed Bonus:** +1
- **Disengage Bonus:** +1
- **Melee and Ranged Damage Bonus:** +2/+2/+2 or +0/+0/+4

You can also select from two of the following specializations: (*Quick Build:* Durability, Range)

- **Durability:** Increase your Stamina Bonus to +12/E, and your Stability Bonus to +2
- **Nimbleness:** Increase your Speed Bonus to +3, and your Disengage Bonus to +2
- **Reach:** You gain a Melee Distance Bonus of +2
- **Range:** You gain a Ranged Distance Bonus of +10

## Kit Signature Abilities

You select two kits, and gain the signature ability of each. You don’t gain the other benefits associated with each kit. Whenever you could change kits, such as during a respite, you can select new signature abilities and Field Arsenal specializations. Kit signature abilities have their kit’s bonuses already applied, which might require you to adjust the bonuses of the signature abilities you gain from a kit. (*Quick Build:* Shining Armor, Sniper)

## Combat Style

Finally, choose a combat style:

- **Close-Range Combatant:**
  - **Mark Benefit:** When you damage a creature marked by you with a melee ability, you can spend 1 focus as a free triggered action to taunt that creature (EoT).
- **Backline Commander:**
  - Your non-weapon ranged Tactician abilities, such as Mark or Strike Now!, gain a +5 bonus to distance.

## Strike Now

You have the following ability.

“STRIKE NOW!”

*You point out an opening to an ally.*

**Keywords:** Ranged

**Type:** Main action

**Distance:** Ranged 10

**Target:** One ally

**Effect:** The target can use a signature ability as a free triggered action.

**Spend 5 Focus:** You target two allies instead of one.

## Doctrine Features

Your doctrine grants you features as shown on the 1st-level Tactician Doctrine Features table.

| Doctrine   | Doctrine Abilities                  |
|------------|-------------------------------------|
| Vanguard   | Commanding Presence, Parry          |
| Insurgent  | Covert Operations, Advanced Tactics |
| Mastermind | Studied Commander, Overwatch        |

## Vanguard

### Parry

You gain access to the following triggered action.

PARRY

*Your quick reflexes cost an enemy the precision they seek.*

**Keywords:** Melee, Weapon

**Type:** Triggered

**Distance:** Melee 2

**Target:** Self or one ally

**Trigger:** A creature deals damage to the target

**Effect:** You can shift 1 square. If the target is you, or if you end this shift adjacent to the target, the target takes half the damage. If the damage has any potency effect associated with it, the potency is decreased by 1.

**Spend 1 Focus:** This ability's distance becomes Melee 1 + your Reason score, and you can shift up to a number of squares equal to your Reason score instead of 1 square.

### Commanding Presence

You can use the Strategy skill to assist another creature with any test made using a skill from the interpersonal group. When you or another hero takes the Skaldry downtime, they gain an edge on the roll. Additionally, when you take your first turn during any negotiation, you can both make a test as normal, and make a test to either Buy Time or help an ally to Buy Time.

## Insurgent

### Advanced Tactics

You gain access to the following triggered action.

ADVANCED TACTICS

*You know exactly the least fair way to win this.*

**Keywords:** Ranged

**Type:** Triggered

**Distance:** Ranged 10

**Target:** One ally

**Trigger:** The target deals damage to another creature

**Effect:** The target gains 2 surges, which they can immediately use on the triggering damage.

**Spend 1 Focus:** If the damage has any potency effect associated with it, the potency is increased by 1.

### Covert Operations

You can use the Strategy skill to assist another creature with any test made using a skill from the intrigue group. While in your presence or working according to your plans, when you or an ally makes a test using any skill from the intrigue skill group and roll a 1 on a d10, they can reroll the d10.

## Mastermind

### Overwatch

You gain access to the following triggered action.

Overwatch

*Where do you think you're going?*

**Keywords:** Ranged

**Type:** Triggered

**Distance:** Ranged 10

**Target:** One ally

**Trigger:** The target attempts to take the Advance move action

**Effect:** At any time during the target's movement of your choice, including immediately, their movement ends.

**Spend 1 Focus:** One ally within range can make a melee free strike against the target.

### Studied Commander

You can use the Strategy skill to assist another creature with any test made using a skill from the lore group. At the start of an encounter, you can use the Recall Knowledge maneuver before any other creature and before your first turn. Additionally, whenever you begin a negotiation, you can make one free Reason test to Get a Vibe before the negotiation begins, which doesn't reduce patience on a tier 1 result.

## Tactician Abilities

You are a formidable combatant in your own right, but your greatest strength is the abilities you wield that let you shape control of the battlefield.

## Kit Signature Abilities

Your Field Arsenal feature grants you two signature abilities from kits. Signature abilities can be used at will. Heroic Abilities You know abilities that cost focus to use called heroic abilities.

### 3-Focus Abilities

Choose one heroic ability from the following options, each of which costs 3 focus to use. (*Quick Build*: Inspiring Strike)

#### INSPIRING STRIKE

*You give your allies hope.*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Power Roll + Might:**

- ≤11: 5 + M damage; choose one ally within 10 of you
- 12-16: 7 + M damage; choose two allies within 10 of you
- 17+: 9 + M damage; choose three allies within 10 of you

**Effect:** Each chosen ally gains temporary Stamina equal to twice your Reason score and has an edge on the next ability roll they make during the encounter.

#### SQUAD! FORWARD!

*On your command, you and your allies force back the enemy line.*

**Keywords:** Ranged

**Type:** Maneuver

**Distance:** Ranged 10

**Target:** Self and two allies

**Effect:** Each target can take a move action.

#### STAGGERING STRIKE

*You send a foe reeling back.*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Power Roll + Might:**

- ≤11: 4 + M damage; R<weak, weakened and slowed (save ends)
- 12-16: 7 + M damage; R<average, weakened and slowed (save ends)
- 17+: 10 + M damage; R<strong, weakened and slowed (save ends)

#### BATTLE CRY

*You shout a phrase that galvanizes your team.*

**Keywords:** Ranged

**Type:** Maneuver

**Distance:** Ranged 10

**Target:** Three allies

**Power Roll + Reason:**

- ≤11: Each target gains 1 surge
- 12-16: Each target gains 2 surges
- 17+: Each target gains 3 surges

## 5-Focus Abilities

Choose one heroic ability from the following options, each of which costs 5 focus to use. (*Quick Build*: Hammer and Anvil)

### HAMMER AND ANVIL

*"Let's not argue about who's the hammer and who's the anvil!"*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Power Roll + Might:**

- ≤11: 6 + M damage; one ally within 10 squares of you can use a strike signature ability against the target as a free triggered action
- 12-16: 8 + M damage; one ally within 10 squares of you can use a strike signature ability that gains an edge against the target as a free triggered action
- 17+: 10 + M damage; two allies within 10 squares of you can each use a strike signature ability that gains an edge against the target as a free triggered action

NOW!

*Your allies wait for your command—then unleash death!*

**Keywords:** Ranged

**Type:** Maneuver

**Distance:** Ranged 10

**Target:** Three allies

**Effect:** Each target can make a free strike.

### CONCUSSIVE STRIKE

*Your precise strike leaves your foe struggling to respond.*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Power Roll + Might:**

- ≤11: 8 + M damage; **M<weak**, dazed (save ends)
- 12-16: 10 + M damage; **M<average**, dazed (save ends)
- 17+: 13 + M damage; **M<strong**, dazed (save ends)

THIS IS WHAT WE PLANNED FOR

*All those coordination drills finally pay off.*

**Keywords:** Ranged

**Type:** Maneuver

**Distance:** Ranged 10

**Target:** Two allies

**Effect:** Each target who hasn't acted yet this combat round can take their turn in any order immediately after yours.

# 2ND-LEVEL FEATURES

## Perk

You gain one exploration, interpersonal or intrigue perk of your choice. See Perks for more information.

## 2nd-Level Doctrine Feature

Your tactical doctrine grants you two features, as shown on the 2nd-Level Doctrine Features table.

2nd-Level Doctrine Features

| Doctrine   | Doctrine Feature                        |
|------------|---|
| Vanguard   | Sentinel, Melee Superiority             |
| Insurgent  | Guerilla Fighting, Infiltration Tactics |
| Mastermind | Multitasker, Goaded                     |

## Sentinel

Whenever you make an opportunity attack, the target’s speed is reduced to 0 until the end of the current turn.

## Melee Superiority

**Mark Benefit:** Whenever a creature marked by you attempts to move or shift within distance of your melee free strike, you can use a free triggered action and spend 2 focus to make a melee free strike against that creature.

## Guerilla Fighting

Whenever you or any ally within 10 squares of you hides, that creature gains 1 surge.

## Infiltration Tactics

**Mark Benefit:** Whenever you or any ally would stop hiding due to using an ability on a target marked by you, you can use a free triggered action and spend 1 focus to allow the creature to remain hiding.

## Multitasker

You can focus on multiple enemies simultaneously. You can target and have marked two creatures with your Mark ability.

## Goaded

**Mark Benefit:** Whenever a creature marked by you uses a strike that targets you or any ally within your line of effect, you can use a free triggered action and spend 1 focus to change the target of the strike to you or another ally within your line of effect.



## 5-Focus Doctrine Ability

Your doctrine grants your choice of one of two abilities.

### Vanguard Abilities

#### FRONTAL ASSAULT

*Hit 'em fast and hit 'em hard.*

**Keywords:** –

**Type:** Maneuver

**Distance:** Self

**Target:** Self

**Effect:** You can use your Mark maneuver. Until the end of the encounter or until you are dying, whenever you or any ally use the Charge main action to attack a creature marked by you, they can use a signature or heroic ability with the Melee and Strike keywords instead of a melee free strike.

**Mark Benefit:** When you or any ally makes a melee strike against a creature marked by you, you can spend 1 focus to have the character making the strike push the target up to a number of squares equal to your Reason score. That character can then shift up to a number of squares equal to your Reason score, ending this shift adjacent to the target.

### Insurgent Abilities

#### FOG OF WAR

*Keep your enemies terrified and lashing out.*

**Keywords:** –

**Type:** Maneuver

**Distance:** Self

**Target:** Self

**Effect:** You can use your Mark maneuver. Until the end of the encounter or until you are dying, whenever you or any ally deals rolled damage to a target marked by you, the target is **R<weak** frightened of the creature who dealt the damage (EoT). This increases to **R<average** and **R<strong** with an increase in rolled tier.

**Mark Benefit:** When you or any ally makes a strike against a creature marked by you, you can spend 1 focus to force that target to make a free strike against another creature of your choice within 5 squares of them.

### Mastermind Abilities

#### SHAPE THE BOARD

*The battlefield is a canvas for your golden opportunity.*

**Keywords:** –

**Type:** Maneuver

**Distance:** Self

**Target:** Self

**Effect:** You can use your Mark maneuver. Until the end of the encounter or until you are dying, whenever you or any ally deals rolled damage to a target marked by you, you can slide the target up to 2 squares, ignoring stability. The target can't be moved in a way that would harm them (such as over a cliff or into the air without a fly speed), leave them dying, or result in them suffering a condition or other negative effect.

**Mark Benefit:** Until the end of the encounter, whenever you or any ally makes a strike against a creature marked by you, you can spend 2 focus to add one additional target to the strike.

#### EYES ON US

*Draw your enemies' attention where you want it.*

**Keywords:** –

**Type:** Maneuver

**Distance:** Self

**Target:** Self

**Effect:** Until the end of the encounter, you can target and have marked an additional creature with your Mark ability. You can use your Mark maneuver. Until the end of the encounter or until you are dying, whenever you or any ally deals rolled damage to a target marked by you, you may cause the target to be taunted by the creature who dealt the damage (EoT).

#### HIT 'EM HARD

*You call out weak points that deal maximum carnage.*

**Keywords:** –

**Type:** Maneuver

**Distance:** Self

**Target:** Self

**Effect:** Until the end of the encounter, you can target and have marked an additional creature with your Mark ability. You can use your Mark maneuver. Until the end of the encounter or until you are dying, whenever you or any ally deals rolled damage to a target marked by you, that creature gains 1 surge, which they can use immediately.

#### BATTLE PLAN

*You create the perfect strategy to win the battle.*

**Keywords:** –

**Type:** Maneuver

**Distance:** Self

**Target:** Self

**Effect:** Until the end of the encounter, you can target and have marked an additional creature with your Mark ability. You can use your Mark maneuver. You immediately learn the characteristics, immunities and weaknesses of each marked creature. Until the end of the encounter or until you are dying, whenever you or any ally deals rolled damage to a target marked by you, that damage ignores an amount of the target's immunities equal to your Reason score.

## 3RD-LEVEL FEATURES

As a 3rd-level tactician, you gain the following features.

### Out of Position

Even before battle begins, your enemies struggle to keep up with your tactics. At the start of an encounter, you can use a free triggered action to use your Mark ability, even if you are surprised. You can then slide one marked target up to 3 squares, ignoring stability. The target can't be moved in a way that would harm them (such as over a cliff), leave them dying, or result in them suffering a condition or other negative effect.

### 7-Focus Abilities

Choose one heroic ability from the following options, each of which costs 7 focus to use.

#### WE'VE GOT YOUR BACK

*"Pick on someone your own size."*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Power Roll + Might:**

- ≤11: 8 + M damage
- 12-16: 12 + M damage
- 17+: 16 + M damage

**Effect:** Each ally within 2 squares of the target can spend a Recovery. Each enemy within 2 squares of the target is taunted by you (EoT).

#### RIGHT WHERE I WANT YOU

*Manipulate a foe into the perfect position.*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Power Roll + Might:**

- ≤11: 11 + M damage; slide 4
- 12-16: 14 + M damage; slide 5
- 17+: 17 + M damage; slide 6

**Effect:** This forced movement ignores stability and can pass through creatures' spaces. Instead, the forced movement is reduced by the target's Reason score. The target can't be moved in a way that would harm them (such as over a cliff or into the air without a fly speed), leave them dying, or result in them suffering a condition or other negative effect.

#### NOT ON MY WATCH

*Nobody messes with your squad.*

**Keywords:** -

**Type:** Action

**Distance:** Self

**Target:** Self

**Effect:** You shift up to your speed directly toward an ally, ending adjacent to them, then swapping locations with that ally as long as you can fit into each other's spaces. The ally can spend any number of Recoveries, gains 3 temporary Stamina for each enemy you came adjacent to during the move, then each of you can make a free strike.

#### SQUAD! ON ME!

*Together, we are invincible!*

**Keywords:** Area

**Type:** Maneuver

**Distance:** 3 burst

**Target:** Self and each ally in the area

**Effect:** Each target gains 10 temporary Stamina. Until the start of your next turn, each target has a bonus to stability equal to your Reason score and has an edge on tests to resist environmental effects or a creature's traits or abilities.

# 4th-LEVEL FEATURES

As a 4th-level tactician, you gain the following features.

## Characteristic Increase

Your Might and Reason scores each increase to 3.

## Focus on Their Weaknesses

The first time each combat round that you or any ally damages a target marked by you, you gain 2 focus instead of 1.

## Master of Arms

You have unparalleled knowledge of weaponry. Your Signature Abilities granted by your Field Arsenal improve.

- Arcane Archer
  - The base damage improves by +1/+1/+1 and the extra damage improves by the tier rolled.
- Battlemind
  - Forced movement increase upgrades to +3.
- Cloak and Dagger
  - Double the distance shifted.
- Dual Wielder
  - Targets up to three creatures or objects, and has its name changed to Triple Strike.
- Guisarmier
  - Ability gains a push equal to tier.
- Martial Artist
  - You can swap places with the target on a tier 1 result.
  - On a tier 2 or 3 result, you can slide the target squares equal to tier rolled after swapping.
- Mountain
  - Additional damage increases to twice the characteristic.
- Panther
  - You can move up to your speed instead.
- Pugilist
  - Each tier gains slide +2.
- Raider
  - The target is instead weakened (save ends).
- Ranger
  - A creature slowed this way has a speed of 0 instead.
- Rapid-Fire
  - You can add the characteristic used for the roll to the damage.
- Retiarius
  - Tiers 1 and 2 have slowed (EoT) replaced with slowed or restrained (EoT).
  - Tier 3 has restrained (EoT) replaced with slowed or restrained (save ends).
- Shining Armor
  - Each enemy within 2 of the target is taunted (EoT).
- Sniper
  - Additional damage increases to twice the characteristic.
- Spellsword
  - The base damage improves by +1/+1/+1 and the extra damage improves by the tier rolled.
- Stick and Robe
  - Each tier gains slide +2.
- Swashbuckler
  - Each tier gains push +2.
- Sword and Board
  - Each tier gains push +1, and tiers 1 and 2 gain **M<weak** and **M<average** prone respectively.
- Warrior Priest
  - Damage weakness increases by 1.
- Whirlwind
  - Each tier has its vertical pull doubled.

Perk

You gain any one perk of your choice. See [Perks](#) for more information.

Skill

You gain one skill of your choice.

5th-LEVEL FEATURES

As a 5th-level tactician, you gain the following features.

5th-level Doctrine Feature

Your doctrine grants you features as shown on the 5th-level Tactician Doctrine Features table.

5th-Level Doctrine Features

| Doctrine   | Doctrine Feature                 |
|------------|----------------------------------|
| Vanguard   | Shake It Off, Tactical Offensive |
| Insurgent  | Distracted, Dirty Tricks         |
| Mastermind | Anticipated Moves, Hit the Books |

Shake It Off

At the start of your turn, you can spend 1d6 Stamina to end one effect on you that is (save ends) or (EoT). Alternatively, when you suffer a consequence from a test, you can spend 1d6 Stamina to ignore the consequence. Any ally adjacent to you can also spend Stamina these ways.

Tactical Offensive

Whenever you or an ally deals rolled damage to a creature you’re flanking, they decrease the requirements for rolling a critical hit by 1, allowing for a critical hit on a natural 18-20 by default.

Distracted

Creatures marked by you don’t count as observers for the purpose of hiding. In addition, enemies within 10 squares of you take a bane on rolls made to search for you or your allies.

Dirty Tricks

You’ve drilled your allies on how to capitalise maximally on moments of weakness. Whenever you or an ally within 10 squares of you expends a surge to deal damage, it deals 1 additional damage.

Anticipated Moves

Your capacity to predict your opponents means you can invest your focus in more critical matters. As you spend 1 or more focus on mark benefits, you gain 1 additional focus that turn that you can only use on mark benefits.

Hit the Books

Whenever you take the Hunt for Rumors downtime or the Research project, you can choose two topics instead of one to learn information about simultaneously.

## 9-Focus Abilities

Choose one heroic ability from the following options, each of which costs 9 focus to use.

**SQUAD! GEAR CHECK!**  
*You distract a foe while your allies secure their gear.*  
**Keywords:** Melee, Ranged, Weapon, Strike  
**Type:** Action  
**Distance:** Melee 1 or ranged 5  
**Target:** One creature or object  
**Power Roll + Might:**

- ≤11: 12 + M damage
- 12-16: 16 + M damage
- 17+: 20 + M damage

**Effect:** You and each ally adjacent to the target can choose one of the following benefits:

- They gain two surges.
- They gain temporary Stamina equal to 5 times your Reason score.

**WIN THIS DAY**  
*You inspire your allies to recover and gather their strength.*  
**Keywords:** Area  
**Type:** Maneuver  
**Distance:** 5 burst  
**Target:** Self and each ally in the area  
**Effect:** Each ally in the area gains 1 of their Heroic Resource. You and each ally in the area can spend a Recovery, end any EoT conditions on them, make a saving throw against any save ends conditions on them, and stand up if they are prone.

**WHILE THEY'RE DISTRACTED!**  
*You send a foe reeling, giving your allies the perfect chance to strike.*  
**Keywords:** Melee, Ranged, Weapon, Strike  
**Type:** Action  
**Distance:** Melee 1 or ranged 5  
**Target:** One creature or object  
**Power Roll + Might:**

- ≤11: 8 + M damage; I<**weak**, dazed (save ends)
- 12-16: 11 + M damage; I<**average**, dazed (save ends)
- 17+: 15 + M damage; I<**strong**, dazed (save ends)

**Effect:** Whenever a creature uses a heroic ability that targets only creatures dazed this way, they spend 1 fewer of their Heroic Resource on that ability (minimum 1).

**YOU'VE STILL GOT SOMETHING LEFT**  
*Push an ally to dig deeper than they thought they could.*  
**Keywords:** Ranged  
**Type:** Maneuver  
**Distance:** Ranged 10  
**Target:** One ally  
**Effect:** The target uses a heroic ability as a free triggered action. The ability has its Heroic Resource cost reduced by 1 + your Reason score (minimum cost 0).

## 6th-LEVEL FEATURES

As a 6th-level tactician, you gain the following features.

### Improved Field Arsenal

Your expertise with kits exceeds all others. You select a third kit for Field Arsenal and gain its signature ability.

### Perk

You gain one exploration, interpersonal or intrigue perk of your choice. See Perks for more information.

## 9-Focus Doctrine Ability

Your doctrine grants your choice of one of two abilities.

### Vanguard Abilities

#### NO ESCAPE

*"Not getting rid of me THAT easily!"*

**Keywords:** Charge, Melee, Weapon, Strike

**Type:** Action

**Distance:** Melee 1

**Target:** One creature

**Effect:** Until the end of the encounter or you are dying, whenever a marked creature moves from a square adjacent to you (including via forced movement), you can shift into any square the target leaves as a free triggered action.

**Power Roll + Might:**

- ≤11: 17 + M damage; push 3
- 12-16: 22 + M damage; push 5
- 17+: 24 + M damage; push 6; prone

### Insurgent Abilities

#### MIND GAME

*When their spirit breaks, their line will follow.*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature

**Power Roll + Might:**

- ≤11: 11 + M damage; each enemy within 2 squares of the target is P<weak, frightened (save ends)
- 12-16: 16 + M damage; each enemy within 2 squares of the target is P<average, frightened (save ends)
- 17+: 23 + M damage; each enemy within 2 squares of the target is P<strong, frightened (save ends)

**Effect:** While frightened this way, a target's characteristics are considered 1 lower for the purpose of resisting potencies.

### Mastermind Abilities

#### TWELVE STEPS AHEAD

*They think they're the ones in control here.*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Power Roll + Might:**

- ≤11: 18 + M damage; R<weak, outwitted (save ends)
- 12-16: 22 + M damage; R<average, outwitted (save ends)
- 17+: 25 + M damage; R<strong, outwitted (save ends)

**Effect:** An outwitted target that isn't a solo can't take a turn during a round until each other creature has taken a turn. A solo can't take their final turn of the round until each other creature has taken a turn.

#### PERFECT PARRY

*"Hah, pathetic! Perhaps a demonstration is in order."*

**Keywords:** -

**Type:** Free Triggered Action

**Distance:** Self

**Target:** Self; see below

**Trigger:** You use your Parry ability.

**Effect:** The target of your Parry ignores any effects associated with the damage that triggered your Parry ability, and can spend a Recovery. You can use a free strike or signature ability as a free triggered action against a creature who damaged the target to trigger Parry, and the target is R<weak dazed (save ends). This increases to R<average and R<strong with an increase in rolled tier.

#### GO FOR THE EYES

*"Try and find us now."*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature

**Power Roll + Might:**

- ≤11: 15 + M damage; A<weak, bleeding (save ends)
- 12-16: 23 + M damage; A<average, bleeding (save ends)
- 17+: 27 + M damage; A<strong, bleeding (save ends)

**Effect:** While bleeding this way, a target has line of effect only within 2 squares.

#### COUNTERSTRATEGY

*"Did you really, truly, believe I did not anticipate this scenario?"*

**Keywords:** -

**Type:** Maneuver

**Distance:** Self

**Target:** Self

**Effect:** The Director loses 2 Malice. Until the end of the encounter or until you are dying, whenever the Director spends Malice, choose yourself or one ally within 10 squares. The chosen character gains 2 of their Heroic Resource.

# 7th-LEVEL FEATURES

As a 7th-level tactician, you gain the following features.<sup>9</sup>

## Characteristic Increase

Each of your characteristic scores increases by 1, to a maximum of 4.

## Heightened Focus

When you gain focus at the start of each of your turns during combat, you gain 3 focus instead of 2.

## Seize the Initiative

If you are not surprised when combat begins, your side gets to go first. If an enemy has an ability that allows their side to go first, you roll as usual to determine who goes first.

## Skill

You gain one skill of your choice.

## 7th-Level Doctrine Feature

Your tactical doctrine grants you a feature, as shown on the 7th-Level Doctrine Features table.

7th-Level Doctrine Features

| Doctrine   | Doctrine Feature   |
|------------|--------------------|
| Vanguard   | Shock and Awe      |
| Insurgent  | Asymmetric Warfare |
| Mastermind | Grand Strategy     |

## Shock and Awe

You have expanded your leadership skills, strengthening your followers’ morale and providing logistical support. During a montage test or negotiation, you can obtain one automatic success on a test made using a skill from the interpersonal skill group. Additionally, the maximum number of followers you can have increases by 2, and you immediately gain those followers during a Respite for free.

## Asymmetric Warfare

You have advanced your skills in subterfuge, now directing full battlefield strategy and logistics. During a montage test or negotiation, you can obtain one automatic success on a test made using a skill from the intrigue skill group. Additionally, during group tests, you can count a success you make as three successes instead.

## Grand Strategy

You have grown your skills in strategy, wielding intricate battlefield tactics and plans. During a montage test or negotiation, you can obtain one automatic success on a test made using a skill from the lore skill group. Additionally, if you would get a tier 1 outcome on the Recall Knowledge maneuver or Hunt for Rumors downtime, you can turn it into a tier 2 outcome instead.

# 8th-LEVEL FEATURES

As an 8th-level tactician, you gain the following features.

## 8th-Level Doctrine Feature

Your tactical doctrine grants you a feature, as shown on the 8th-Level Doctrine Features table.

8th-Level Doctrine Features

| Doctrine   | Doctrine Feature    |
|------------|---------------------|
| Vanguard   | Pincer Movement     |
| Insurgent  | Bait and Ambush     |
| Mastermind | Perfect Opportunity |

### Pincer Movement

**Mark Benefit:** When you or any ally makes a strike against a creature marked by you, you can spend 1 focus to have an ally, or you if you aren’t making the strike, shift up to a number of squares equal to your Reason score before the strike is rolled. They must end this shift adjacent to the target.

### Bait and Ambush

**Mark Benefit:** When you or any ally makes a strike against a creature marked by you, you can spend 2 focus to let the character making the strike shift up to a number of squares equal to your Reason score and use the Hide maneuver as a free maneuver once during the shift. The creature can shift before or after the strike is resolved.

### Perfect Opportunity

**Mark Benefit:** When you or any ally makes a strike against a creature marked by you, you can spend up to 2 focus to have the roll ignore that many banes when making the strike.

## 11-Focus Abilities

Choose one heroic ability from the following options, each of which costs 11 focus to use.

#### DRAW STEEL

*“On this day, in this fight, we are one!”*

**Keywords:** Area

**Type:** Action

**Distance:** 20 burst

**Target:** Self and each ally in the area

**Effect:** Each target can use a signature ability as a free triggered action.

#### THIS IS OUR MOMENT!

*“Strike now, and strike true. None may stand against us!”*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Power Roll + Might:**

- ≤11: 17 + M damage; choose one ally within 5 of the target
- 12-16: 21 + M damage; choose two allies within 5 of the target
- 17+: 25 + M damage; choose three allies within 5 of the target

**Effect:** Each chosen ally gains 3 of their Heroic Resource.

#### TACTICAL REPOSITIONING

*Under your command, your allies are everywhere at once.*

**Keywords:** -

**Type:** Maneuver

**Distance:** 10 aura

**Target:** Self and each ally in the area

**Effect:** Until the end of the encounter or you are dying, at the end of every turn, you or one ally within the area can use a free triggered action to shift up to 3 squares.

#### TO THE END

*“Victory or death!”*

**Keywords:** -

**Type:** Maneuver

**Distance:** 5 aura

**Target:** Self and each ally in the area

**Effect:** Until the end of the encounter or you are dying, when a target starts their turn in the area or another hero dies, they can choose two of the following benefits:

- They gain three surges.
- They can spend a Recovery.
- They gain 15 temporary Stamina.



# 9th-LEVEL FEATURES

As a 9th-level tactician, you gain the following features.

## Grandmaster of Arms

Whenever you make a weapon ability roll, you can roll three dice and choose which two to use.

## 11-Focus Doctrine Ability

Your doctrine grants your choice of one of two abilities.

### Vanguard Abilities

TO YOU!

*Hurl foes at your allies' feet.*

**Keywords:** Melee, Weapon, Strike

**Type:** Action

**Distance:** Melee 1

**Target:** One creature or object

**Effect:** Until the end of the encounter or until you are dying, when you force move an enemy or object during your turn and the movement passes or ends adjacent to an ally, one ally can make a melee free strike against the enemy or object as a free triggered action.

**Power Roll + Might:**

- ≤11: 18 + M damage; slide 3
- 12-16: 22 + M damage; slide 4
- 17+: 25 + M damage; slide 6

TO ME!

*Redirect the flow of battle under your command.*

**Keywords:** Melee, Weapon, Strike

**Type:** Action

**Distance:** Melee 1

**Target:** One creature or object

**Effect:** Until the end of the encounter, when a creature or object would collide with you due to force movement that hasn't yet this turn, instead you can use a free triggered action to become the source of the forced movement, determine the target's new destination and can slide the target instead of using the original forced movement type. Additionally, the forced movement distance gains a bonus equal to your Might score.

**Power Roll + Might:**

- ≤11: 15 + M damage; pull 4
- 12-16: 18 + M damage; pull 6
- 17+: 21 + M damage; pull 8

### Insurgent Abilities

FROM THE BRUSH

*Let your plans be dark and impenetrable as night, and when you move, fall like a thunderbolt.*

**Keywords:** Area

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Effect:** Until the end of the encounter or until you are dying, whenever you or any ally deals rolled damage to a target marked by you from hiding, they roll an additional die and choose which two to use.

**Power Roll + Might:**

- ≤11: 17 + M damage
- 12-16: 23 + M damage
- 17+: 32 + M damage

FINISH THEM!

*It's time to end it.*

**Keywords:** Ranged

**Type:** Free Triggered Action

**Distance:** Ranged 10

**Target:** One ally

**Trigger:** The target uses an ability to deal rolled damage to a creature that's winded after damage resolves.

**Effect:** If the target of the triggering ability isn't a leader or solo creature, they die. Otherwise, the target gains 3 surges, which they can immediately use on the triggering damage, and there is no limit to the number of surges they can spend on the triggering ability.

### Mastermind Abilities

WEAK POINT

*Shatter their defenses like they were never there.*

**Keywords:** Melee, Ranged, Weapon, Strike

**Type:** Action

**Distance:** Melee 1 or ranged 5

**Target:** One creature or object

**Effect:** This ability benefits from damage weakness twice. Until the end of the encounter or until you are dying, creatures marked by you have damage weakness equal to your Reason score.

**Power Roll + Might:**

- ≤11: 8 + M damage
- 12-16: 12 + M damage
- 17+: 16 + M damage

BATTLEFIELD ARCHITECT

*The game was rigged from the start.*

**Keywords:** -

**Type:** Maneuver

**Distance:** Self

**Target:** Self

**Effect:** Until the end of the encounter, each enemy within your line of effect is considered marked by you.

# 10th-LEVEL FEATURES

As a 10th-level tactician, you gain the following features.

## Characteristic Increase

Your Might and Reason scores each increase to 5.

## True Focus

When you gain focus at the start of each of your turns during combat, you gain 4 focus instead of 3.

## Perk

You gain any one perk of your choice. See Perks for more information.

## Skill

You gain one skill of your choice.

## Command

You gain an epic resource called command. When you take a Respite, you gain command equal to the XP you gain.

- You can spend command on your abilities as if it were focus.
- Whenever you or any ally uses an ability to deal rolled damage to a creature marked by you, you can spend 1 command as a free triggered action to increase the power roll outcome for that target to its highest tier.
- Whenever an enemy marked by you makes an ability roll, you can spend 1 command as a free triggered action to decrease the power roll outcome to its lowest tier.

Command remains until you spend it.

## Warmaster

Whenever you or any ally uses a heroic ability that targets one or more creatures marked by you, the character making the roll spends 2 fewer of their Heroic Resource on that ability (minimum 1).