

Amongst the clamor and din of battle, only a few can lead their side to certain victory. Tacticians, warriors, and leaders, commanders inspire their allies and are at the head of many battles, both large and small. Some serve a nation, an ideal, or a faith, while others are in it for themselves. They are at their best when surrounded by allies, who often look to them for leadership. Commanders can be found in any military endeavor, from low-ranking sergeants leading a small squad of city guards to orc chieftains leading vast hordes.

Role: Commanders act as tactical coordinators and front-line combatants in battle, issuing orders to their allies that enhance combat abilities. Outside of combat they are often useful in social situations, as they tend to pick up abilities in that area while leading their men.

Alignment: Any.

Hit Dice: d10.

Starting Wealth: 5d6 x 10 gp (average 175gp)

Class Skills: The commander's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Geography) (Int), Knowledge (History) (Int), Knowledge (Nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis)

Skill Ranks Per Level: 4 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Command Pool Power, Command Bonus +1
2	+2	+3	+0	+3	Command Pool Power
3	+3	+3	+1	+3	Always Prepared, Bonus Feat
4	+4	+4	+1	+4	Command Pool Power, Command Bonus +2
5	+5	+4	+1	+4	Part of the Legend +1
6	+6/+1	+5	+2	+5	Command Pool Power
7	+7/+2	+5	+2	+5	Born Leader, Tactical Commander
8	+8/+3	+6	+2	+6	Command Pool Power, Command Bonus +3
9	+9/+4	+6	+3	+6	Bonus Feat
10	+10/+5	+7	+3	+7	Command Pool Power
11	+11/+6/+1	+7	+3	+7	Part of the Legend +2, Tactical Mind
12	+12/+7/+2	+8	+4	+8	Command Pool Power, Command Bonus +4
13	+13/+8/+3	+8	+4	+8	Masterful Commander
14	+14/+9/+4	+9	+4	+9	Command Pool Power
15	+15/+10/+5	+9	+5	+9	Bonus Feat
16	+16/+11/+6/+1	+10	+5	+10	Command Pool Power, Command Bonus +5
17	+17/+12/+7/+2	+10	+5	+10	Part of the Legend +3
18	+18/+13/+8/+3	+11	+6	+11	Command Pool Power
19	+19/+14/+9/+4	+11	+6	+11	Supreme Commander
20	+20/+15/+10/+5	+12	+6	+12	Command Pool Power, Command Bonus +6

Command Pool: A commander can issue commands and advice to his allies, granting them significant benefit in combat. Each day, a commander has a pool of 3 + Charisma modifier + 1/2 commander level command points to spend. Command points can be spent to issue commands or tactics that he has learned. The command pool is refreshed after eight hours of rest, though these hours don't need to be consecutive. A commander starts with one command pool power he qualifies for, and gains a new command pool choice every even level after that.

Tactics: A commander has a keen understanding of the battlefield, from individual combat to grand war strategy. He can use this understanding and insight to motivate and inspire himself and his allies. When a commander is on the battlefield and offering assistance, he can grant bonuses to himself and his allies through tactical advice. Tactics are active abilities, and must be started as a standard action that costs one command point. Each round, a commander uses a free action to maintain the tactic by advising and coordinating his allies. This ability affects the commander and all allies that can hear the commander and have line of sight to him. It requires some element of concentration on the battlefield and his surroundings, so a commander can't use this ability if he is unable to concentrate normally, such as in a barbarian's rage. If the commander is not able to take a free action on his turn to maintain the ability, such as if he is unconscious or stunned, the tactic ends immediately. Each tactic has an interval; this is how often the commander must pay a command point if he wishes to continue the ability. If the command point cost is not paid again when the interval is reached, the tactic ends. At first, a commander can only have one tactic active at a time. If he starts a new tactic, all other active tactics immediately end. Tactics are a sonic, language-dependent, mind-affecting ability.

Commands: A commander can also issue commands that he has learned. These are activated abilities, and cost one command point each time. Unless otherwise noted, commands are standard actions. Most affect the commander and his allies, granting a one-time bonus or allowing the target or targets to take an action. A few commands affect enemies, striking fear into their hearts or challenging them to single combat. If a command requires a saving throw, the DC is 10 + the commander's Charisma modifier + 1/2 commander level. Issuing a command does not interrupt active tactics that a commander is using.

Command Bonus: The command bonus is used to determine the bonus granted by a variety of commander powers. At 1st level, a commander's command bonus is +1. It increases by +1 at 4th level and again every four levels after that.

Command Pool Powers

Aerial Commander (Tactic, 1 Minute Interval)

While this tactic is active, allies gain a morale bonus to Fly checks, Ride checks, and charge attack rolls while airborne equal to your command bonus.

Optionally, you may spend a command point at the beginning of the day to add this bonus to all routine checks for the day's travel, such as keeping animals cared for and determining distance traveled, as well as mount's Constitution checks to resist taking damage from a forced march.

Agile Steps (Tactic, 1 Minute Interval)

While this tactic is active, allies gain a morale bonus equal to your command bonus to Acrobatics checks and CMD to avoid trip and knockdown.

Alarm (Command)

All creatures in the area may immediately awaken and stand from prone. If a creature affected by this power is currently under a magical sleep effect, they may roll another save against the original DC. If successful, they are awoken and may stand up immediately.

Ambush (Tactic, 10 Minutes Interval)

Level Requirement: 4

While this tactic is in effect, allies gain a morale bonus to Stealth checks equal to your command bonus. In addition, affected allies may take a full action in surprise round. Unlike most tactics, this tactic does not require constant verbal instruction – once initial directions are given, the commander doesn't need to maintain this ability verbally.

Call for Vengeance (Command)

Level Requirement: 6

Using this ability is an immediate action. When an ally is knocked unconscious or killed, you may order all allies who threaten the attacker to strike back. All allies who threaten the enemy who dropped your ally may take a melee attack against that enemy without an action.

Careful Strikes (Tactic, 1 Minute Interval)

Level Requirement: 6

Allies can roll twice when attacking an enemy with a miss chance, and may reduce cover and concealment penalties by your command bonus.

Cavalry Commander (Tactic, 1 Minute or Special Interval)

While this tactic is active, allies gain a morale bonus to Handle Animal checks, Ride checks, and charge attack rolls while mounted equal to your command bonus.

Optionally, you may spend a command point at the beginning of the day to add this bonus to all routine checks for the day's travel, such as keeping animals cared for and determining distance traveled, as well as mount's Constitution checks to resist taking damage from a forced march.

Challenging Battle Cry (Command)

Level Requirement: 4

Target an enemy within 30' that you have line of sight to. That enemy must make a Will save (DC 10 + $\frac{1}{2}$ your level + your Charisma modifier). If they fail the save, they suffer a penalty to attack rolls that don't target you equal to your command bonus for one round per point of your Charisma modifier. If they succeed at the save, the same penalty applies, but only for one round.

Coordinated Protection (Tactic, 1 Minute Interval)

Allies gain a morale bonus to AC equal to your command bonus while this tactic is in effect.

Coordinated Offense (Tactic, 1 Minute Interval)

Allies gain a morale bonus to attack and damage rolls equal to your command bonus while this tactic is in effect.

Defensive Positions (Command)

All allies with brace weapons may brace against a charge without an action. They are considered to be braced against a charge with a readied action until either they make an attack or their initiative comes up, after which they continue with their actions normally.

Demand Power (Tactic, 1 Minute Interval)

Level Requirement: 6

Choose one allied spellcaster per point of your command bonus. These casters gain +1 per die to all spell damage. This increased damage is of the same type as the original spell dealt.

Demand Resilience (Tactic, 1 Hour Interval)

Level Requirement: 4

Your allies gain the benefits of Endurance feat while this tactic is in effect. If they already have the Endurance feat, the benefit of that feat is increased by your command bonus for the duration.

Demoralizing Battle Cry (Command)

Level Requirement: 6

All enemies within 30' of you must make a Will save (DC 10 + 1/2 commander level + your Charisma modifier). If they fail, they are shaken for one minute. If they succeed, they are shaken for one round. This is a sonic, mind-affecting fear effect.

Duck and Cover (Tactic, 1 Minute Interval)

Level Requirement: 8

When you activate this ability, you designate one ally per point of your command bonus. While this tactic is in effect, those allies gain the benefit of the Evasion quality.

Find the Weakness (Tactic, 1 Minute Interval)

Level Requirement: 6

Enemies who roll a natural 1 on an attack roll provoke an Attack of Opportunity from your allies.

Frightening Battle Cry (Command)

Level Requirement: 8

As Demoralizing Battle Cry but enemies are Frightened for one minute if they fail their saving throw. You must already have Demoralizing Battle Cry to select this ability.

Inspire Fortitude (Tactic, 1 Minute Interval)

Allies affected by this tactic gain a morale bonus to Fortitude saves equal to your command bonus.

Inspire Reflex (Tactic, 1 Minute Interval)

Allies affected by this tactic gain a morale bonus to Reflex saves equal to your command bonus.

Inspire Will (Tactic, 1 Minute Interval)

Allies affected by this tactic gain a morale bonus to Will saves equal to your command bonus.

Invigorating Battle Cry (Command)

Level Requirement: 4

Allies gain 1d6 temporary hit points per point of your command bonus, plus your Charisma modifier. These temporary hit points last one minute per commander level you have. For example, if you have a command bonus of +3 and a Charisma of 18, each use of this ability grants 3d6+4 temporary hit points.

Mighty Strike (Command)

You exhort and encourage an ally when they strike at an opponent. Before your ally makes a melee or ranged attack roll, you use this ability as an immediate action. If the attack hits, they add 1d6 per point of your command bonus their damage roll. This damage is the same type as the attack deals.

Naval Commander (Tactic, 1 Minute or Special Interval)

Allies gain a morale bonus to all Profession (Sailor) checks and all Acrobatics and Climb checks related to shipboard movement equal to your command bonus.

Optionally, you may spend command at the beginning of the day to apply this bonus to all routine shipboard tasks for the day.

None Shall Fall (Tactic, 1 Minute Interval)

Level Requirement: 8

When you activate this tactic, choose one ally per point of your command bonus. These allies gain the Mettle special quality while the tactic continues and they are able to receive your instruction.

Rallying Cry (Command)

All allies who can hear you may immediately reroll a Will save against a fear effect.

Relentless Assault (Tactic, 1 Round Interval)

Level Requirement: 10

All allies have their critical threat range expanded by one after all relevant modifiers. For example, a fighter wielding a rapier with Improved Critical normally has a critical threat range of 15-20. While this tactic is active, his threat range would be 14-20.

Reposition (Command)

Level Requirement: 4

All allies may move half their speed. This movement provokes Attacks of Opportunity as normal. This does not count as an action of any kind for them. Unlike most commands, the commander who issues the command gains no benefit from this ability.

Reposition, Improved (Command)

Level Requirement: 8

As Reposition, but allies can move their full normal speed. You must have the Reposition ability before you can select this one.

Rousing Cry (Command)

Level Requirement: 4

Allies may immediately reroll a save against an effect that grants any of the following conditions: dazed, dazzled, fascinated, staggered, or stunned. The save is made at the original DC. If it is successful, the condition ends immediately.

Siegemaster (Tactic, 1 Minute Interval)

Allies gain a morale bonus to Profession (siege engineer) skill checks and attack and damage rolls with siege weaponry equal to your command bonus.

Spellcaster Commander (Tactic, 1 Minute Interval)

Level Requirement: 4

Allied spellcasters gain a morale bonus on caster level checks (including Concentration rolls) equal to your command bonus.

Stand and Fight (Tactic, 1 Minute interval)

Level Requirement: 10

Allies gain unbeatable Damage Reduction equal to your command bonus. Thus, if you have a +4 command bonus, your allies gain DR 4/-.

Sudden Strike (Command)

Level Requirement: 4

As an immediate action when an ally is denied an AoO by an opponent's action, they make take it anyway. You must be able to observe the opponent and your ally in order to active this ability.

Sure Strike (Command)

As an immediate action when an ally misses an attack roll, you may allow them to reroll the attack. They must use the results of this second attack roll, even if it is worse than the first.

Swiftess (Tactic, 1 Minute Interval)

Level Requirement: 6

Allies gain an increase in their basic move speed equal to 5' per point of your command bonus.

Tactician (Tactic, 1 Minute Interval)

You can grant a teamwork feat you possess to your allies. When you start this tactic, select a teamwork feat. Your allies are also considered to have that feat while under the effects of this tactic.

If the teamwork feat selected grants a numerical bonus and it is lower than your command bonus, use your command bonus instead.

When you select this command ability, you gain a bonus teamwork feat. You may select this command ability multiple times, gaining a new bonus teamwork feat each time.

To Arms (Command)

Your allies may ready a weapon without an action.

Triumphant Battle Cry (Command)

Level Requirement: 8

As an immediate action when you confirm a critical hit, gain a +2 morale bonus to your command bonus for one round.

Victorious Battle Cry (Command)

Level Requirement: 10

Allies may take an immediate action to make a melee or ranged attack against an opponent they can normally attack. Using this ability is a standard action on your part. Unlike most commands, you do not gain the benefit of this ability.

Watch Your Back (Command)

You inspire an ally into a hyper-vigilant and defensive state, allowing them to protect themselves effectively against multiple attackers. Target an ally that you have line of sight to. That ally cannot be flanked for a number of rounds equal to your Charisma modifier.

Watchful and Ready (Tactic, 1 Hour Interval)

Allies gain a morale bonus to Perception checks and initiative rolls equal to your command bonus. This does not stack with your own Always Prepared commander class ability.

Always Prepared (Ex): The commander adds his command bonus to all initiative checks and Perception checks to avoid surprise.

Bonus Feat (Ex): At 3rd level and every six levels after, a commander gains a bonus feat. The feat must be drawn from the following list: any combat feat, any teamwork feat, any feat that requires the command pool class ability, or Leadership. The commander must meet all prerequisites of the feat, as normal.

Part of the Legend (Ex): You gain the services of a special mount, or gain a bonus when using a particular weapon or armor. You must choose the benefit when you gain this ability; it cannot be changed once selected except as noted below.

Mount: You gain the services of a mount as a cavalier of your level.

Weapon: You gain a +1 bonus to attack and damage rolls when using a specific weapon (a particular weapon, not all weapons of that type). This bonus increases by +1 at 11th level and again at 17th. If you lose this weapon or choose to use another, you may change the weapon selected after one week of using the new weapon and familiarizing yourself with it.

Armor or Shield: You are at home in a particular suit of armor or using a particular shield. The armor or shield bonus granted by that item is increased by +1, as is its maximum Dexterity bonus. The armor check penalty is decreased by 1. At 11th and 17th level, these modifiers increase by 1. If you lose this equipment or choose to switch to another, you change the item the bonus applies to after one week of using the new item.

Born Leader (Ex): The commander adds his command bonus to all Diplomacy, Intimidate, and Sense Motive checks, and to his Leadership score.

Talented Commander (Ex): You can start a tactic as a move action, rather than as a standard action.

Tactical Mind (Ex): You can maintain two tactics at once, and your allies gain the benefits of both. You must pay command points to start and maintain both, as normal. You can choose to end one or both if you change which tactics you have active.

Masterful Commander (Ex): You can start a tactic or change tactics as a swift action, rather than a move action.

Supreme Commander (Ex): You can start or change tactics as an immediate action, rather than a swift action.