

Marshal

Trained in the basics of fighting, marshals possess a general knowledge of weapons and armor.

The marshal is an archetype of the bard class.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

This ability replaces the bard's weapon and armor proficiencies.

Skill Focus (Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

This ability replaces distraction.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 4th level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best. Unless otherwise noted, a marshal's aura affects all allies within 30 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. A marshal begins play knowing one minor aura of his choice. For every three bard levels after 1st, he gains access to 1 new aura.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

- *Accurate Strike:* Bonus on rolls made to confirm critical hits.
- *Art of War:* Bonus on disarm, trip, bull rush, and sunder combat maneuvers.
- *Demand Fortitude:* Bonus on Fortitude saves.
- *Determined Caster:* Bonus on rolls to overcome spell resistance.
- *Force of Will:* Bonus on Will saves.
- *Master of Opportunity:* Bonus to Armor Class against attacks of opportunity.
- *Master of Tactics:* Bonus on damage rolls when flanking.
- *Motivate Charisma:* Bonus on Charisma checks and Charisma-based skill checks.
- *Motivate Constitution:* Bonus on Constitution checks and Constitution-based skill checks.
- *Motivate Dexterity:* Bonus on Dexterity checks and Dexterity-based skill checks.
- *Motivate Intelligence:* Bonus on Intelligence checks and Intelligence-based skill checks.
- *Motivate Strength:* Bonus on Strength checks and Strength-based skill checks.
- *Motivate Wisdom:* Bonus on Wisdom checks and Wisdom-based skill checks.
- *Over the Top:* Bonus on damage rolls when charging.
- *Watchful Eye:* Bonus on Reflex saves.

This ability replaces musical power.

Armored Bard (Ex): At 3rd level, normally, medium or heavy armor of any kind interferes with a song-performer's gestures, which can cause songs to fail. A marshal's limited focus and specialized training, however, allows him to avoid song failure so long as he sticks to medium armor and light shields. This training does not extend to heavy shields. This ability does not apply to spells gained from a different spell-casting class. At 7th level, a marshal learns to use heavy armor with no chance of song failure. At 10th level, a marshal learns to use heavy shields with no chance of song failure.

This ability replaces inspire competence.

Major Aura: Beginning at 4th level, a marshal can project a major aura in addition to his minor aura. For every four bard levels after 4th, he gains a new major aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 8th, 12th, 16th, and 20th level.

- *Hardy Soldiers:* The bard's allies gain damage reduction equal to double the bonus the aura provides.
- *Motivate Ardor:* Bonus on damage rolls.
- *Motivate Attack:* Bonus on melee attack rolls.
- *Motivate Care:* Bonus to Armor Class.
- *Motivate Urgency:* Allies' move speed is increased by 10 feet × the amount of bonus the aura provides.
- *Resilient Troops:* Bonus on all saves.
- *Resist the Elements:* The bard's allies gain elemental resistance equal to double the bonus the aura provides.
- *Steady Hand:* Bonus on ranged attack rolls.

This ability replaces wide audience.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order.

This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

This ability replaces song talents gained at 4th, 8th, 12th, 16th, and 20th level.