

Warlord

A warlord is a leader on the battlefield, standing on the front line, commanding troops and offering aid to allies as the battle rages. They are brilliant tacticians, often spelling the difference between defeat and victory.

The warlord is an archetype of the knight class.

Combat Leader (Ex): At 1st level, the warlord begins to demonstrate the brilliance of his battlefield leadership. The warlord and all allies within 30 feet gain a +2 bonus to initiative. This bonus increases by +1 for every three knight levels thereafter.

This ability replaces defend ally.

Battle Tactics (Ex): At 1st level, a warlord is trained to use tactics to direct units and individuals to create beneficial combat situations that favor his allies. (A warlord may always choose to count himself as one of his own allies, both for fulfilling conditions required by tactics, and for receiving the benefit of them.) He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st, this number increases by 2 rounds per day. Each round, the warlord can make use of any one of the types of battle tactics that he has mastered, as indicated by his level. Activating a warlord's tactic is a standard action, but it can be maintained each round as a free action. Changing a warlord's tactic from one effect to another requires the warlord to end the previous tactic and start a new one as a standard action. A warlord's tactic cannot be disrupted, but it ends immediately if the warlord is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A warlord cannot have more than one battle tactic in effect at one time.

At 7th level, a warlord can start a battle tactic as a move action instead of a standard action. At 13th level, a warlord can start a battle tactic as a swift action. Each battle tactic has audible components and some also have visual components. Targets must be able to hear the warlord for the tactics to have any effect, and such tactics are language dependent. A deaf warlord has a 20% chance to fail when attempting to use a battle tactic. If he fails this check, the attempt still counts as one round against his daily limit. If a battle tactic has a visual component, the targets must have line of sight to the warlord for the tactic to have any effect. A blind warlord has a 50% chance to fail when attempting to use a battle tactic with a visual component. If he fails this check, the attempt still counts as one round against his daily limit.

Assail (Ex): At 1st level, a warlord learns to direct his allies to overwhelm a foe's defenses, forcing the enemy to divide its attention among multiple targets. The warlord selects one foe he can see. If that foe is threatened by three or more of the warlord's allies, it is considered flanked for the first melee attack each ally makes in a round. At 9th level, this power causes any foe the warlord can see that is threatened by three or more allies to be flanked for the first attack each ally makes in a round. At 17th level, this power causes any foe the warlord can see that is threatened by two allies to be flanked for the first attack each ally makes in a round.

Countering Tactics (Ex): At 1st level, a warlord learns to counter the advantages foes gain by superior planning, morale, or position. Each round of the countering tactics he makes a Knowledge (nobility) skill check. The warlord compares this to every foe he can see and has line of effect to. If the warlord's Knowledge check hits a DC of (10 + target's hit dice or level), that foe gains no benefit from morale bonuses, luck bonuses, or battle tactics; cannot flank; and suffers a -4 penalty to all attacks of opportunity made. A creature the warlord fails to affect with a use of countering tactics remains immune to any further use of the ability by the same warlord for 24 hours.

Covering Maneuvers (Ex): At 1st level, a warlord can use his battle tactics to direct his allies to watch out for one another, and assist each in remaining safe and protected. Any ally who is eligible to be affected by battle tactics and is adjacent to at least one additional ally receives a +1 morale bonus to Armor Class, CMD,

and Reflex saving throws. This bonus increased to +2 at 5th level, +3 at 11th level, and reaches its maximum of +4 at 17th level. Covering maneuvers requires both audible and visual components.

Deployment (Ex): At 1st level, a warlord can direct allies to get into advantageous positions quickly. All allies the warlord can see gain a +10 foot enhancement bonus to their base movement if they take a double move or run action. At 10th level, this becomes a +15 foot enhancement bonus for allies that take a double move or run action.

Individual Tactics (Ex): A warlord of 3rd level or higher can use his battle tactics to help an ally use combat strategies outside the ally's normal repertoire. The warlord may select one combat feat to which he has access and one ally who is within 30 feet of the warlord. He then grants that ally access to the selected feat, provided the ally meets the feat's prerequisites. While maintaining individual tactics, as a free action, the warlord may change the selected feat (but not the selected ally). At 6th level, and every six knight levels thereafter (12th, 16th, and so on) the warlord can select an additional feat to grant to his ally. All feats must be combat feats known by the warlord, for which that the ally meets the prerequisites. Individual tactics requires both audible and visual components.

Goad (Su): A warlord of 5th level or higher can use his battle tactics to force a foe into immediate action. He selects one foe within 60 feet that he can see and has line of effect to. That target must make a Will save against a DC of (10 + half of the knight's level + his Charisma modifier). If the foe fails, it cannot ready or delay any actions. If it does not take its turn in the normal initiative order, it loses its action until the next round. Although the warlord can maintain this battle tactic for several rounds, the targeted foe is allowed a new saving throw against the goad at the beginning of every turn. Goad is a compulsion and mind-affecting ability.

Guarded Tactics (Ex): A warlord of 7th level or higher can employ battle tactics to protect weaker allies from being hampered by complex maneuvers by foes. All allies within 60 feet who are able to see and hear the warlord may use his CMD rather than their own, if they choose to do so.

Raid Tactics (Ex): A warlord of 9th level or higher can use his battle tactics to develop quick raids that maximize the potency of his allies while minimizing their weaknesses. This ability affects allies within 60 feet that can see and hear the warlord. Affected allies ignore penalties from confused, exhausted, fatigued, frightened, shaken, and sickened conditions for the duration of this battle tactic. These conditions are not removed, but they have no effect on creatures receiving the benefits of raid tactics. Each round the warlord maintains the raid tactics, he expends two rounds of his battle tactics. Raid tactics requires both audible and visual components.

Assault Tactics (Ex): A warlord of 13th level or higher can direct his allies to take positions that makes the most of their attack types. This ability affects allies within 60 feet that can see and hear the warlord. Affected allies deal an additional 1 hit point of damage for each die of damage they deal, to a maximum of half the warlord's knight level.

Heroic Tactics (Ex): A warlord of 15th level or higher can employ tactics that allow a number of allies to employ strategies outside their normal repertoire. The warlord selects one combat feat he knows. All allies within 60 feet that meet the prerequisites for the selected feat gain use of it. The warlord can change what feat his allies gain access to as a move action while maintaining this battle tactic. Allies all have access to the same single feat at a given time, and they lose all previous benefits if the warlord changes which feat they may access.

This ability replaces defensive stance.

Commanding Presence (Ex): At 2nd level, the mere appearance of a warlord upon the field of battle has a positive impact among his allies. All allies that can see the warlord gain a +1 bonus to attack and weapon damage rolls. This bonus increases to +2 at 8th level, +3 at 14th level, and +4 at 20th level.

This ability replaces stand firm.

Consul (Ex): Though not all warlords move in highly-placed circles, they all learn the ins-and-outs of political maneuvering as part of their training in the art of war. At 2nd level, a warlord learns to use his understanding of the rules of the courts and places of political power to assist him in any social interaction, even with individuals of low social standing. The warlord may use his Knowledge (nobility) bonus in place of his Diplomacy bonus whenever making a Diplomacy check.

This ability replaces defensive training.

Mount (Ex): At 2nd level, a warlord gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a beastmaster's animal companion, using half the knight's level as his effective beastmaster level. The creature must be one that he is capable of riding and must be suitable as a mount. A Medium warlord can select a horse. A Small warlord can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. (The GM might approve other animals as suitable mounts.)

A warlord does not take an armor check penalty on Ride checks while riding this mount. The mount is always considered combat trained, and begins play with Light Armor Proficiency as a bonus feat. A warlord's mount does not gain the shared saves special ability. Should a warlord's mount die, he can find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the warlord gains a level.

This ability replaces a knight talent gained at 2nd level.

Battle Tactician (Ex): At 3rd level, a warlord gains a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the warlord can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 4 rounds, plus 1 round for every two knight levels beyond 3rd that the warlord possesses. Allies do not need to meet the prerequisites of this bonus feat. The warlord can use this ability once per day at 3rd level, plus one additional time per day at 9th and 15th levels.

This ability replaces shield block.

Inspiration (Ex): During battle, the warlord exhorts his comrades with words of courage and determination. At 3rd level, this inspiration affects all allies within a 30-foot radius centered on the warlord, and bestows 1d6 temporary hit points, plus 1d6 additional points for every two knight levels beyond 3rd (2d6 at 5th, 3d6 at 7th, and so on) These temporary hit points last until the battle ends, or until they are removed through damage. A warlord may inspire a number of times per day equal to 3 + his Charisma modifier. This is a standard action and does not provoke an attack of opportunity. The warlord can choose whether or not to include himself in this effect.

This ability replaces armor training.

Warlord Talents (Ex): As a warlord gains experience, he learns a number of talents that aid him and his allies. Starting at 4th level, a warlord gains one warlord talent or a knight talent. He gains an additional talent for every two knight levels attained after 4th level. A warlord cannot select an individual talent more than once unless the talent says otherwise. Talents marked with an asterisk add effects to the battle tactics ability. Only one of these talents can be in effect at a time and the decision to add it to a use of battle tactics must be made when that tactic is activated, and may not be added later while it is being maintained..

Born Leader (Ex): This talent adds half a warlord's knight level to his Leadership score, for purpose of determining the total number of followers he gains from the Leadership feat (but NOT to determine the level of his cohort). If this bonus causes the warlord's Leadership score to be 26 or higher, the warlord gets a bonus group of followers. To determine how large this group of bonus followers is, subtract 10 from the warlord's Leadership score, and compare this new number to the Leadership chart. **Prerequisite:** A warlord must have the Leadership feat before selecting this talent.

Contacts (Ex): As a leader of men and lord of command, a warlord is likely to have contacts among any large population. Upon reaching a new community, the warlord may immediately make a Diplomacy check to see if he is aware of a contact in the community. A check result of 9 or less indicates no specific contact. A check result of 10–29 means that the warlord knows one contact that is indifferent, a check result of 30–39 means he knows one contact that is friendly, and a check result of 40 or more means he knows one contact that is helpful. Contacts are always typical members of the community, rather than knights or court wizards, and the warlord must treat a contact well to gain actual aid. A contact has no special connection to the warlord's allies, and has an initial attitude toward them consistent with how others in the community would feel.

Cover Fire (Ex):* Whenever the warlord grants benefits to his allies from any battle tactic, the allies also gain the ability to take the aid another combat action with ranged attacks. Both the target of the attack, and the ally to benefit from the aid another, must be in line of effect of the warlord.

Extra Tactics (Ex): The warlord can use his battle tactics an additional for 6 additional rounds per day. This talent may be selected more than once.

Fighting Spirit (Ex): Some warlords are dedicated fighting men nearly as skilled as members of the fighter class. This talent allows the warlord to select one feat normally restricted to fighters only, using half the warlord's knight level as his fighter level for purpose of one feat's prerequisite. The warlord must meet all other prerequisites of the feat normally.

Hand Up (Ex): As a move action, the warlord can assist an adjacent prone ally to stand. The ally must take a move action on her turn to actually stand from prone, but if the warlord is still adjacent the ally does not suffer an attack of opportunity for standing.

Hard March (Ex): The warlord can keep his allies focused on moving forward with alacrity, using careful planning to reduce the breaks required, directing a group's scouts to find the best route through terrain, and ensuring assistance is given to anyone at risk of falling behind. As a result, the warlord and his allies (to a maximum of 20 people per knight level) double their miles per hour of overland speed. The group may still hustle or use a forced march to further increase their speed or time traveled, but suffers the normal penalties for doing so.

Hold! (Ex):* Whenever the warlord grants benefits to his allies from any battle tactic, the allies also gain the ability to ready a full round action (rather than ready just a standard action, as normal).

Perspicacity (Ex): This talent represents the warlord's mastery of studying details and using them to draw conclusions about the bigger picture. The warlord may use his Perception bonus in place of his Appraise or Sense Motive bonus whenever making an Appraise or Sense Motive check.

Realm of Expertise (Ex): A warlord with this talent has learned how to maximize his efforts within a certain class of skills. The warlord gains a +1 bonus to all skill and ability checks based on a single ability score selected when this talent is taken. If the warlord is 10th level or higher, this bonus increases to +2. This talent may be selected more than once. A different ability score must be selected each time the talent is taken.

Shout of Warning (Ex): As a move action, a warlord can shout a warning of impending danger to his allies. All allies able to hear him cease to be flat-footed, even if they are surprised.

*Take Them Alive!** (Ex): Whenever the warlord grants benefits to his allies from any battle tactic, the allies also gain the ability for half the damage they deal to be nonlethal damage.

These abilities may replace knight talents.

Hold the Line (Ex): At 4th level, the warlord gains the ability to bolster a defensive line. When forming a defensive line (fighting defensively and standing adjacent to one another), the warlord and all allies gain a +2 competence bonus to AC.

This ability replaces active defense.

Rallying Presence (Ex): At 5th level, the warlord gains the ability to rally others. The warlord and all allies within 30 feet gain a +1 morale bonus on saves against fear spells and effects. This bonus increases to +2 at 10th level and +3 at 15th level.

This ability replaces deft shield.

Cry Havoc! (Ex): At 11th level, the warlord may direct their allies to attack a specific target, overwhelming the enemy. The warlord designates a particular target, and until the end of the warlord's next turn, any attack roll against that target can now score a critical hit on a roll of 18-20, and receive a +4 bonus to confirm the results of a critical hit. The warlord can cry havoc a number of times per day equal to 3 + his Charisma modifier. This is a move action, and does not provoke an attack of opportunity.

This ability replaces improved defensive stance.

Advanced Talents (Ex): At 12th level, and every two knight levels thereafter, a warlord can choose one of the following advanced talents in place of an advanced knight talent.

Agents (Ex): This talent represents the warlord's efforts to have spies and emissaries in areas he is likely to operate. Any time the warlord enters a new kingdom, town, or settlement, he may make a DC 25 Diplomacy check. On a successful check, the warlord may choose to have one of his followers of 2nd level or higher be an agent within the community. This agent is removed from the total number of followers the warlord has available, and is attached to the community. Depending on the nature of the community, the GM must decide if the agent is a clandestine spy or an open representative of the warlord or his patrons. In either case, the agent is loyal to the warlord and knows the lay of the land and local rumors, and is likely to be able to provide information about current events, a place to hide, and someone who can safely sell items or buy supplies without raising suspicions. Every two levels the warlord gains after selecting this talent he may "reassign" one of his agents, removing the agent from the community it was previously in and returning it to the pool of available followers. A warlord with no available followers of 2nd or higher level can't use the agent talent until he has an available follower.

*Back-Up Plan** (Ex): Whenever the warlord grants benefits to his allies from any battle tactic, each ally also gain the ability to reroll any one attack roll, damage roll, or saving throw. If an ally does choose to reroll one of these die rolls, the ally must take the second result even if it is worse than the original die roll. An ally may only make one reroll from a specific warlord's backup plan talent in a given day, even if that warlord uses this talent multiple times during the day. Each time an ally chooses to make a reroll, the warlord expends one additional round of battle tactics from his daily limit.

Formation (Ex):* Whenever the warlord grants benefits to his allies from any battle tactic, they also gain the ability to make one additional attack of opportunity each round, and a +4 morale bonus to attack rolls for attacks of opportunity.

Hearten (Su): When a warlord with the hearten talent uses his inspiration ability, he adds his Charisma modifier to the number of temporary hit points gained by each ally.

Lasting Tactics (Ex):* With this talent, a warlord may opt to have a battle tactic continue to be effective for 2 rounds after he stops maintaining it (even if the warlord begins to use a different battle tactic). These 2 rounds count against the warlord's daily total of battle tactics.

Parley (Ex): The art of trying to reach a truce of some kind with foes is represented by the parley talent. With this talent, a warlord can make a special Diplomacy check as a full round action with hostile, unfriendly or indifferent NPCs to attempt to convince them to agree to a temporary cessation of hostilities. This can be attempted in combat, even against foes wishing the warlord or his allies immediate harm. The DC for this special check is the same as the DC for improving the attitude of an NPC (see Diplomacy in the Pathfinder Roleplaying Game Core Rulebook for more information). A successful check convinces a foe to stop attempting to harm the warlord and his allies for 1d4 rounds, as long as the warlord and his allies do nothing to improve their situation (or at least aren't caught doing anything). Thus neither the warlord nor his allies may heal, move to better positions, cast spells, or ready equipment during the parley. In most cases if the warlord and his allies don't offer concessions to a hostile foe, violence is renewed (even if negotiations seem to be going well) after the 1d4 rounds of parley.

These abilities may replace advanced knight talents.

Greater Battle Tactician (Ex): At 17th level, the warlord gains an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The warlord can grant this feat to his allies using the battle tactician ability. Additionally, using the battle tactician ability is now a swift action.

This ability replaces tireless stance.

Onward to Victory! (Ex): At 20th level, the warlord may exhort his allies to glory. As a swift action, until the end of warlord's next turn, the warlord and all allies within 30 feet may follow up a standard action with an attack made as a free action. This ability may be used up to three times per day.

This ability replaces superior defensive stance.

Master Warlord (Ex): At 20th level, the warlord becomes an expert in the fine art of directing a battle, able to assess his foes with great skill and use that knowledge to guide his allies to victory. The warlord can assess a single foe as a move action, and use that information to guide his allies in defeating the foe. The warlord makes a Sense Motive check with a DC of (10 + foe's total Bluff bonus) or (10 + foe's base attack bonus + foe's Charisma modifier), whichever is higher. If the warlord succeeds, he learns the target's current and maximum hit points, base attack bonus, armor class, and total Fortitude, Reflex and Will saving throw bonuses. Any ally able to see and hear the warlord gains a +5 bonus to attack and damage rolls against any target the warlord has assessed in the past 24 hours. If the warlord fails an assess check, he cannot attempt to assess the same foe again for 24 hours.

This ability replaces indestructible.