



Warlord for DnD 5e and Primeval Thule

Warlord		
Level	Prof	Abilities
1 st	+2	Fighting Style, Warning Shout
2 nd	+2	Combat Medic
3 rd	+2	Tactical Presence
4 th	+2	Ability Score Advance
5 th	+3	Extra Attack
6 th	+3	Form Up
7 th	+3	Cohesive Discipline
8 th	+3	Ability Score Advance
9 th	+4	Indomitable (special)
10 th	+4	Improved Warning Shout
11 th	+4	Master of Arms
12 th	+4	Ability Score Advance
13 th	+5	Improved Combat Medic
14 th	+5	Morale Breaker
15 th	+5	Marshal Forces
16 th	+5	Ability Score Advance
17 th	+6	No Surrender
18 th	+6	Flawless Defence
19 th	+6	Ability Score Advance
20 th	+6	Raise Army

Class Abilities

As a Warlord you gain the following class abilities:

Hit points, Proficiencies, Equipment

As standard Fighter, except your saving throws are Strength and Intelligence, and your skill choices are Athletics, History, Insight, Intimidation, Investigation, Medicine, Perception, Persuasion, and Survival.

Fighting Style

As standard 1st level fighter.

Warning Shout

As a reactionary action, you cause one target within sight or hearing to reduce the damage suffered by an attack by $1d8 + \text{your Intelligence bonus} + \text{your level}$. You may see the damage roll before deciding whether to use this ability. Once you use this ability, the target must finish a rest before they can benefit from it again.

Combat Medic

At 2nd level, on your turn, you may use a short action to apply first aid to an adjacent injured target (your GM might require access to bandages, healing salves or similar supplies). The target heals an amount of hit points equal to $1d8 + \text{your Intelligence bonus} + \text{your level}$. Once you use this ability, the target must finish a rest before they can benefit from it again.

Special: If your table uses Lasting injury rules, you may also choose one of the following effects when you use this ability:

- Postpone the effect of an injury for 1d4 hours.
- Reduce the duration or recovery time for the injury by half.
- Some other mitigatory effect in consultation with your GM.

Your GM may rule that some Lasting injuries are too severe to benefit from Combat Medic.

Tactical Presence

By 3rd level, your guiding influence on the battlefield enables your party to better co-ordinate and take advantage of every opportunity. You and your party gain the following benefits if you are within sight or hearing of your party:

- *Flexible Strategist*
When fighting with your party, you may delay your turn in the initiative order to a lower initiative count. If you delay your turn to the same initiative count as another character, you act after that character.
- *Press the Advantage*
Whenever a member of your party rolls a critical hit, you may enable another party member (including yourself) to use a reactionary action to take an action. Once a character benefits from this ability, they must finish a rest before they can benefit from it again.
- *Finish the Fallen*
Whenever an enemy rolls a 1 on a 1d20 attack roll, you may enable the target to make an immediate opportunity attack without having to use a reactionary action.

Extra Attack

As standard 5th level fighter.

Form Up

At 6th level, you may use a short action to enable an ally to use a reactionary action to disengage and move up to half their movement speed.

Cohesive Discipline

As 8th level, you and your allies may reroll a failed saving throw against any mind affecting spell or effect, including madness. After using this ability, a character must finish an extended rest before benefiting from it again. This ability does not function for any character if you are incapacitated.

Indomitable (special)

As standard 9th level fighter, but if you fail to successfully save using your second roll, you may use this ability again before your next extended rest.

Improved Warning Shout

At 10th level, your Warning Shout prevents 2d12 + double your Intelligence bonus + level damage.

Master of Arms

At 11th level, your long study, training and skill at arms comes to the fore. Whenever you hit with a weapon attack, you cause 1d8 bonus damage (same damage type as the weapon).

Improved Combat Medic

At 13th level, Combat Medic heals 2d12 + double your Intelligence bonus + level damage.

Special: If your table uses Lasting Injury rules, you may postpone an injury effect for 1d8 hours, or reduce the injury duration or recovery time by three quarters.

Morale Breaker

At 14th level, if you are not incapacitated, any time an enemy force needs to make a morale check, they must roll twice and use the lowest result.

Marshal Forces

At 15th level, tales of your exploits draw a band of loyal followers to your cause. You gain 2d10 + level followers complete with arms, armour, horses and so on. The exact statistics of your followers are up to your GM, but will typically include a range of classes and levels. Your followers will attempt to comply with any reasonable orders you give them and are not subject to morale rules. If you do not task your followers with a mission, or have some of them accompany you on an adventure, they default to maintaining and protecting your home and local interests.

No Surrender

At 17th level, if you are not incapacitated, any ally reduced to zero hit points is reduced to 1 hit point instead as long as they are within sight or hearing of you. Once an ally benefits from this ability, they must finish a rest before they can benefit from it again.

Flawless Defence

At 18th level, when you would normally suffer a critical hit, the hit misses instead.

Raise Army

At 20th level, your fame is such that you may rally an army to fight for you. Raising your army takes 1d4 months and includes siege weapons, war beasts, and so on. At your GM's discretion, you may need to remain in your home nation as your army forms. The exact composition of your army is up to you and your GM. While you lead your forces, army members within sight or hearing of you are not subject to morale rules.