

## Marshal (Prestige Class)

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances demand a marshal. Marshals inspire trust in those they lead. They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command.

With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A marshal has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

### Requirements

**Skills:** Diplomacy 4 ranks

**Feats:** Leadership

**Abilities:** Charisma 12+

**Alignment:** any Lawful or Good

### Class Skill

Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim (Str).

**Skill Points at 1st Level:** (4 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Hit Die:** d8

Level	BAB	Fort Save	Ref Save	Will Save	Special	Known Auras	Max Aura Level
1	+0	+1	+0	+2	Diplomatic Grace	1	1
2	+1	+1	+0	+3		2	1
3	+2	+1	+1	+3	Grant Move Action 1/day	3	1
4	+3	+2	+1	+4		3	2
5	+3	+2	+1	+4	Reinvigorate, Lesser	4	2
6	+4	+3	+2	+5	Grant Move Action 2/day	4	3
7	+5	+3	+2	+5		5	3
8	+6	+4	+2	+6	Rally the Troops	5	3
9	+6	+4	+3	+6	Grant Move Action 3/day	5	4
10	+7	+5	+3	+7	Reinvigorate, Greater	6	4

### Class Features

**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).

**Diplomatic Grace:** The Marshal has studied not just the means of tactics of war, but of diplomacy as well. As a result, he gains a +4 to his Diplomacy skill. This ability may be combined with the Skill Focus Feat as well.

**Marshal Auras:** The Marshal has learned to project his authority and confidence in those around him, inspiring his allies to great acts of honor and prowess. This aura takes many forms and the

Marshal is trained in many different types of inspiration based on the need at the time. These auras result from both the Marshal's vocal commands, cajoling, etc. and his body language and stance. Thus, an ally must be able to both see and hear the Marshal in order to gain the benefits. This doesn't mean that the Marshal must be standing in front of the ally, but he must be within the ally's range of vision.

Use of the Aura requires either a move or a standard action each round it is used. Thus, a Marshal employing an aura may either move or attack and full round action attacks are not possible while employing the Aura. However, starting at 4<sup>th</sup> level the Marshal is so proficient with his actions that auras of one or more levels less than his maximum aura level known may be initiated and held with a swift action instead. For example, a 7<sup>th</sup> level Marshal employing a 1<sup>st</sup> or 2<sup>nd</sup> level Aura may do so as a swift action while a 3<sup>rd</sup> level Aura still requires either a move or standard action each round. It is possible to combine the effects of a lesser and greater level aura if the Marshal wishes to expend one swift action and either a move or standard action each round. However, the Marshal cannot expend both a move action and a standard action to combine two auras of the greatest level Aura known.

The range of the aura is 30' plus an additional 10' per two levels of Marshal obtained (rounded down). Thus a 2<sup>nd</sup> level Marshal's aura range is 40', a 4<sup>th</sup> level Marshal's aura range is 50', etc.

Marshals may retrain an Aura once when they advance in level, replacing a known aura for another one up to the maximum aura level that the Marshal may learn. Only one aura may be swapped each level and gaining new auras does not count against this limitation. So a fifth level Marshal would gain an additional aura and could retrain one that he had chosen at a lower level.

Once a Marshal gains a new level of Auras, he may apply the effects of any known lesser level Auras while employing it. So a 4<sup>th</sup> level Marshal that knows and uses *Inspire Hardiness* gains the bonus as well. It is possible using the effects of combining Auras as listed above that a Marshal could benefit from the effects of a lesser level Aura while just his allies are benefiting from the effects of a greater level Aura. The same 4<sup>th</sup> level Marshal employing both *Inspire Hardiness* and *Advantageous Avoidance* would gain the benefit of the *Inspire Hardiness* while only his allies would benefit from the effects of the *Advantageous Avoidance*.

**Note:** All adjustments are morale based for determination of stacking purposes.

## **Auras**

### **1<sup>st</sup> Level**

**Inspire Hardiness (Ex):** Allies within range gain a bonus equal to the Marshal's Charisma adjustment to their Fortitude saving throws.

**Inspire Quickness (Ex):** Allies within range gain a bonus equal to the Marshal's Charisma adjustment to their Reflex saving throws.

**Inspire Resolve (Ex):** Allies within range gain a bonus equal to the Marshal's Charisma adjustment to their Will saving throws.

**Agile Motivation (Ex):** Allies within range gain a bonus equal to the Marshal's Charisma adjustment to any Dexterity based checks (not including saving throws).

**Athletic Motivation (Ex):** Allies within range gain a bonus equal to the Marshal's Charisma adjustment to any Strength based checks.

**Charmed Motivation (Ex):** Allies within range gain a bonus equal to the Marshal's Charisma adjustment to any Charisma based checks.

**Enduring Motivation (Ex):** Allies within range gain a bonus equal to the Marshal's Charisma adjustment to any Constitution based checks (not including saving throws).

**Quick-witted Motivation (Ex):** Allies within range gain a bonus equal to the Marshal's Charisma adjustment to any Intelligence based checks.

**Serendipitous Motivation (Ex):** Allies within range gain a bonus equal to the Marshal's Charisma adjustment to any Wisdom based checks (not including saving throws).

### 2<sup>nd</sup> Level

**Advantageous Avoidance (Ex):** Allies within range gain an AC bonus equal to the Marshal's Charisma adjustment against any attacks of opportunities against them.

**Opportunity Knocks (Ex):** Allies within range gain a bonus to hit for attacks of opportunity they may take against foes equal to the Marshal's Charisma adjustment.

**Tactical Advantage (Ex):** Allies within range gain a bonus to their base attack bonus equal to the Marshal's Charisma adjustment for any flanking attacks they may take.

**Guardian Advantage (Ex):** Allies within range gain a bonus to their AC equal to the Marshal's Charisma adjustment against any flanking attacks made against them.

**Over the Top (Ex):** Allies within range gain a bonus on damage rolls when charging equal to the Marshal's Charisma adjustment.

**Arcane Might Motivation (Ex):** Allied spell casters within range gain a bonus to their difficulty check against spells they cast equal to the Charisma adjustment of the Marshal.

### 3<sup>rd</sup> Level

**Arduous Motivation (Ex):** Allies within range gain a bonus on damage rolls equal to the Marshal's Charisma adjustment.

**Accuracy Motivation (Ex):** Allies within range gain a bonus to hit on ranged attack rolls equal to the Marshal's Charisma adjustment.

**Brute Motivation (Ex):** Allies within range gain a bonus to hit on melee attack rolls equal to the Marshal's Charisma adjustment.

**Defensive Motivation (Ex):** Allies within range gain a bonus to their AC equal to the Marshal's Charisma adjustment.

**Motivational Resilience (Ex):** Allies within range gain a bonus to all of their saving throws equal to the Marshal's Charisma adjustment.

### 4<sup>th</sup> Level

**Arrow Avoidance (Su):** Allies within range gain a damage reduction equal to the Marshal's Charisma adjustment against all missile attacks. Melee and Thrown weapons impact them normally as well as spell effects and magically enchanted missile attacks.

**Combat Avoidance (Su):** Allies within range gain a damage reduction equal to the Marshal's Charisma adjustment against all melee attacks. Magically enchanted melee weapons are not affected by this ability.

**Spell Avoidance (Su):** Allies within range gain an effective Spell Resistance equal to 10 plus the Marshal's Charisma adjustment. This effect applies to all spells that are affected by spell resistance, including spells cast on allies meant to help them (such as Cure spells and the like).

**Motivational Rage (Su):** Allies within range gain the Barbarian rage ability while this aura is used, gaining appropriate Strength and Constitution bonuses (and requisite temporary hit points). Once the aura is dismissed allies that were raging are fatigued.

**Grant Move Action (Ex):** Starting at 3<sup>rd</sup> 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 6<sup>th</sup> level, a marshal gains the ability to grant an extra move action to his allies twice per day, and three times per day at 9<sup>th</sup> level.

A character can take only one extra move action per round. (In other words, two marshals cannot 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.

**Reinvigorate, Lesser (Ex):** When more than half the allies within 60' of the Marshal are at half their hit points or less, the Marshal may take a standard action to deliver an inspiring discourse that in effect allows every ally within range to instantly recover a quarter (25%) of their hit points up to their maximum allowable hit points. The Marshal may make a spot check with a base DC of 12 to determine if the conditions are right to deliver this effect. It can be accomplished once per day plus an additional number of times equal to the Marshal's Charisma adjustment. This has no effect on individuals at 0 or less hit points.

**Rally the Troops (Sp):** When the tide of battle appears to be turning against the Marshal and his Allies he may take a standard action to spur his allies to greater heights of courage and hope. In effect, all allies within 60' of the Marshal gain a +4 to their Base Attack Bonus, +2 to their Constitution bonus (and temporary hit points from the bonus) and +2 to damage from all attacks made for a number of combat round equal to the Marshal's level plus an additional 1d4 rounds. The Marshal may use this ability once per day.

**Reinvigorate, Greater (Su):** When more than half the allies within 60' of the Marshal are at half their hit points or less, the Marshal may take a standard action to deliver an inspiring discourse / plea for divine intervention that allows all allies within range to recover up to half (50%) of their hit points instantaneously up to their maximum allowable hit points. The Marshal may make a spot check with a base DC of 12 to determine if the conditions are right to deliver this effect. It can be accomplished once per day and does affect those at 0 or negative hit points that are not deceased. Those that have fallen and are revived are considered flat footed until the next combat round and they can take no actions the round this effect was summoned.