

Warlord

The Warlord combines leadership with strength, leading their men to victory by example. The most noted Warlords have risen from among the horsemen of the grasslands of High Dar and the surrounding Tablelands in Southern Pax Thallos. A master of butchery or bravery the Warlord is sometimes confused as being evil and heatless due to his methods, a tactic they depend on heavily when facing most foes. Some Warlords are beacons of bravery, inspiring their army to amazing victories. One thing is for certain, when a Warlord's standard can be seen across the field, be somewhere else.

The most obvious Warlords come from the ranks of Barbarians and Fighters, Rangers are not uncommon. All other classes are rare additions to the Warlord way of life.

Hit Die: d12

Requirements: Power Attack, Leadership, Base Attack +5

Class Skills: Acrobatics (DEX), Climb (STR), Craft (INT), Diplomacy (CHA), Handle Animal (CHA), Intimidate (CHA), Jump (STR), Ride (DEX), Swim (STR)

Skill Points at Each Level: 2 + Int Modifier.

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Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Standard, Butcher or Brave, Battle Courage
2	+2	+3	+0	+0	Butchery or Bravery 1
3	+3	+3	+1	+1	They That Follow
4	+4	+4	+1	+1	Rousing Speech
5	+5	+4	+1	+1	Butchery or Bravery 2, Battle Courage 2/day
6	+6	+5	+2	+2	Glorious Standard
7	+7	+5	+2	+2	Demand or Command
8	+8	+6	+2	+2	Butchery or Bravery 3
9	+9	+6	+3	+3	Fortress of Spirit
10	+10	+7	+3	+3	Contagious Courage, Battle Courage 3/day

Features

All the following are class features for the Warlord

Weapon and Armor Proficiency: Warlords gain no weapon or armor proficiencies.

Standard: Upon obtaining 1st level the Warlord is presented with a Standard from their cohort or one of their followers. This flag or banner is not a magical item but reflects the Warlord's character. All allies of the Warlord within 120' of the Warlord's standard gain a +2 morale bonus on will saves. The standard must be displayed in a manner that the ally can see it for this effect to take place. If the Warlord's standard is ever destroyed, lost or stolen the Warlord is presented with a new standard if the original is not recovered by the time the Warlord advances in a character level. Otherwise the Warlord can purchase a new standard in any settlement where there is someone capable of making such an item at the cost of 10 Gp, although this process reduces the Warlord's leadership score by 1.

Butcher or Brave: Upon obtaining 1st level a Warlord decides to influence his men through Butchery or Bravery. This choice is permanent once made, and effects how his future abilities function.

Battle Courage (EX): A Warlord is a conduit for courage, once per day they can call upon this reserve to increase their physical power. The Warlord temporarily gains a +4 morale bonus to strength and bonus hit points equal to two times their Warlord level. The Warlord may also act as though they have the *Combat Reflexes* feat, however they use their new strength modifier instead of his dexterity to determine the number of extra attacks of opportunity they can partake. Battle Courage lasts a number of rounds equal to the Warlord's new strength modifier. The Warlord can use this ability a second time at 5th level and a 3rd time at 10th level. At 5th level the bonus to strength increases to +6, at 10th level the bonus to hit points is equal to three times their Warlord level. If the Warlord already has the combat reflexes feat, the additional attacks afforded by this ability stack.

Butchery or Bravery (EX): At second level the Warlord's true signs of dominance appear. The effects of which are dependant on what path they chose.

Butcher: If you drop an opponent to -1 or fewer hit points using a power attack, all enemies within 30' suffer a -1 morale penalty to attacks, damage and saves for the next 10 rounds. These penalties do not stack. The penalty increases every three levels after second. -2 at 5th level, -3 at 8th level. Only the enemies that were within 30' when the fatal blow was struck suffer this penalty.

Brave: If you drop an opponent to -1 or fewer hit points using a power attack, all allies within 30' gain a +1 morale bonus to attacks, damage and saves for the next 10 rounds. These bonuses do not stack. The bonus increases every three levels after second. +2 at 5th level, +3 at 8th level. Only allies that were within 30' when the fatal blow was struck gain this bonus. You do not gain the benefit of your own bonus.

They That Follow (EX): Merchants are more willing to deal with a Warlord, by 3rd level you are able to buy gear, food and lodging for your followers. You can purchase non magical weapons, armor, equipment, food and lodging for your followers at 25% of the core rulebook price when buying for 10 or more at a time.

Rousing Speech (EX): Warlords are known for their ability to inspire their army. At 4th level the Warlord may perform a rousing speech once per encounter as a full round action. All allies and followers that can hear the Warlord speak gain a +1 morale bonus to armor class, and a +1 bonus to attacks. This effect lasts until the end of the encounter or until the Warlord is dead.

Glorious Standard (EX): Upon obtaining 6th level the Warlord is presented with a Glorious Standard from his cohort or one of his followers. This flag or banner is not a magical item but reflects his character. All allies of the Warlord within 120' of the Warlord's Glorious Standard gain a +10' morale bonus on land speed. The standard must be displayed in a manner that the ally can see it for this effect to take place. If the Warlord's Glorious Standard is ever destroyed, lost or stolen the Warlord is presented with a new standard if the original is not recovered by the time the Warlord advances in a character level. Otherwise the Warlord can purchase a new Glorious Standard in any settlement where there is someone capable of making such an item at the cost of 100 GP. A Glorious Standard can be flown at the same time as the Warlord's original standard. Losing this standard decreases the Warlord's leadership score by 1.

Demand or Command (EX): Certain aspects are expected of certain leaders. At 7th level the Warlord's men are used to the way their leader commands and expect nothing else.

Demand (Butcher): A Butcher Warlord leads best when his men obey his orders. They Demand obedience. At this level the Warlord can ignore the leadership penalty for Cruelty and for causing the death of a follower, but not for causing the death of a cohort.

Command (Brave): A Brave Warlord leads by example. At this level all allies of the Warlord who are within 120' of the Warlord's standard, and can see it, are immune to fear and fear effects.

Fortress of Spirit (EX): At 9th level the Warlord's followers are willing to perform the ultimate sacrifice, any follower or ally of the Warlord may continue fighting while at negative hit points until dead. However they suffer a penalty to attacks equal to their negative hit point total.

Contagious Courage: At 10th level a Warlord is not only a conduit of courage, they can also supply it to nearby allies. Whenever the Warlord is under the effects of his *Battle Courage* all adjacent allies also gain the benefits of *Battle Courage*. They gain the effects for as long as the Warlord is under the effect, they lose the benefits if they leave the adjacent square, however they gain it back if they return and the Warlord is still under the effect.