



PRESTIGE CLASS: LEADER

LEADER PRESTIGE CLASS

Levels	Features	Stratagems Known	Genius Uses
1st	Stratagems of Command	2	--
2nd	Moment of Glory, Stroke of Genius	2	1
3rd	Leadership Expertise, Perfect Coordination	3	1
4th	Ability Score Improvement	3	2
5th	Leader's Presence	4	2

An armored fighter, banner held high, surges past enemies and beckons her allies forward. In the misty alleyway behind a tavern, a sly rogue points to his enemies and details tactics to his allies hiding with him. A devious wizard raises zombies and orders them to join formation with his living allies while he continues weaving dark spells. A bestial druid summons wolves to her defense, taking the shape of a dire wolf herself and leading the pack's charge with a rallying howl.

These characters are each not only their base class, but a leader too. Leaders vary in their tactics – some mostly wield weapons or spells and only occasionally bark orders, while others spend a majority of time in combat simply observing, moving, and communicating with their allies to win.

The leader prestige class is nonmagical and its secrets are usually learned upon the fields of battle or through natural talent. The abilities gained by being a leader are almost all useless without allies to command and support. This is what it means to be a leader – to rely on others who all rely on you.

PREREQUISITES

In order to advance as a leader, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class or classes):

- **Wisdom, Charisma, or Intelligence 13.** A good leader requires at least good planning, vision, or talent.
- **Wisdom and Charisma 11.** Those who cannot understand and influence others cannot be a leader.
- **Character level 5th.** Without a certain level of experience under your belt, you will have a hard time leading your allies to victory and gaining the respect of your peers.
- **Must Command Others.** The two main ways to achieve this are to either lead or head an organization of at least five people or to have changed an NPC's alignment to your own, but you may discuss with your DM whether you can fulfill other criteria to meet this important prerequisite.
- **Proficiency in a Leadership skill.** You must have proficiency in at least one of Animal Handling, Deception, History, Insight, Intimidation, Investigation, Religion, Performance, or Persuasion to gain levels as a leader.

CLASS FEATURES

As a leader, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per leader level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per leader level

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: Choose one from Insight, Intimidation, Investigation, or Persuasion

EQUIPMENT

The leader prestige class does not grant any equipment.

STRATAGEMS OF COMMAND

When you gain your first level in this prestige class, you gain access to abilities called Stratagems. You learn 2 Stratagems of your choice from the list on pages 4 and 5 immediately when you reach 1st level, and learn additional Stratagems of your choice from the list as you gain levels in this prestige class, as shown on the class table above. When you gain a

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level in this prestige class, you may choose one Stratagem that you know and replace it with a different one.

Stratagems are not magical and cannot be counterspelled or dispelled. They can be used at-will, at any time, and do not have a limited number of uses. You can only use Stratagems that you know.

All stratagems describe affecting an "ally" or "allies." Stratagems can only affect allied creatures as an "ally" target if they meet all of the following conditions:

- Ally targets must willingly allow you to affect them (or must be charmed and unwillingly allow you to do so)
- Ally targets must be able to see and hear you (even via telepathy, illusion, or other magic)
- Ally targets must be able to take reactions (even if they have already used their reaction this round)
- Ally targets must not have used a Stratagem of Command themselves since the start of their last turn.

Once you have used a Stratagem, you cannot use any Stratagems until the start of your next turn.

MOMENT OF GLORY

At 2nd level, you learn how to respond as a leader in times of extreme crisis. You gain each of the abilities listed below.

- **All According to Plan.** When a creature you can see within 30 feet of you who can see and hear you makes a weapon attack, but before they roll, you can use your reaction to grant that creature advantage on the attack. If the attack hits, it becomes a critical hit.
- **Believe in Yourself.** When a creature you can see within 60 feet of you who can see and hear you fails a saving throw, you can use your reaction to allow that creature to reroll the saving throw. They must use the new roll.
- **Don't You Die on Me.** You can use an action to touch one creature that has 0 hit points and is not stabilized. The creature is restored to 1 hit point, and it can also choose to spend up to a number of hit dice equal to half your proficiency bonus, regaining hit points as it would if it had spent those hit dice at the end of a short rest. In addition, the creature gains temporary hit points equal to its total number of hit dice + your proficiency bonus for 1 minute.
- **It's Now or Never.** When a creature you can see within 60 feet of you who can see and hear you and can take actions begins their turn, you can use your reaction to impart a sense of extreme urgency upon them. That creature can immediately Dash and Disengage.

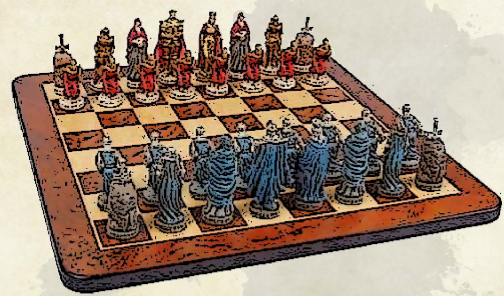
Once you have used any of these abilities, you cannot use any of them again until you finish a long rest.

STROKE OF GENIUS

Starting at 2nd level, you can use a bonus action to activate one of your Stratagems that normally requires an action, or use one of your Stratagems that normally requires a bonus action or reaction without that requirement. You can do so even if you've already used a Stratagem this round, and doing so doesn't prevent you from using another Stratagem before the start of your next turn.

Once you have done so, you cannot do so again until you finish a short or long rest. The number of uses increases to 2 when you reach 4th level.

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LEADERSHIP EXPERTISE

At 3rd level, your experience as a leader has taught you lessons and might have motivated you to seek out new lessons from the masters of your field. You excel beyond the normal capabilities of those pursuing the art of leadership.

Choose one of the following skills or tools: Animal Handling, Deception, History, Insight, Intimidation, Investigation, Performance, Persuasion, or Religion, or navigator's tools, any gaming set, or any musical instrument. You must choose a skill or tool that you already have proficiency with. Your proficiency bonus is doubled for any ability checks you make that use that proficiency.

In addition, choose one of the following benefits to permanently gain:

- **Battlefield Conductor.** You treat your leader class features and stratagems that describe 30 feet or 60 feet as if those ranges were doubled.
- **Formation Master.** You can move through friendly creatures' spaces without treating them as difficult terrain, and when you provoke an opportunity attack by moving into a friendly creature's space, that opportunity attack has disadvantage.
- **Frontline Commander.** When you use a Stratagem of Command, your speed increases by 10 feet until the end of your next turn. This effect does not stack.
- **Versatile Communicator.** If a leader feature requires that creatures be able to see and hear you, instead it only needs to be able to see or hear you, including via telepathy, illusion, or other magic.

PERFECT COORDINATION

Starting at 3rd level, when another friendly creature who can see and hear you (telepathic hearing counts) would start its turn, it can choose to use its reaction to delay its turn. Its turn does not start when it normally would. It begins to wait for your signal, and the next turn begins instead.

Each time a turn ends, you may use your reaction to signal any friendly creatures that are waiting for it which you can see. Those creatures begin their delayed turns. If there are multiple delayed turns, you choose the order in which they occur. After these turns are taken, the creatures' initiatives change to match the new order. Effects that occur at the start or end of the creature's turn both happen when the turn is delayed, not when the delayed turn is finally taken.

A creature can choose to ignore the signal, but it will not take its delayed turn. A creature who does not take its delayed turn loses its delayed turn and takes its next turn in the normal initiative order.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

LEADER'S PRESENCE

At 5th level, your very presence begins to affect those you lead and fight with, propelling them to new heights under your watch. A creature cannot benefit from the same kind of presence more than once at the same time.

Choose one of the following benefits to permanently gain whenever you are not incapacitated:

SOOTHING PRESENCE

You and creatures of your choice that can see and hear you are soothed by your very presence and leadership. Whenever an affected creature regains hit points from a class feature that restores more than 4 hit points or from spending hit dice, it regains additional hit points equal to half your proficiency bonus (if more than one hit die is spent, each hit die gains the bonus).

If a spell causes an affected creature to regain hit points, it regains additional hit points equal to your proficiency bonus or twice the spell's level, whichever is higher. Divide this

bonus in half if the spell duration is anything longer than Instantaneous, if the casting time is less than 1 action, or if the spell can heal more than one creature per casting.

DISTRACTING PRESENCE

Other creatures of your choice that can see and hear you are distracted, vexed, confused, disarmed, or intimidated by your very presence. Whenever an afflicted creature misses with an attack against you or a creature within 30 feet of you, you vex it, giving it disadvantage on the next attack roll it makes before the end of that turn.

A missed attack cannot trigger this presence if the attack roll had disadvantage from this presence.

You must be able to take reactions to give an attack disadvantage with this presence.

RIOTOUS PRESENCE

You and creatures of your choice that can see and hear you are incensed and invigorated by your style of leadership and your very presence. Affected creatures increase their speed by 10 feet.

In addition, whenever an affected creature reduces a foe to 0 hit points or scores a critical hit, the entire team is encouraged. The first time any other affected creature deals damage before the start of your next turn, it increases the damage dealt to one creature of its choice by an amount equal to twice your proficiency bonus.

TACTICAL PRESENCE

You and creatures of your choice that can see and hear you are reassured by your tactical leadership and the strategic brilliance exuded by your very presence. Whenever affected creatures roll initiative and you are not surprised, they gain a bonus equal to your Intelligence modifier (minimum +1).

In addition, when an affected creature other than you hits a target that is within 60 feet of you that you can see with a weapon attack and there is at least one other affected creature within 5 feet of the target, the attack deals bonus damage equal to 1 + half your proficiency bonus. An attacker can only benefit from this bonus damage once per turn.

INSIGHTFUL PRESENCE

Other creatures of your choice that can see and hear you are reassured, calmed, and cautioned by your presence. Affected creatures gain a bonus to Wisdom (Perception), Wisdom (Insight), and Intelligence (Investigation) checks equal to your Wisdom modifier (minimum +1).

In addition, when a creature that you can see, hear, or sense makes an attack against an affected creature, you apply a -3 penalty to the attack roll.

Once this penalty has been applied to aid an affected creature, it cannot be applied to aid that creature again until the start of the affected creature's next turn.

INSPIRING PRESENCE

Other creatures of your choice that can see and hear you are bolstered by the inspiring nature of your very presence and countenance. Affected creatures gain a +2 bonus to saving throw rolls and Charisma ability checks.

In addition, whenever an affected creature gains temporary hit points, you increase the temporary hit points gained by an amount equal to your Charisma modifier (minimum +1).



YOU'RE NOT AUTOMATICALLY IN-CHARGE

This class goes by the name "Leader" to describe the class's support abilities, but it isn't the same as an official title among your adventuring group.

A character who takes the Leader prestige class does not have any special authority among their group. The prestige class grants mechanical abilities, but not clout in the narrative. A group can even have multiple who take the leader class!

Talk with your group to decide any actual leader.

*It's usually less about what you say,
and more about how you say it.*

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STRATAGEMS

Leaders choose Stratagems to learn from the following list:

A CLEVER RUSE

You can use a bonus action on your turn to attempt to fool an enemy and open them up for an ally's strikes. Choose a creature within 60 feet of you that can see and hear you (including via telepathy). You make either an Intelligence (Arcana) check, an Intelligence (Investigation) check, a Charisma (Deception) check, a Charisma (Performance) check, a Dexterity (Sleight of Hand) check, or a Wisdom (Survival) check (you choose). You have disadvantage on this check, but you gain a bonus to the roll equal to your leader level. The target must make either an Intelligence (Investigation) check, a Wisdom (Insight) check, or a Wisdom (Perception) check (they choose), but they have advantage.

If your ability check result is higher than the target creature's, you fool the target and can choose one ally within 60 feet of the target. That ally gains advantage on attack rolls against the target until the end of your next turn.

BATTLE CRY

You can choose to use this stratagem at the start of your turn. Choose up to a number of allies equal to twice your leader level that are within 60 feet of you. Until the start of your next turn, those allies have advantage on saving throws to resist being frightened, and when they make an ability check to grapple, shove, or overrun, they gain a bonus to the roll equal to your leader level.

COMMAND OF CAUTION

You can use a bonus action on your turn to set your comrades on alert for danger, granting one ally the ability to instantly make one Wisdom (Perception) or Intelligence (Investigation) check with a bonus to the roll equal to your leader level.

Alternatively, you can use an action to warn your friends of a particular foe's threat. Choose one creature that you can see within 60 feet of you and choose up to a number of allies equal to your leader level. The target creature has disadvantage on the first attack it makes against any of the affected allies, or the affected allies have advantage on a saving throw that was caused by the target creature, whichever comes first. This effect ends at the start of your next turn.

DIRECT THE ASSAULT

You can use a bonus action on your turn to draw attention to one creature that you can see which you already hit with a weapon attack this turn. Until the start of your next turn, when an ally hits the target with a weapon attack, they gain a bonus to the damage roll equal to 1 + half your proficiency bonus. This can only affect up to a number of weapon attacks equal to 1 + your leader level.

FALL BACK & ASSEMBLE

You can use a bonus action on your turn to signal one ally. They can use their reaction to move up to half their speed in your direction, and they gain a bonus to AC against opportunity attacks provoked by this movement equal to your leader level. Then, each ally of your choice within 5 feet of you gains temporary hit points equal to half your proficiency bonus, which disappear at the start of your next turn.

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GUIDING MAGIC

You can choose to use this stratagem at the start of your turn. Until the start of your next turn, whenever you hit a creature with a spell attack from a spell you cast or force a creature to make a saving throw which they fail using a spell you cast, that creature is highlighted by your magic until the start of your next turn. Allies of your choice ignore the effects of cover and three-quarters cover when targeting a highlighted creature with an attack, spell, or ability, ignore the effects of light obscurement for Wisdom (Perception) checks made to detect highlighted creatures, and gain a bonus to those checks equal to your leader level.

HELPING HAND

You can use an action to enable one ally that you touch to immediately stand up from prone or make an attempt to escape from a grapple with a bonus to the roll equal to your leader level, requiring no action. The target also gains a bonus to saving throws that they make before the end of their next turn equal to 1 + your leader level.

HOLD THE LINE

You can choose to use this stratagem at the start of your turn. Until the start of your next turn, allies have advantage on opportunity attacks made against targets within your melee reach, and they gain a bonus to the damage rolls of those attacks equal to your leader level.

INSPIRING WORD

You can use a bonus action to grant one ally within 30 feet



*Every leader must one
day face a true loss.*

temporary hit points equal to 1d4 + half your proficiency bonus, or you can use an action to instead grant that ally temporary hit points equal to 1d4 + your leader level + your proficiency bonus. These temporary hit points disappear at the end of the target's next turn.

When you reach 3rd level, the die rolled increases to 1d6, and at 5th level it increases again to 1d8.

LEAD BY EXAMPLE

When you take damage, you can use your reaction to display bravery and tenacity in the face of danger. Choose up to a number of allies equal to your leader level that are within 60 feet of you. Those allies gain temporary hit points which disappear at the end of each of their next turns. The amount is equal to half the damage you took, but cannot exceed your level.

"LOOK OUT!"

You can use an action to grant one ally the ability to immediately Dodge.

Once you reach 5th level, the ally can also use their reaction at the start of their next turn to Disengage.

POSITIVE/NEGATIVE REINFORCEMENT

When an ally deals damage to a creature, so long as either the ally or the creature are within 60 feet of you, you can use your reaction to recognize your ally's accomplishment or add insult to the enemy's injury. You increase the damage that the creature took by 1d4 + your leader level.

When you reach 3rd level, the die rolled increases to 1d6, and at 5th level it increases again to 1d8.

SOOTHING COMFORT

You can use a bonus action on your turn to touch one ally and grant them a boon to their healing by boosting their spirits. Until the start of your next turn, anytime that ally rolls dice to regain hit points, they can choose to maximize up to a number of dice equal to your leader level.

SOUND THE CHARGE/RETREAT

You can use an action to shout a command to charge and assault (or flee from) your enemies. You and each ally of your choice within 30 feet of you are affected by the charge effect until the start of your next turn, and then you Dash as part of the action. Affected targets increase their speed by 10 feet, double their long jump distance, and grant disadvantage to attackers for opportunity attacks provoked by movement.

When you reach 3rd level, the bonus to speed increases to 15 feet, and at 5th level it increases again to 20 feet.

SUBTLE MISDIRECTION

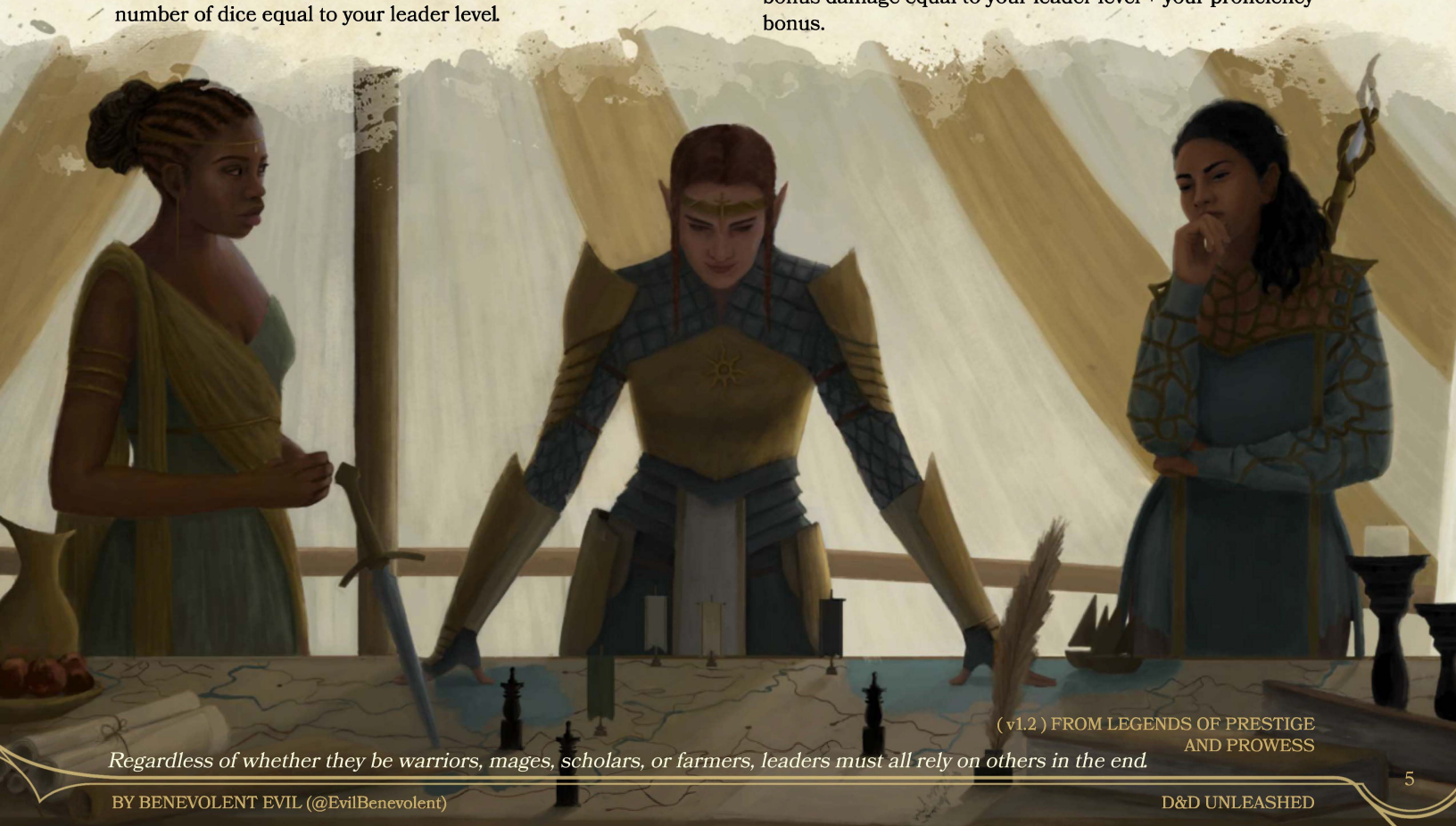
When you deal a creature damage, you can use your reaction to perform subterfuge that makes it seem as if an ally within 5 feet of the damaged creature is the real threat, and the ally can choose to mark the target. This effect ends early the ally is incapacitated or you dies, or if someone else marks the creature. A creature marked by this ability has disadvantage on any attack roll that doesn't target the ally while it is within the ally's melee reach.

WARLORD'S STRIKE

You can use an action to grant one ally the option to use their reaction and make one weapon attack against a creature of your choice that you can see within 30 feet of you, with a bonus to the attack roll equal to your leader level. If the ally has an **Extra Attack** feature, they gain a bonus to the damage roll equal to your proficiency bonus.

WOLF PACK TACTICS

You can use an action to grant one ally within 60 feet of you the option to use their reaction and move up to half their speed without provoking opportunity attacks. When they end this movement, you can choose one creature that is within 15 feet of the ally. The next time that ally hits that creature with a weapon attack before the start of your next turn, it deals bonus damage equal to your leader level + your proficiency bonus.



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Regardless of whether they be warriors, mages, scholars, or farmers, leaders must all rely on others in the end.