

The Genius Guide to: THE WAR MASTER



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The war master is a new base class, designed for use with the *Pathfinder* RPG. It is a class designed to lead others in battle, using (mostly) nonmagical talents to grant combat benefits to friends and followers, place enemies at disadvantages, and use the many arts of war in all aspects of his life. A war master is designed to allow both experienced tacticians and players with no sense of strategy to play a cunning commander able to turn the tide of battle with a quick command, clever stratagem, and strong sword-arm used in just the right way at just the right time.

WAR MASTER

The war master is a warrior, leader, and strategist. As their name might suggest, typical war masters are first and foremost military commanders, able to both slay foes directly and to aid his allies by suggesting various tactics and maneuvers to maximize their gifts and minimize their weaknesses. But the art of war is far more than the ability to kill and lead killers, and war masters must also learn at least some skills of negotiation, espionage, and organization to dominate all aspects of armed conflict. Similarly, the lessons learned in battle can often be applied in less violent venues, allowing war masters to see how to gain advantage in a wide range of situations.

Many war masters come from families of wealth and power, raised as lords as well as battle leaders. Noble families often push their junior scions to be war masters (as well as clerics or wizards) to ensure the family has the skills and power needed to defend its holdings and organize its forces. Noble war masters are often younger siblings with little chance of inheriting major holdings, or the offspring of trusted servants who are given an opportunity to become knights, squires, or royal guards. Almost as common are noble war masters whose families have

lost their lands, forcing them to become skilled generals as they seek the skills, troops, and allies necessary to take back their homelands.

Not all war masters are from such lofty backgrounds. Standing armies exist in some lands and, whether mercenary company or formal kingdom soldiers, they require skilled leaders at every level of the organization. A war master may begin as an experienced squire often was often left to command a knight's retinue, a grizzled veteran with experience leading platoons of men through a dozen border wars, or a young commoner who showed promise in training and got placed in charge of a squad

of six spearmen. Middle-class war masters are often the children of guards, craftsmen, scholars, and successful businessmen. They have many of the same advantages when it comes to contacts and wealth that true nobles do, but have fewer eyes watching them or patrons demanding their help. Professional mercenaries often fall into this category, but so do loyal members of guilds that are under attack from brigands, nobles, or opposing trade groups. While noble-born war masters eventually learn to apply the rules of war to other types of business, middle-class war masters are trained in the

art of salesmanship and waging trade-wars and only later learn how to apply those lessons to situations on the battlefield.

It may seem unlikely that war masters could come from the lower classes, but the denizens of the street have their own hierarchy. Tavern keepers, slum lords, crime bosses, procurers, con men, beggars and smugglers have the same need to organize minions, engage in negotiations, and make contacts as other castes do, and war masters grow from the execution of these roles. Many lower-class war masters are crime lords, running shadow empires in back allies and basements out of sight of polite society. Others are open brigands, seeking to become bandit kings and perhaps someday claim a noble title through force of arms.

Role: At low levels a war master is generally a secondary warrior in combat and an extra source of information and negotiation in towns and cities. Though he is not as skilled in weapons or personal combat maneuvers as a fighter, the war master is able to fight on the front line next to a party's barbarian and paladin or hold his own when cut off from allies. However, he excels when working closely with other warriors, using his battle tactics to turn a small unit into more than the sum of its parts. A war master can aid any group that finds itself united against a foe, from peasants with pitchforks to less-martially inclined wizards and bards.

As he gains levels the war master is more likely to take center stage in combat,

TABLE 1: THE WAR MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Battle tactics, assail, countering tactics, covering tactics, deployment
2	+2	+0	+3	+3	Consul, war master talent
3	+3	+1	+3	+3	Individual tactics
4	+4	+1	+4	+4	War master talent
5	+5	+1	+4	+4	Goad, mark of quality
6	+6/+1	+2	+5	+5	War master talent
7	+7/+2	+2	+5	+5	Guarded tactics
8	+8/+3	+2	+6	+6	War master talent
9	+9/+4	+3	+6	+6	Assail (multiple foes), raid tactics
10	+10/+5	+3	+7	+7	War master talent
11	+11/+6/+1	+3	+7	+7	Rally 1/day
12	+12/+7/+2	+4	+8	+8	Advanced talents, war master talent
13	+13/+8/+3	+4	+8	+8	Assault tactics
14	+14/+9/+4	+4	+9	+9	War master talent
15	+15/+10/+5	+5	+9	+9	Heroic tactics
16	+16/+11/+6/+1	+5	+10	+10	War master talent
17	+17/+12/+7/+2	+5	+10	+10	Assail (foes threatened by 2 allies)
18	+18/+13/+8/+3	+6	+11	+11	War master talent
19	+19/+14/+9/+4	+6	+11	+11	Rally 2/day
20	+20/+15/+10/+5	+6	+12	+12	Warlord

working to place himself at the middle of any conflict to ensure his allies are all in range to hear and see his directions. His network of social support may also grow, allowing him to use followers to hold areas important to him and his allies while they are away adventuring, gain safe passage from tribes of monsters in return for bribes or tribute, or secure aid from powerful lords and nobles on his party's behalf. At high levels a war master is an impressive figure able to augment any group he is with in many different situations, and may well be the head of a guild, mercenary company, or even small nation.

Alignment: A war master may be of any alignment, though most are lawful.

Hit Die: d10

Starting Wealth: At 1st level a war master begins play with 5d6 x 10 gp.

CLASS SKILLS

The war master's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the war master.

Weapon and Armor Proficiency: A war master is proficient with all simple and martial weapons, light, medium, and heavy armor, and all shields (other than tower shields).

Battle Tactics: A war master is trained to use tactics to direct units and individuals to create beneficial combat situations that favor his allies. (A war master 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 war master can make use of any one of the types of battle tactics that he has mastered, as indicated by his level.

Activating a war master's tactic is a standard action, but it can be maintained each round as a free action. Changing a war master's tactic from one effect to another requires the war master to end the previous tactic and start a new one as a standard action. A war master's tactic cannot be disrupted, but it ends immediately if the war master is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A war master cannot have more than one battle tactic in effect at one time.



At 7th level, a war master can start a battle tactic as a move action instead of a standard action. At 13th level, a war master 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 war master for the tactics to have any effect, and such tactics are language dependent. A deaf war master 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 war master for the tactic to have any effect. A blind war master 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 war master learns to direct his allies to overwhelm a foe's defenses, forcing the enemy to divide its attention among multiple targets. The war master selects one foe he can see. If that foe is threatened by three or more of the war master'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 war master 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 war master can see that is threatened by two allies to be flanked for the first attack each ally makes in a round.

For example, Candreth is a 7th level elven war master. He and two allies (Anushka the human rogue and Bazrel the half-orc paladin)

are all fighting an ogre in melee. As a standard action, Candreth begins his assail battle tactic. Since all three allies threaten the ogre, each treats it as flanked for their first melee attack against it each round. Bazrel decides to make a single attack to take advantage of his Vital Strike feat, which is more likely to connect now that the ogre is considered flanked. Since Anushka has Two-Weapon Fighting, she decides to take a full attack action and make two swings on the ogre. Since her first attack treats the ogre as flanked, she can add her +4d6 sneak attack to her first swing. The assail battle tactic grants no advantage to her second attack, so she cannot use sneak attack unless she actually is in flanking position with one of her allies.

Countering Tactics (Ex): At 1st level, a war master 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 war master compares this to every foe he can see and has line of effect to. If the war master'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 war master fails to affect with a use of countering tactics remains immune to any further use of the ability by the same war master for 24 hours.

Covering Maneuvers (Ex): A 1st-level war master can use his 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 war master can direct allies to get into advantageous positions quickly. All allies the war master 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 war master of 3rd level or higher can use his tactics to help an ally use combat strategies outside the ally's normal repertoire. The war master may select one combat feat to which he has access and one ally who is within 30 feet of the war master. 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 war master may change the selected feat (but not the selected ally). At 6th level, and every 6 war master levels afterward (12th, 16th, and so on) the war master can select an additional feat to grant to his ally. All feats must be combat feats known by the war master, for

which that the ally meets the prerequisites. Individual tactics requires both audible and visual components.

Goad (Su): A war master of 5th level or higher can use his 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 + ½ the war master's class level + the war master's Intelligence bonus). 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 war master 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 an enchantment (compulsion), mind-affecting ability.

Guarded Tactics (Ex): A war master of 7th level or higher can employ 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 war master may use his CMD rather than their own, if they choose to do so.

Raid Tactics (Ex): A war master of 9th level or higher can use his 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 war master. 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 war master maintains the raid tactics, he expends two rounds of his battle tactics daily maximum. Raid tactics requires both audible and visual components.

Assault Tactics (Ex): A war master 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 war master. Affected allies deal an additional 1 hit point of damage for each die of damage they deal, to a maximum of half the war master's class level.

For example, Grimmnur is a 14th level dwarven war master, fighting with his allies Dalla (a 13th level human barbarian swinging a greatsword for 2d6+9 damage) and Trebliock (a 13th level elf wizard). When Grimmnur uses his assault tactics, Dalla gains a +2 damage bonus with her greatsword (which deals 2 dice of damage). When Trebliock casts a 10d6 fireball, he gains a +7 bonus to its damage dealt (+1 per die for 10 dice, to a maximum of +7 for ½ Grimmnur's 14 war master levels).

Heroic Tactics (Ex): A war master of 15th level or higher can employ tactics that allow a number of allies to employ strategies outside their normal repertoire. The war master selects one combat feat he knows. All allies within 60 feet that meet the prerequisites for the selected feat gain use of it. The war master 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 war master changes which feat they may access.

Consul (Ex): Though not all war masters 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 war master 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 war master may use his Knowledge (nobility) bonus in place of his Diplomacy bonus whenever making a Diplomacy check.

War Master Talents: As a war master gains experience, he learns a number of talents that aid him and his allies. Starting at 2nd level, a war master gains one war master talent. He gains an additional war master talent for every 2 levels of war master attained after 2nd level. A war master 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 war master's class 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 war master's Leadership score



to be 26 or higher, the war master gets a bonus group of followers. To determine how large this group of bonus followers is, subtract 10 from the war master's Leadership score, and compare this new number to the Leadership chart.

For example, Sir Mark is a 14th level war master with a 18 Charisma, a base of operations, great renown, and the born leader talent. His normal Leadership score is 22, giving him 75 1st-level followers, 7 2nd-level, 4 3rd-level, 2 4th-level, 2 5th-level, and 1 6th-level. However, because he has born leader, Sir Mark's effective leadership for followers is 7 higher (half his level), making it 29. This gives him the maximum normal number of followers (135 1st-level followers, 13 2nd-level, 7 3rd-level, 4 4th-level, 2 5th-level, and 3 6th-level), plus the followers of a leadership score of 19 (10 lower than his effective leadership score), for an additional 40 1st-level, 4 2nd-level, 2 3rd-level, 1 4th-level, and 1 5th-level follower.

A war master must have the Leadership feat prior to selecting the born leader talent.

Contacts (Ex): As a leader of men and lord of command, a war master is likely to have contacts among any large population. Upon reaching a new community, the war master 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 war master 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 war master must treat a contact well to gain actual aid. A contact has no special connection to the war master's allies, and has an initial attitude toward them consistent with how others in the community would feel.

Cover Fire (Ex):* Whenever the war master 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 war master.

Esprit de Corps (Ex): Any follower of the war master (gained from the Leadership feat) gains a +2 morale bonus to attacks, skill checks, damage rolls, CMD, and saving throws when within 60 feet of the war master. If they are currently suffering any fear effects, they may attempt a new save to resist those effects (against the original DC) once a round as long as they are within 60 feet of the war master.

These bonuses apply as long as followers know they are close to the war master, even if the war master is unconscious, paralyzed, or unable to react. The effect even carries on for 24 hours after the war master's death, as long as followers are within range.

The feeling of confidence the war master instills in his troops allows him to recruit additional kinds of creatures as cohorts. The following creatures may be taken as monster cohorts, using the rules from the *Pathfinder*

Roleplaying Game Bestiary, with the listed effective cohort “level.” Many war masters use such special cohorts as bodyguards or steeds.

Creature	Cohort Level
Ankylosaurus (dinosaur)	11
Behir	17
Bulette	12
Cauchemar (nightmare)	20
Centaur	7
Chimera	13
Coutal	20
Dire hyena	6
Dire lion	13
Dire shark	19
Dire tiger	18
Elephant	15
Giant frilled lizard	11
Giant mantis	8
Giant moray eel	10
Giant scorpion	9
Giant wasp	8
Dire wolf	8
Gorgon	18
Gynophinx	18
Lamia	11
Lion	7
Mastadon elephant	19
Nightmare	11
Orca	10
Pteranodon (dinosaur)	7
Rhinoceros	8
Shark	6
Stegosaurus (dinosaur)	16
Tiger	8
Triceratops (dinosaur)	20
Winter wolf	9
Woolly rhinoceros	11

A war master must have the Leadership feat to select this war master talent.

Faith (Sp): Fighting men often depend on the gods for good fortune, and in some cases are actually faithful enough to receive direct answers to their prayers. A war master with this talent gains the ability to cast a 0-level spell from the cleric spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the war master’s level. The save DC for this spell is 10 + the war master’s Wisdom modifier. The war master must have a Wisdom of at least 10 to select this talent.

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

Hand Up (Ex): As a move action, the war master 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 war master is still adjacent the ally does not suffer an attack of opportunity for standing.

Hard March (Ex): The war master 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 war master and his allies (to a maximum of 20 people per

war master 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 war master 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 war master’s mastery of studying details and using them to draw conclusions about the bigger picture. The war master 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 war master with this talent has learned how to maximize his efforts within a certain class of skills. The war master gains a +1 bonus to all skill and ability checks based on a single ability score selected when this talent is taken. If the war master 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 war master 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.

Strong Faith (Sp): A war master with this talent gains the ability to cast a 1st-level spell from the cleric spell list two times a day as a spell-like ability. The caster level for this ability is equal to

the war master's level. The save DC for this spell is 11 + the war master's Wisdom modifier. The war master must have a Wisdom of at least 11 to select this talent. A war master must have the faith talent before choosing this talent.

*Take Them Alive!** (Ex): Whenever the war master 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.

Advanced Talents: At 12th level, and every two levels thereafter, a war master can choose one of the following advanced talents in place of a war master talent.

Agents (Ex): This talent represents the war master's efforts to have spies and emissaries in areas he is likely to operate. Any time the war master enters a new kingdom, town, or settlement, he may make a DC 25 Diplomacy check. On a successful check, the war master 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 war master 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 war master or his patrons. In either case the agent is loyal to the war master 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 war master 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 war master 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 war master 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 war master's back-up plan talent in a given day, even if that war master uses this talent multiple times during the day. Each time an ally chooses to make a reroll, the war master expends one additional round of battle tactics from his daily limit.

*Formation** (Ex): Whenever the war master 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 war master with the hearten talent uses his rally ability, he adds his Intelligence modifier to the number of temporary hit points gained by each ally.

*Lasting Tactics** (Ex): With this talent, a war master may opt to have a battle tactic continue to be effective for 2 rounds after he stops maintaining it (even if the war master begins to use a different battle tactic). These 2 rounds count against the war master'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 war master 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 war master 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 war master and his allies for 1d4 rounds, as long as the war master and his allies do nothing to improve their situation (or at least aren't caught doing anything). Thus neither the war master nor his allies may heal, move to better positions, cast spells, or ready equipment during the parley. In most cases if the war master 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.

Mark of Quality (Ex): At 5th level the war master's experience with high-quality gear grows into a knack for getting more out of masterwork equipment. Anytime the war master uses a masterwork weapon, armor, tool kit or similar item he receives a +1 circumstance bonus. If the object is a masterwork weapon, the bonus is applied to attack rolls. If armor, the maximum Dex bonus is increased by 1 when the war master

is wearing it. If the equipment is some other piece of gear (such as a masterwork tool), the bonus applies to whatever skill or ability check the equipment normally grants a bonus to. (See “Other New Rules” for more information on nonstandard masterwork equipment.)

These bonuses apply to all magic weapons and armor the war master may use (which must be masterwork to be imbued with magic), but normally do not apply to other magic items unless they are magical versions of mundane masterwork tools or kits. If the war master is 10th level or higher, the circumstance bonus increases to +2.

Rally (Su): At 11th level a war master can rally flagging forces, giving them renewed hope and endurance to carry on and win victory. A rally affects all allies in a 30-foot radius burst. Those allies gain 4d6 temporary hit points, +1d6 for every two war master levels beyond 11th (5d6 at 13th, 6d6 at 15th, and so on). Each ally may also make one saving throw against any one effect it currently suffers which could have been prevented with a successful saving throw (with the same save DC as the original saving throw), and on a successful save the effect ends. A war master may rally once per day. At 19th level, the war master may rally twice per day.

Warlord (Ex): At 20th level, the war master 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 war master

can assess a single foe as a move action, and use that information to guide his allies in defeating the foe. The war master 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 war master 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 war master gains a +5 bonus to attack and damage rolls against any target the war master has assessed in the past 24 hours. If the war master fails an assess check, he cannot attempt to assess the same foe again for 24 hours.

NEW FEATS

The following new feats are closely tied to the leadership and negotiation themes of the war master, and a few are specifically restricted to war master characters.

EXTRA COHORT

You have an additional trusted companion that acts as a counterpart to your other cohorts.

Prerequisite: Leadership

Benefit: You gain an additional cohort from your Leadership feat. The maximum level of this cohort is four levels below your own level. It otherwise gains experience and levels using the normal cohort rules.

EXTRA TACTICS

You can use your battle tactics for an additional 6 rounds per day.

Prerequisites: Battle tactics class feature.

Benefit: You can use your battle tactics an additional for 6 additional rounds per day.

Special: You can gain Extra Tactics multiple times. Its effects stack.

PATOIS

You are familiar with a little bit of many different languages, and can try to decipher similar languages on the fly.

Prerequisites: Int 13+, 5 ranks Linguistics

Benefit: Whenever you encounter creatures speaking a language you don’t know, you can attempt to communicate by using phrases and words from similar languages. This requires you to make a Linguistics check (DC 15) for each concept you try to convey or understand, and even then only simple concepts can be exchanged. (As a general rule, each check allows you to send and receive one idea that can be expressed with no more than five words, each with no more than one syllable.)

OTHER NEW RULES

MASTERWORK EQUIPMENT

While rules for masterwork weapons, armor, tools, toolkits and musical instruments already exist, the war master’s mark of quality talent encourages war masters to buy masterwork versions of all their equipment. While this requires some extra work on the part of the GM, it both adds more options for low-level characters when buying their gear, and increases the flavor of a campaign.

Most items can be made masterwork by paying an additional 150 gp or double the item's base cost, whichever is greater. (For expendable items, this should be double the cost or 3 additional gp.) If the item is closely related to the performance of a skill check (such as a riding saddle) a masterwork version provides a +2 circumstance bonus to that check. If the item already provides a bonus to a skill or ability check (such as a military saddle or courtier's outfit), or to a saving throw (such as a cold-weather outfit), a masterwork version increases the bonus by +2. The bonuses from different masterwork items to the same check do not stack.

If an item has no skill it is already strongly associated with or gives a bonus to, a masterwork version simply weighs 25% less and has 1 more point of hardness and 10% more hit points (or hit points per inch, for large items). A war master with the mark of quality class ability may be allowed to apply the ability's bonus when making a skill check with such items (such as a war master making a Climb check to move up a masterwork rope), at the sole discretion of the GM. A few sample masterwork items are presented to give a GM some guidelines on how to handle such equipment.

Backpack (masterwork): A masterwork backpack is able to distribute the weight of items placed in it more evenly, making such things easier to carry. Items placed in the backpack count only 90% of their true weight toward the wearer's encumbrance. However such items are also more securely tied into place, and thus require a standard action to be retrieved (rather than a move action, as normal).

A war master with mark of quality gains an additional benefit when using a masterwork backpack, counting only 80% of the weight of items in it against his encumbrance.

Chain (masterwork): Masterwork chain has hardness 11 and 6 hit points. It can be burst with a DC 27 Strength check. A war master gains no special benefit when using masterwork chain.

Grappling Hook (masterwork): A masterwork grappling hook has a range increment of 15 feet. In the hands of a war master with mark of quality, it has a range increment of 20 feet.

Oil (masterwork): Masterwork oil creates brighter light when used in lanterns, creating bright light in the lantern's normal area of illumination, and increasing normal light to bright light for an additional area beyond.

A war master with mark of quality gains an additional benefit when using masterwork oil, dealing an additional 1 point of damage with any fire started with the oil.

Ram, Portable (masterwork): This carved hand-held hardwood ram has a steel ram's head carefully affixed to one end, and a scrollwork counterbalance at the other. It gives a +2 circumstance bonus to Strength checks made to open a door, and allow a second person to help (automatically increasing your bonus by 2). A war master with mark of quality gains an additional +1 bonus to Strength checks to open doors when using a masterwork portable ram.

New Masterwork Items		
Item	Cost	Weight
Backpack (masterwork)	152 gp	1-1/2 lbs.
Chain (masterwork)(10 ft.)	180 gp	2 lbs.
Grappling Hook (masterwork)	151 gp	3 lbs.
Oil (1 pt. flask)	3 gp	1 lbs.
Ram, Portable (masterwork)	160 gp	20 lbs.
Torch (masterwork)	3 gp	1 lb.
Water Clock (masterwork)	2,000 gp	150 lbs.

Torch (masterwork): A masterwork torch takes only a move action to light (as opposed to the standard action required for a normal torch), and sheds normal light in a 25-foot radius (and increases the light level by one step to a maximum of normal light for an additional 25-foot radius beyond that).

A war master with mark of quality gains an additional benefit from a masterwork torch, extending its useable duration to 90 minutes.

Water Clock (masterwork): A masterwork water clock keeps time to within five minutes per day since it was last set. Like its less accurate cousin, it is immobile and requires a source of water. A war master gains no special benefit when using a masterwork water clock.

BRING A GENIUS TO THE TABLE!

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