

Commander

A commander is a fierce leader that inspires your allies and terrifies your foes. Although trained in fighting, a commander's true strength lies in their ability to lead their allies to victory. Perhaps you are a trained noble born, a military officer, or even a minor war chief seeking glory. Regardless of your origins, you strengthen your allies with your cunning, tactical strategies, or inspiring presence.

KEY ATTRIBUTE

Intelligence, Wisdom, or Charisma

At 1st level, your class gives you an ability boost to your choice of Charisma, Intelligence, or Wisdom depending on your Leadership Style.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You either confront your enemies head on alongside your allies or stand back to guide your companions with inspiring words and insightful words.

During Social Encounters...

Relying on your leadership, you are a voice of reason to help your allies negotiate with others.

While Exploring...

You help push your allies to overcome any obstacle in their path, and your coordination helps ensure your group's survival in dangerous lands.

In Downtime...

You can use your talents as a leader to make friends with important individuals and gather useful allies. You might also excel at crafting tools to help your companions in further adventures.

You Might...

- Help guide your companions to reach their potential.
- Recognize the responsibility of leadership means your number one priority is your allies.
- Be disinterested in problems that are out of your military expertise.

Others Probably...

- Expect you have a large ego.
- Respect your leadership and knowledge of warfare and tactics.
- Find themselves drawn to your charismatic presence or impressed by your clever thinking.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in one skill determined by your choice of Leadership Style

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in medium armor

Trained in light armor

Trained in unarmored defense

CLASS DC

Trained in commander class DC

Class Features

You gain these features as a commander. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the Player Core.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training, noted at the start of this class.

Helpful Word

At 1st level, you are skilled at assisting your companions. You gain the Helpful Word action.

HELPFUL WORD ➡

COMMAND COMMANDER

Using your leadership training, you push an ally to be their best. Designate an ally within 30 feet; this action counts as sufficient preparation to Aid that ally. When you use the Aid reaction to help that ally, instead of the usual check, you can use a check modifier that is equal to your Commander class DC - 10. If you roll a failure, you get a success instead.

Leadership Dice

Certain features and feats for this class use your leadership dice, a d6, to power them.

As your commander level increases, so does the number of dice for your leadership dice. Increase the number of dice by one at 5th level, 9th level, 13th level, and 17th level.

Leadership Style

Each commander has a distinct style of leadership. Choose a Leadership Style from the below. This will affect features and feats later gained by this class.

ERUDITE LEADERSHIP

You know that nothing is more likely to win a fight than knowing exactly what a foe's weaknesses are, and you make sure your allies know how to exploit that. Intelligence is your key ability, and you gain the Additional Lore feat for a lore of your choice.

COMMANDER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, helpful word, leadership dice +1d6, leadership style, lead by example, commander feat
2	Skill feat, commander feat
3	General feat, skill increase
4	Skill feat, commander feat
5	Ability Boost, ancestry feat, skill increase, leadership dice +2d6, leadership command
6	Skill feat, commander feat
7	General feat, skill increase, battle reflexes, weapon talent, leadership reaction
8	Skill feat, commander feat
9	Ancestry feat, skill increase, alertness, leadership dice +3d6, reactive commander, commander expertise
10	Ability Boost, skill feat, commander feat
11	General feat, skill increase, greater aura, leadership will
12	Skill feat, commander feat
13	Ancestry feat, skill increase, armor expertise, leadership dice +4d6, weapon specialization, greater command
14	Skill feat, commander feat
15	Ability Boost, general feat, skill increase, hardy commander
16	Skill feat, commander feat
17	Ancestry feat, skill increase, incredible aura, leadership dice +5d6, masterful commander, weapon mastery, undaunted leader
18	Skill feat, commander feat
19	General feat, skill increase, armor master
20	Ability Boost, skill feat, commander feat

COMMAND TRAIT

A command ability can only affect allies that can either hear and understand the command or see the person giving the command.

You or an ally can only follow one command at a time. If you give a command to a creature already targeted by one of your commands this turn, then any ongoing effects from your previous command end immediately.

You are also surrounded by a aura of command in a 10-foot emanation. Your aura has the audible trait and grants you and allies within the aura a +1 status bonus to Recall Knowledge checks.

ESOTERIC LEADERSHIP

You are as comfortable leading magic users as you are leading warriors. Choose Charisma, Intelligence, or Wisdom as your key ability. You are trained in your choice of Arcana, Occultism, Nature, or Religion.

You are also surrounded by a aura of command in a 10-foot emanation. Your aura has the visual trait and grants you and allies within the aura a +1 status bonus to spell attack rolls.

IMPOSING LEADERSHIP

Your intimidating presence makes allies quickly follow your orders but also terrify your foes. Charisma is your key ability.

You are trained in Intimidation. You are also surrounded by a aura of command in a 10-foot emanation. Your aura has the visual trait and grants you and allies within the aura a +1 status bonus to Intimidation checks.

INSPIRING LEADERSHIP

Your charismatic presence uplifts your allies to stand against all odds. Charisma is your key ability. You are trained in Diplomacy.

You are also surrounded by a aura of command in a 10-foot emanation. You and allies within the aura gain a +1 status bonus to Recovery checks and saves against fear effects.

SKIRMISHING LEADERSHIP

Your nimble tactics and use of terrain keeps your enemies on your toes. Wisdom is your key ability. You are trained in your choice of Survival or Stealth.

You are also surrounded by a aura of command in a 10-foot emanation. Your aura has the visual trait and grants you and any ally that starts their turn within the aura a +5-foot status bonus to speed.

TACTICAL LEADERSHIP

Your clever strategies ensure victory for you and your allies. Intelligence is your key ability. You are trained in Warfare Lore.

You are also surrounded by a aura of command in a 10-foot emanation. Your aura has the visual trait and grants you and allies within the aura a +1 status bonus to initiative rolls.

Lead By Example

At 1st level, your brave attack emboldens your ally to follow with an even more powerful blow. You gain the Lead By Example action.

LEAD BY EXAMPLE ◆

COMMANDER **VISUAL**

Frequency Once per round.

You encourage an ally with a bold attack. Choose an ally within 30 feet. On your next Strike before the end of this round, you can add

your Leadership Style's ability modifier to your attack roll instead of your Strength or Dexterity modifier.

If your Strike hits the target, your chosen ally's first Strike that hits deals additional precision damage equal to your leadership dice. This effect lasts for 1 round. If your chosen ally was targeted with one of your commands this turn, then you can use this ability as a free action.

Commander Feats

At 1st level and every even-numbered level thereafter, you gain a commander class feat. Commander class feats are described at the end of this document.

Skill Feats

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the CRB and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

General Feats

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the CRB.

Skill Increase

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

Ancestry Feats

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2 of the CRB.

Leadership Command

At 5th level, you learn how to better advise your allies in combat. You gain a new action based on your Leadership Style.

ERUDITE LEADERSHIP

You gain the Applied Knowledge action.

COMBAT ASSESSMENT ◆

COMMANDER

Prerequisites Erudite Leadership

You make a telegraphed attack to learn about your foe. Make a Strike. On a hit, you can immediately attempt a check to Recall Knowledge about the target. On a critical hit, you gain a +2 circumstance bonus to the check to Recall Knowledge. The target is temporarily immune to Combat Assessment for 1 day.

Special If you have the Applied Knowledge feat, you can substitute that for the Recall Knowledge action you take on a hit.

ESOTERIC LEADERSHIP

You gain the Enhance Magic action.

ENHANCE MAGIC ⬠

COMMAND COMMANDER

Prerequisites Esoteric Leadership

You push an ally to empower their magic in a time of need. An ally within 30 feet is quickened for 1 round and can use the additional action to use an action with the metamagic trait.

IMPOSING LEADERSHIP

You gain the Dreadful Threat action.

DREADFUL THREAT ⬠

COMMANDER EMOTION FEAR MENTAL

Prerequisites Imposing Leadership, trained in Intimidation

You threaten a foe to lower its resolve. As part of this action, you can attempt a check to Demoralize the target. The target is off-guard to attacks from you and your allies while it has the frightened condition from your Demoralize. If you have legendary proficiency in Intimidation, then targets can no longer be temporarily immune to your Demoralize.

INSPIRING LEADERSHIP

You gain the Bulwarking Command action.

BULWARKING COMMAND ⬠

COMMAND COMMANDER

Prerequisites Inspiring Leadership

You inspire your ally to stand strong against coming danger. An ally within 30 feet of you gains a +1 status bonus to AC and saving throws, as well as temporary Hit Points equal to your Leadership Style's ability modifier plus half your level. All effects last for 1 round.

SKIRMISHING LEADERSHIP

You gain the Move Command action.

MOVE COMMAND ⬠

COMMAND COMMANDER

Prerequisites Skirmishing Leadership

You urge your ally to shift their positions to a more favorable one. An ally within 30 feet is quickened for 1 round and can use the additional action to Step or Stride.

TACTICAL LEADERSHIP

You gain the Appropriate Tactic action.

APPROPRIATE TACTIC ⬠

AUDITORY COMMANDER

Prerequisites Tactical Leadership

You have just the right plan for the moment. Choose one of the following bonuses:

- **Brace** All allies within 30 feet gain a +1 circumstance bonus to Fortitude, Reflex, or Will saving throws and DCs until the start of your next turn.

- **Focus Fire** Choose a creature you can see; until the start of your next turn, Strikes and spells against the chosen creature gain a circumstance bonus to damage rolls equal to the number of other different creatures that damaged the target since you used this ability.
- **Take Cover** All allies within 30 feet are quickened for 1 round, but can only use the additional action to use the Take Cover action.

Battle Reflexes

At 7th level, your proficiency in Reflex saves increases to expert.

Weapon Talent

At 7th level, your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert.

Leadership Reaction

At 7th level, you can quickly assist an ally in the chaos of battle. You gain a new reaction based on your Leadership Style.

ERUDITE LEADERSHIP

You gain the Perfect Advice reaction.

PERFECT ADVICE ⬠

AUDITORY COMMANDER VISUAL

Prerequisites Erudite Leadership

Trigger An ally within 30 feet of you targets an enemy you have successfully Recalled Knowledge about with an attack or spell

You shout a quick suggestion for how the ally can best exploit the target's weak spots. The ally gains a +2 circumstance bonus to the triggering attack roll or DC, and ignores an amount of resistance equal to your Leadership Style's ability modifier for each resistance that applies against the effect.

ESOTERIC LEADERSHIP

You gain the Magical Defense reaction.

MAGICAL DEFENSE ⬠

AUDITORY COMMANDER VISUAL

Prerequisites Esoteric Leadership

Trigger An ally within 30 feet of you makes a save against magic

Having seen enough magic in battle, your advice helps an ally overcome an incoming spell. The ally gains +2 circumstance bonus to the saving throw.

IMPOSING LEADERSHIP

You gain the Harrowing Interruption reaction.

HARROWING INTERRUPTION ⬠

AUDITORY COMMANDER FORTUNE VISUAL

Prerequisites Imposing Leadership

Trigger An enemy within 30 feet of you critically succeeds on a Strike against an ally

You let out an intimidating cry that shakes the attacker's steady hand. The enemy must reroll the attack roll and use the second result.

INSPIRING LEADERSHIP

You gain the Courageous Defiance reaction.

COURAGEOUS DEFIANCE

AUDITORY COMMANDER VISUAL

Prerequisites Inspiring Leadership

Trigger An ally within 30 feet of you takes damage from a melee Strike

You encourage your ally to defiantly strike back. Your ally can make a melee Strike against their attacker as a free action.

SKIRMISHING LEADERSHIP

You gain the Guerilla Tactics reaction.

GUERRILLA TACTICS

AUDITORY COMMANDER VISUAL

Prerequisites Skirmishing Leadership

Trigger An ally within 30 feet of you takes damage

You urge your companion to retreat. Your ally can Step or Stride as a free action.

TACTICAL LEADERSHIP

You gain the Adjusted Strike reaction.

ADJUSTED STRIKE

AUDITORY COMMANDER VISUAL

Prerequisites Tactical Leadership

Trigger An ally within 30 feet of you fails an attack

You help course correct your ally's missing blow. Your ally gains a +2 circumstance bonus to the attack roll, potentially turning the failed attack into a success.

Alertness

At 9th level, you remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Reactive Commander

At 9th level, you can quickly shout out orders. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only for Aid or a reaction with the Commander trait.

Commander Expertise

At 9th level, your proficiency in commander class DC increases to expert.

Greater Aura

At 11th level, the power of your presence expands. Your Leadership Style aura increases to a 20-foot emanation, and the status bonus granted by your aura increases to +2 or +10-foot for Skirmishing Leadership.

Commanding Will

At 11th level, your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Armor Expertise

At 13th level, your proficiency rank in light and medium armor increases to expert.

Paragon of Leadership

At 13th level, you are a master of helping your allies, able to influence your allies in more meaningful ways. You gain one of the following benefits depending on your Leadership Style.

ERUDITE LEADERSHIP

When an ally deals precision damage from your Lead By Example action, the ally's damage ignores an amount of resistance to the damage type equal to half your level. The damaged creature's resistance is then reduced by the same amount for 1 round.

ESOTERIC LEADERSHIP

When an ally deals precision damage from your Lead By Example action, a magical ward surrounds them, and the ally gains a +1 status bonus to AC and saving throws for 1 round.

IMPOSING LEADERSHIP

When an ally deals precision damage from your Lead By Example action, the target becomes frightened 1. If it was already frightened, it doesn't reduce the value of its frightened condition at the end of its next turn.

INSPIRING LEADERSHIP

When an ally deals precision damage from your Lead By Example action, the ally gains temporary hit points equal to half your level that last for 1 round.

SKIRMISHING LEADERSHIP

When an ally deals precision damage from your Lead By Example action, the hit enemy can't take reactions for 1 round.

TACTICAL LEADERSHIP

When an ally deals precision damage from your Lead By Example action, the hit enemy is off-guard to you and your allies for 1 round.

Weapon Specialization

At 13th level, you've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

Hardy Commander

At 15th level, your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Incredible Aura

At 17th level, you emanate an unwavering influence on your allies. Your Leadership Style's aura extends to 30 feet.

Masterful Commander

At 17th level, your proficiency in commander class DC increases to master.

Undaunted Leader

At 17th level, your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

Armor Master

At 19th level, your proficiency rank in light and medium armor increases to master.

Weapon Mastery

By 17th level, you've drilled extensively in your weapons. Your proficiency ranks for unarmed attacks, simple weapons, and martial weapons increase to master.

Commander Feats

You can choose from the following list of feats when you gain a commander feat.

1ST LEVEL

AGGRESSIVE START FEAT 1

COMMAND **COMMANDER**

Prerequisites Imposing Leadership

Trigger After initiative is rolled but before the first turn.

An ally within 30 feet of you is quickened for 1 round, and can use this extra action to Strike.

COMMANDER'S RESPITE FEAT 1

AUDITORY **COMMANDER** **HEALING** **VISUAL**

Frequency Once per 10 minutes

Trigger You or an ally within 30 feet successfully uses Treat Wounds or Battle Medicine.

Your guiding words ensure a smoother recovery. The target of Treat Wounds regains 5 additional HP at DC 15, 10 at DC 20, 15 HP at DC 30, or 20 HP at DC 40.

DECEPTIVE TACTICS FEAT 1

COMMANDER

Requirements You are trained in Warfare Lore

Your training has taught you that the art of war is the art of deception. You can use your Warfare Lore modifier in place of your Deception modifier for Deception checks to Create a Diversion or Feint, and can use your proficiency rank in Warfare Lore instead of your proficiency rank in Deception to meet the prerequisites of feats that modify the Create a Diversion or Feint actions (such as Lengthy Diversion). You gain the Lengthy Diversion feat (Player Core 258).

FRIENDLY SHIELD FEAT 1

COMMANDER

Requirements You are wielding a shield

You brace your shield to guard your allies. You Raise a Shield and an ally within 5 feet of you also gains the circumstance bonus to their AC as long as they stay adjacent to you.

HEROIC BEGINNING FEAT 1

COMMAND **COMMANDER**

Prerequisites Inspiring Leadership

Trigger After initiative is rolled but before the first turn.

An ally within 30 feet gains temporary Hit Points equal to your Leadership Style's ability modifier plus half your level (minimum 1).

HELPFUL EXPLORER FEAT 1

COMMANDER **EXPLORATION**

You help an ally do better in dangerous situations. As an exploration activity, you can Aid an ally's exploration activity. In place of Aid, you can use Helpful Word.

MAGICAL START FEAT 1

COMMAND **COMMANDER**

Prerequisites Esoteric Leadership

Trigger After initiative is rolled but before the first turn.

An ally within 30 feet is quickened for 1 round, and can use this extra action to cast a cantrip.

OPENING STRATAGEM FEAT 1

COMMAND **COMMANDER** **FORTUNE**

Prerequisites Tactical Leadership

Trigger After initiative is rolled but before the first turn.

An ally within 30 feet can reroll their initiative roll and use the second result.

QUICK PLACEMENT FEAT 1

COMMAND **COMMANDER**

Prerequisites Skirmishing Leadership

Trigger After initiative is rolled but before the first turn.

An ally within 30 feet is quickened for 1 round, and can use this extra action to Stride.

RAPID ASSESSMENT FEAT 1

COMMANDER **VISUAL**

Prerequisites Erudite Leadership

Trigger You roll initiative and can see at least one foe

A quick glance at the battlefield and your foes, and you're already thinking of how best to take them down. You instantly use up to two Recall Knowledge actions specifically targeting foes you can see. If you have any special abilities or free actions that would normally be triggered when you Recall Knowledge, you can't use them for these actions.

In addition, the first time you Recall Knowledge about each creature, it does not count towards increasing the DC for future knowledge checks.

SHIFTING ASSAULT ◆

FEAT 1

COMMANDER

Your attack leaves an opportunity for your ally to move. Make a Strike. An ally who has a reaction available and is adjacent to the target can use their reaction to Step.

2ND LEVEL

APPLIED KNOWLEDGE ◆

AUDITORY COMMANDER VISUAL

You consider what you know of a creature to best exploit its weaknesses. You can attempt a Recall Knowledge about an enemy within 30 feet of you. On a success or critical success, you gain an additional benefit.

Critical Success You and your allies gain a +1 circumstance bonus to attack rolls against the target for 1 minute.

Success As critical success, except that the circumstance bonus lasts for 1 round.

ASSAULT COMMAND ◆

FEAT 2

COMMAND COMMANDER

You call on your ally to go all out on their aggression. One ally within 30 feet of you gains a +1 status bonus to attack rolls and a status bonus to damage equal to your Leadership Style's ability modifier. Both effects last for 1 round.

ATHLETIC LEADERSHIP

FEAT 2

COMMANDER

Prerequisites Trained in Athletics

You know how to motivate your allies with bold maneuvers. Instead of using Lead By Example to make a Strike, you can use it to make a Disarm, Grapple, Shove, or Trip attempt. You can also use your Leadership Style's ability modifier instead of Strength for the Athletics check.

GET OUT OF THERE! ◆

FEAT 2

COMMAND COMMANDER

You urge your ally to escape danger. Choose one ally within 30 feet that is prone, grabbed, restrained, or immobilized. If the ally has a reaction available, they can use their reaction to immediately Stand if prone or attempt to Escape.

GUIDING SHOT ◆

FEAT 2

COMMANDER FLOURISH

Your ranged attack helps guide your allies into striking your enemy's weak point. Attempt a Strike with the required weapon. If the Strike hits, the next creature other than you to attack the same target before the start of your next turn gains a +1 circumstance bonus to their roll, or a +2 circumstance bonus if your Strike was a critical hit.

PUSH YOURSELF! ◆

FEAT 2

COMMAND COMMANDER

You command an ally to push themselves physically. An ally within 30 feet gains a +5-foot status bonus to speed, a +1 status bonus to Athletics and Acrobatics checks, and a +1 status bonus to their DCs against Athletics skill actions such as Disarm, Shove, and Trip. All effects last for 1 round.

RALLY COMMAND ◆

FEAT 2

COMMAND COMMANDER

You let out an inspiring battle cry. An ally within 30 feet gains temporary Hit Points equal to your Leadership Style's ability modifier plus half your level. The temporary Hit Points last for 1 round.

ROTATE OUT ◆

FEAT 2

COMMANDER

You and your ally trade places. You switch places with an ally within 5 feet. You and your ally's movements do not provoke reactions. Your ally can't be a larger size than you or more than one size smaller than you.

STRATEGIC SWAP ◆

FEAT 2

COMMAND COMMANDER

Trigger After initiative is rolled but before the first turn.

You can switch the initiative scores of a willing ally with another willing ally or yourself.

4TH LEVEL

CHARGE WITH ME ◆◆ OR ◆◆◆

FEAT 4

FLOURISH COMMANDER OPEN VISUAL

You rush into the fray and inspire your allies to follow suit. Stride twice. All allies within 30 feet of your starting position gain a +10-foot status bonus to their speed for 1 round. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. If you spend 3 actions, then you can also use Lead By Example before you Stride twice.

COMMANDER'S STRIKE ◆◆

FEAT 4

COMMAND COMMANDER FLOURISH

Realizing your ally is in a better position, you encourage them to go on the offensive. An ally within 30 feet of you who has a reaction available can use their reaction to immediately Strike.

CREATE A TARGET ◆

FEAT 4

COMMANDER

Prerequisites Trained in Athletics

Instead of attacking, you knock your foe back into your ally's waiting weapon. Make a Shove. You can make this Shove even if you don't have a free hand. If the shoved target ends up in the melee range of an ally, then one ally who has a reaction available can use their reaction to immediately melee Strike the target.

DAZING STRIKE ◆◆

FEAT 4

COMMANDER FLOURISH

Your powerful attack makes your foe reeling. Make a Strike. If the attack hits, the target is off-guard to you and your allies for 1 round.

HEROIC TRIUMPH ◆

FEAT 4

AUDITORY COMMANDER VISUAL

Trigger When you see an ally within 30 feet of you score a critical hit on a Strike

You witness a mighty strike from your ally and encourage them to seek greater glory. The ally gains temporary hit points equal to your Leadership Style's ability modifier plus your level. Your ally is then

temporarily immune to gaining temporary hit points in this way for 1 hour.

HUSTLE ORDER

FEAT 4

COMMANDER CONCENTRATE

Your commands push your allies to move quicker. If your next action is to use an action with the Command trait, then one ally affected by the command gains a +10-foot circumstance bonus to speed for 1 round.

HYBRID LEADERSHIP

FEAT 4

COMMANDER

You dabble in other types of command. Choose a type of Leadership Style other than that of your own. You gain the aura associated with the chosen Leadership Style, and you can take feats with the other Leadership Style as a prerequisite, as long as you satisfy all prerequisites. You don't gain any of the other effects of the chosen Leadership Style.

Special You can take this feat multiple times. Each time you do, you must choose a different type of Leadership Style other than that of your own.

MAGICAL FOLLOW-THROUGH

FEAT 4

COMMANDER

You excel at magical warfare. When you choose an ally for Lead By Example, the ally can gain the additional damage on their first spell that deals damage, instead of the first Strike. The ally chooses one target damaged by their spell, and adds your leadership dice to the damage against the chosen target.

TACTICAL SUPERVISION

FEAT 4

COMMANDER EXPLORATION

You help coordinate the actions of your allies. The circumstance bonus for Follow the Expert increases by 1 for you or your allies.

6TH LEVEL

ATHLETIC COMMAND

FEAT 6

COMMAND COMMANDER

You call for an ally to use their physicality against a foe. An ally within 30 feet of you who has a reaction available can use their reaction to immediately Disarm, Grapple, Shove, or Trip.

COMMANDER'S GUIDANCE

FEAT 6

COMMANDER

You excel at helping your allies. The circumstance bonus to your ally from your Aid reaction increase by 1.

CONTINUE THE EXAMPLE

FEAT 6

COMMANDER

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

Requirements The triggering creature was damaged by your Lead By Example this round, either from your attack or from your chosen ally's attack.

You follow up on a wounded foe with another encouraging attack. Make a melee Strike against the triggering creature, and you can add

your Leadership Style's ability modifier to the attack roll instead of your Strength or Dexterity modifier. If your attack is a critical hit, you disrupt the triggering action.

EXTEND ORDER

FEAT 6

COMMANDER CONCENTRATE

You elaborate on your command to ensure your companions prioritize your advice. If your next action is to use an action with the Command trait with a duration of 1 round, you can attempt a check using your Commander Class proficiency. The DC is usually a standard-difficulty DC of a level equal to the highest-level target of your command, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success The command lasts 4 rounds.

Success The command lasts 3 rounds.

Failure The command lasts 2 rounds.

FOCUS ORDER

FEAT 6

COMMANDER CONCENTRATE

You focus your attention on one ally. If your next action is to use an action with the Command trait, the command becomes a focused command. Unlike a normal command, a focused command doesn't end if you use another command on the same ally that turn. Using another focused command on an ally ends any focused command you have in effect on that ally.

MEDICAL ASSISTANCE

FEAT 6

COMMANDER

Prerequisites Expert in Medicine, Commander's Respite

You are more adept at helping your companions tend to their wounds. The frequency of your Commander's Respite becomes 1 round.

SHIELD WARDEN

FEAT 6

COMMANDER

Prerequisites Friendly Shield

You use your shield to protect your allies. When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

UNSTEADYING STRIKE

FEAT 6

COMMANDER

Your attack makes your opponent more susceptible to follow-up maneuvers from your allies. Make a melee Strike against an enemy within your reach. If the Strike is successful, the enemy takes a -2 circumstance penalty to their Fortitude DC to resist being Grappled, Repositioned, or Shoved and a -2 circumstance penalty to their Reflex DC to resist being Disarmed. Both penalties last until the start of your next turn.

WOLF PACK TACTICS

FEAT 6

COMMANDER

Any enemy is off-guard against your ally's melee attacks due to flanking as long as the enemy is within both your reach and your ally's. You must still flank an enemy for it to be off-guard to you.

8TH LEVEL

AURA OF KNOWLEDGE

FEAT 8

COMMANDER

Prerequisites Tactical Leadership

Your studious mind rubs off on others. You and allies within your Leadership Style's aura gain a +1 status bonus to Recall Knowledge. This bonus increases to +2 if you have Greater Aura.

AURA OF MAGIC

FEAT 8

COMMANDER

Prerequisites Esoteric Leadership

You help guide your magical allies in their pursuit of the mysterious. You and allies within your Leadership Style's aura gain a +1 status bonus to Decipher Writing and Identify Magic. This bonus increases to +2 if you have Greater Aura.

AURA OF PHYSICALITY

FEAT 8

COMMANDER

Prerequisites Imposing Leadership

You push your allies to dominate the battlefield. You and allies within your Leadership Style's aura gain a +1 status bonus to Grapple, Shove, and Trip. This bonus increases to +2 if you have Greater Aura.

AURA OF CHARM

FEAT 8

COMMANDER MENTAL

Prerequisites Inspiring Leadership

Your charismatic presence makes your allies easily liked. You and allies within your Leadership Style's aura gain a +1 status bonus to Make an Impression and Request. This bonus increases to +2 if you have Greater Aura.

AURA OF SHADOWS

FEAT 8

COMMANDER

Prerequisites Skirmishing Leadership

You guide your allies to stick to the shadows, waiting for the perfect moment to strike. You and allies within your Leadership Style's aura gain a +1 status bonus to Hide and Sneak. This bonus increases to +2 if you have Greater Aura.

BLEEDING FOLLOW-THROUGH

FEAT 8

COMMANDER

Your leadership encourages your ally to brutally strike. When an ally adds damage from your Lead By Example, your ally's target also takes persistent bleed damage equal to your number of leadership dice. If you use Magical Follow Through, then instead of persistent bleed damage, the target takes persistent damage matching one of the spell's damage types.

COMMANDER'S INSIGHT

FEAT 8

AUDITORY COMMANDER FORTUNE VISUAL

Trigger An ally within 30 feet you critically fails or fails a skill check
You help your companions focus on the task at hand. Your ally can reroll the skill check and use the second result. Your ally is then temporarily immune to your Commander's Insight for 1 hour.

FEARLESS PRESENCE

FEAT 8

COMMANDER EMOTION MENTAL

Your presence keeps your allies from succumbing to fear. When you and allies within your Leadership Style's aura roll a success on a save against a fear effect, you get a critical success instead. In addition, any time you or an ally within your aura gains the frightened condition, reduce the condition's value by 1.

GUIDED REST

FEAT 8

COMMANDER EXPLORATION

Under your leadership, your allies rest more easily at night. When resting, you and all allies regain double the number of Hit Points and reduce the severity of the doomed and drained conditions by 2.

MOTIVATING ORDER

FEAT 8

COMMANDER CONCENTRATE

Your commands encourage your allies. If your next action is to use an action with the Command trait, then one ally affected by the command gains temporary Hit Points equal to half your level. The temporary Hit Points last for 1 round. If the command already grants temporary Hit Points, then add to that total.

NIMBLE TEAMWORK

FEAT 8

COMMANDER

Prerequisites Shifting Assault

When you use Shifting Assault, all allies who have a reaction available and are adjacent to you or the target can use their reaction to Step or Stride.

OFFICER'S EDUCATION

FEAT 8

COMMANDER

A broad knowledge base is crucial for competent commanders. You become trained in two skills you're not already trained in, become an expert in one skill you're currently trained in, learn one common language you don't already know, and gain any one general feat of 3rd-level or lower you meet the prerequisites for.

Special You can take this feat twice, gaining its benefits each time.

REARRANGE

FEAT 8

COMMANDER CONCENTRATE

Prerequisites Strategic Swap

Frequency Once per hour

Trigger You use your reaction to use Strategic Swap

You can swap the initiative scores between you and all allies.

10TH LEVEL

COMMANDING COHESION

FEAT 10

COMMANDER

Prerequisites Tactical Supervision

You prevent your allies from falling to the wayside in challenging endeavours. When you or an ally uses Follow the Expert, you treat a critical failure or failure as one degree of success higher.

DRILLED REACTIONS

FEAT 10

COMMANDER

Your time spent training with your allies allows them to respond quickly and instinctively to your commands. Once per round, when you use an ability that allows one or more allies to use their reaction, you can grant one ally of your choice benefiting from that ability an extra reaction. This reaction has to be used for that ability, and is lost if not used.

INSPIRING BLOCK

FEAT 10

COMMANDER

Prerequisites Shield Warden

Trigger You use the Shield Block reaction to prevent damage to an ally

Saving your ally from harm inspires them to stay in the fight longer. After you prevent damage to the ally, they also gain temporary Hit Points equal to your Leadership Style's ability modifier plus your level. The temporary Hit Points last until the start of turn that triggered your Shield Block reaction.

RELENTLESS VIOLENCE

FEAT 10

COMMANDER

Your aggressive leadership pushes your companions towards greater violence. When you or an ally within your Leadership Style's aura critically succeeds on a Strike or reduces a creature to 0 hit points, the attacker can make another Strike as a reaction.

RAPID ORDER

FEAT 10

COMMANDER CONCENTRATE

Frequency Once per hour

You take in the battlefield with a brief glance and can quickly turn your observation into a command. If your next action is to use an action with the Command trait, reduce the number of actions to use it by 1.

SHARED STRIKES

FEAT 10

COMMANDER

Prerequisites Commander's Strike

Another ally builds off the momentum of your ordered assault. When the ally you chose for Commander's Strike critically succeeds at the Strike granted by that action, another ally can immediately use a reaction to Strike. Since the second ally wasn't the ally you chose for Commander's Strike, this effect doesn't continue to a third ally, even if the second ally also critically succeeds at their Strike.

SHIELDING ORDER

FEAT 10

COMMANDER CONCENTRATE

You command your ally to quickly defend themselves. If your next action is to use an action with the Command trait, you can Raise a Shield, and one ally affected by the command can immediately use a reaction to Raise a Shield.

STAND STRONG

FEAT 10

AUDITORY COMMANDER FORTUNE VISUAL

Trigger An ally within 30 feet of you critically fails or fails a saving throw

Your words help your ally refocus themselves. Your ally can reroll the saving throw and uses the second result. Your ally is then

temporarily immune to your Stand Strong for 1 hour.

12TH LEVEL

BOLSTERING STRIKE

FEAT 12

COMMANDER VISUAL

Frequency Once per hour

You land a mighty blow that reminds your companion that the fight isn't over yet. Make a Strike. You can attempt a counteract check to remove one condition on an ally within 30 feet, using the source of that condition to determine the counteract level and DC. For your counteract check, you use half your level rounded up as the counteract level and your attack roll as the counteract roll. If the condition was caused by an ongoing effect and you don't remove that effect, the condition returns at the end of your next turn.

FEARLESS RESCUE

FEAT 12

COMMANDER VISUAL

Trigger When an ally is damaged within your Stride distance

You rush forward, using your own body to save your friend, and urge them to get to safety. Stride to a square adjacent to your ally (or within 5 feet of an ally, if you're not using a grid), and you take the triggering damage instead of your ally. You gain resistance to all damage against the triggering damage equal to your Leadership Style's ability modifier plus your level.

INSPIRING GUIDANCE

FEAT 12

COMMANDER

Frequency Once per hour

Your guidance fills your allies with vigor. When you get a success on Aid, the ally you Aid also gains temporary Hit Points equal to your Leadership Style's ability modifier plus your level. The temporary Hit Points last for 1 minute.

MASS ORDER

FEAT 12

COMMANDER CONCENTRATE

Frequency Once per 10 minutes

You push all of your allies to greater heights. If your next action is to use an action with the Command trait that targets only one ally, then you can instead target yourself and all allies within 60 feet.

PREDICTIVE ANALYSIS

FEAT 12

COMMANDER CONCENTRATE

Frequency Once per 10 minutes

Prerequisites Strategic Observation

Your analysis provides your allies with greater insight than normal. If the next action on your turn is to use Strategic Observation, you also apply the circumstance bonus to skill checks against the target. You and allies also gain the same circumstance bonus to AC and saving throws against the observed enemy for Strategic Observation's duration. Strategic Observation gains a new failure effect.

Failure or Critical Failure You ignore Predictive Analysis's frequency limitation.

SHARED EXAMPLE

FEAT 12

COMMANDER

Prerequisites Continue the Example

Your ally coordinates a follow up attack to match your ferocity. When you use your reaction on Continue the Example to Strike an enemy, an ally can also make a melee Strike against the same enemy as a reaction. If their attack is a critical hit, then they disrupt the enemy's action that triggered your Continue the Example.

WRATHFUL CRY

FEAT 12

COMMANDER

Frequency Once per 10 minutes

Prerequisites Dreadful Threat

You let out a frightening roar that terrifies foes. If the next action on your turn is to use Dreadful Threat, you can target all enemies within 30 feet of you with Dreadful Threat.

14TH LEVEL

AVENGE THE FALLEN

FEAT 14

AUDITORY COMMANDER VISUAL

Trigger When you or an ally are reduced to 0 hit points

As a companion falls to their ground, you call for retribution. Each ally within 30 feet of the triggering target gains temporary Hit Points equal to your level and gains a +2 status bonus to attack rolls and skill checks. All effects last until the start of the triggering target's next turn.

EXTEND AURA

FEAT 14

COMMANDER CONCENTRATE

You push yourself to expand your influence. Select one aura you have from a commander feat or feature, such as Fearless Presence or your Leadership Style aura. The radius of the aura increases by 10-feet until the start of your next turn.

PUNISHING BLOW

FEAT 14

COMMANDER

Prerequisites Create a Target

Your ally's strike against the shoved target deals additional precision damage equal to your leadership dice.

SHIELDING BASTION

FEAT 14

COMMANDER

Prerequisites Friendly Shield

When you use the Friendly Shield action, you and all allies within 5 feet of you add your shield's circumstance bonus to your AC and Reflex saves.

VICTORY SURGE

FEAT 14

COMMAND COMMANDER

Frequency Once per hour

You let out a victorious battle cry to push your allies forward. You and all allies are quickened for 1 round and can use the extra action to Step, Stride, or Strike.

16TH LEVEL

COURAGEOUS PRESENCE

FEAT 16

COMMANDER

Prerequisites Fearless Presence

Your bravery better bolsters the resolve of your allies. You and all allies within your Leadership Style's aura treat the result of a save against a fear effect as one degree higher.

DEBILITATING STRIKE

FEAT 16

COMMANDER

Frequency Once per 10 minutes

Prerequisites Dazing Strike

Your powerful attack leaves your foe sluggish. When you use Dazing Strike, it gains the following success effects. Critical Success: Target is slowed 2 and off-guard to you and your allies for 1 round. Success: Target is slowed 1 and off-guard to you and your allies for 1 round.

VIOLENT PRESENCE

FEAT 16

COMMANDER

Prerequisites Relentless Violence

You encourage brutality in combat. When you or your ally uses a reaction to make a Strike from Relentless Violence, the Strike deals persistent bleed damage equal to your leadership dice.

GREATER BOLSTERING

FEAT 16

COMMANDER

Prerequisites Bolstering Strike

Your attack invigorates your ally to not give up. When you use Bolstering Strike, your ally gains temporary Hit Points equal to your Leadership Style's ability modifier plus your level.

QUICKEN ORDER

FEAT 16

COMMANDER CONCENTRATE

Frequency Once per 10 minutes

You urge an ally to seize the moment. If your next action is to use an action with the Command trait, then one ally affected by the command is quickened for 1 round. The ally can use the extra action to Step, Stride, or Strike.

18TH LEVEL

ATTENTIVE ALLIES

FEAT 18

COMMANDER

Prerequisites Focused Order

Your allies can easily react to your orders. An ally is no longer limited to being affected by a single command at a time; when you use a new command on an ally, all previous commands' effects on that ally continue for their remaining duration.

DEFY DEATH

FEAT 18

AUDITORY COMMANDER VISUAL

Trigger When you see an ally within 30 feet of you take damage that would reduce them to 0 hit points

You urge your companion to fight off their injuries. The ally is reduced to 1 hit point and gains temporary Hit Points equal to your Leadership Style's ability modifier and your level. They can then Strike, Step, or Stride as a free action. Your ally is then temporarily immune to Defy Death for 24 hours.

EXEMPLAR OF COMMAND

FEAT 18

COMMANDER

You can effortlessly direct the battlefield. You are permanently quickened; you can use your extra action only to use 1 action with the Command trait. While in exploration mode, you can declare that you are using an action with a Command trait while using any exploration tactic. Even before your first turn in a combat encounter, that command is active as if you had used it on your previous turn.

SHIFT THE FIELD

FEAT 18

COMMANDER CONCENTRATE

Frequency Once per day

Prerequisites Rearrange

Trigger You use your reaction on Rearrange

You manipulate the battlefield like a chess board. You can swap the initiative scores of all creatures.

COMMANDER'S DOOM

FEAT 18

COMMANDER FLOURISH FORTUNE

You break your adversary's resolve with a ferocious strike. Make a Strike. If you hit the target, the target treats its next saving throw as one degree of success lower.

20TH LEVEL

LEGENDARY PUSH

FEAT 20

AUDITORY COMMANDER VISUAL

Frequency Once per day

Through your presence and commands, your companions exceed mortal limitations. For 1 minute, you and allies are quickened, but get two extra actions instead of one. You can use the additional actions for any action. After the minute, you and your allies are slowed 1 for 1 minute.

FINAL STAND

FEAT 20

AUDITORY COMMANDER VISUAL

Frequency Once per day

When the situation seems grim, your rallying cry turns the tide. You and allies within 60 feet of you gain temporary Hit Points equal to your Leadership Style's ability modifier plus your level. You and your allies also gain a +3 status bonus to AC and saving throws, as well as resistance 15 to all damage. All effects last for 1 minute.

FOCUS FIRE

FEAT 20

AUDITORY COMMANDER VISUAL

Frequency Once per day

You signal one enemy to be swiftly eliminated. Target an enemy within 60 feet of you. You and your allies deal additional precision damage against the target equal to your leadership dice. If the target of Focus Fire dies, you can switch targets to another enemy as a free action. Focus Fire ends after 1 minute.

Commander Dedication

You have studied the art of leadership and warfare.

MULTICLASS COMMANDER CHARACTERS

Any character hoping to gain abilities to support their allies can benefit from the commander archetype, especially if you have actions to spare or want more reactions.

2ND LEVEL

COMMANDER DEDICATION FEAT 1

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Charisma, Intelligence, or Wisdom 14

You choose a Leadership Style and are trained in the corresponding skill; if you were already trained in that skill, you instead become trained in a skill of your choice. You gain your Leadership Style's aura. You gain the leadership dice class feature, except the die is 1d4, increasing to 1d6 at 6th level. You don't increase the number of dice as you gain levels. You become trained in commander class DC.

4TH LEVEL

BASIC LEADERSHIP FEAT 1

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Commander Dedication

You gain a 1st- or 2nd-level commander feat.

ASSISTING WORD FEAT 1

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Commander Dedication

You gain the Helpful Word action.

6TH LEVEL

ADVANCED LEADERSHIP FEAT 1

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Basic Leadership

You gain one commander feat. For the purpose of meeting its prerequisites, your commander level is equal to half your character level. Special: You can select this feat more than once. Each time you select it, you gain another commander feat.

COMMANDER'S EXAMPLE FEAT 1

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Commander Dedication

You gain the commander's Lead By Example action; however, you can't use your Leadership Style ability modifier in place of your Strength or Dexterity modifier for the Strike.

8TH LEVEL

COMMANDER'S COMMAND FEAT 1

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Commander Dedication

You gain your Leadership Style's 5th level Leadership Command.

10TH LEVEL

COMMANDER'S REACTION FEAT 1

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Commander Dedication

You gain your Leadership Style's 7th level Leadership Reaction.