



THE TACTICIAN

Tacticians analyze the battlefield,
their allies' strengths, and
their enemies' weaknesses.

They Devise Cunning
stratagems and devious
gambits to shape Any conflict
in their favor

CLASS FEATURES INCLUDE

TACTICAL TERRAINS
DISCOVERED GAMBITS

AND

THREE SUBCLASSES

THE WARLORD

THE PRODIGY

AND

THE STRATEGIST

CREATED BY GHOSTHACK

A NEW CLASS FOR 5TH EDITION FOCUSING ON
TEAM SUPPORT AND BATTLE MAP MANIPULATION

THE TACTICIAN

Level	Proficiency Bonus	Gambits Known	Tactical Points	Features
1st	+2	2	0	Tactical Terrains, Battlefield Gambits, Tactical Discipline
2nd	+2	2	2	Tactics
3rd	+2	2	2	--
4th	+2	2	2	Ability Score Improvement
5th	+3	2	3	Canny Formations
6th	+3	3	3	Calculating Mind; Discipline Feature
7th	+3	3	4	Evasion
8th	+3	3	4	Ability Score Improvement
9th	+4	3	5	Decoy Illusion
10th	+4	3	5	Improved Canny Formations
11th	+4	4	6	Discipline Feature
12th	+4	4	6	Ability Score Improvement
13th	+5	4	7	--
14th	+5	4	7	Improved Decoy Illusion
15th	+5	4	8	--
16th	+5	5	8	Ability Score Improvement
17th	+6	5	9	Discipline Feature
18th	+6	5	9	Defensive Edge
19th	+6	5	10	Ability Score Improvement
20th	+6	5	10	Brilliancy

THE TACTICIAN

A tiefling closes his eyes to shut out the distractions of the battlefield. As he calculates his enemies' path through the copper woods, he slashes two fingers in front of him- the signal for his ambush. His allies come roaring from the underbrush, and the enemy soldiers have no chance to escape.

With a twinkle in their eye, a wizened gnome whispers subtle incantations as they draw complicated symbols into the air. The spell releases, illuminating the dragon's throat, and the party's barbarian howls with rage, striking at the fatal flaw of the Dragon's hide.

Laughing wildly, a battle-scarred human calls her allies to her side. The ragtag party shakes off their injuries and rallies around their warlord. Through the clanging of steel, a cheer rises as the tide of the battle shifts towards victory.

Masterminds of combat strategy, tacticians use their understanding of warfare, and the talents of their stalwart allies, to overcome any enemy. Analyzing the battlefield, her allies' strengths, and the enemies' weaknesses, the Tactician crafts devious stratagems and cunning gambits to shape any conflict towards her favor.



SCHOLARS OF BATTLE

The art of war is complex and demanding. The pieces on a battlefield are in constant motion, and no stratagem is likely to survive contact with the enemy. After years of intensive study though, tacticians are able to determine the strengths and weaknesses of others and can direct combat to the greatest advantage for their allies.

Beyond this understanding, each tactician seeks a specialized, unbeatable approach to warfare. While some choose to fight along side their allies in close quarters, others seek to include magic in their arsenal, while other still attempt to shape the actions of others, manipulating the incomprehensible calculations of probability.

THE CALL TO GLORY

It takes an extraordinary person to become a tactician. They are more than simply aids and advisors to generals or kings; they are a necessary component to any successful army.

While some tacticians may be content to debate theory and potentiality from the confines of colleges or courts, it is not uncommon for a tactician to answer the call to glory and adventure. A tactician without a battle is often left feeling adrift, waiting for something to challenge their mental faculties.

There is no better place to test the tactical mind and prove one's mettle than in the wilds, facing the untold dangers found in the darkest corners of the world.

CREATING A TACTICIAN

As you begin to make your tactician character, consider what sort of tactician you are. What discipline have you pursued, and what motivated that choice? Were you a bookish child, who took to studying easily, or did an older relative spark your enthusiasm with tales of heroism? Perhaps you are more well rounded, with the study of tactics completing your privileged education, or perhaps you are a battle hardened veteran, gaining the knowledge of combat first hand over many years.

One thing is for certain, though, it is unlikely you became a tactician by chance, or in isolation.

Work with your DM to determine what external forces aided you on your journey to becoming a tactician. What mentors, schools, or other experiences turned your studies towards the manipulation of battlefields. Consider what relationships you've maintained, and what demands may have been placed on you, for the knowledge you've gained.

QUICK BUILD

You can make a Tactician quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Dexterity or Strength, depending on whether you want to focus on finesse or brute force during combat. *(If you plan to be a Prodigy, consider taking Constitution, as your second best score to improve your durability, rather than Strength or Dexterity.)*

Second, choose the Noble background.

CLASS FEATURES

As a tactician, you gain the following class features

Hit Dice: 1d8 per tactician level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per tactician level after 1st.

PROFICIENCIES

Armor: Shields

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Constitution

Skills: Choose five from acrobatics, arcana, athletics, deception, history, insight, intimidation, investigation, medicine, nature, perception, persuasion, slight of hand, stealth.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Hide (if proficient) or (b) a purse with 10gp
- (a) a spear or (b) two daggers
- (a) a light crossbow with 20 bolts or (b) a short bow and quiver of 20 arrows
- a scholar's pack and a shield

TACTICAL TERRAINS

At 1st level, you gain the ability to indicate portions of the battlefield ideal for a special maneuver or tactical gambit.

As an action, you can designate a number of areas on the battlefield that you have seen in the past minute. The size, shape, and number of tactical terrains you can maintain at one time is determined by your chosen discipline.

Tactical terrains remain in effect until you end them as a free action, your intelligence drops below 10, you are frightened, or you are unable to take actions.

As an action on your turn, you can move a tactical terrain to a new location. You can use this feature a number of times per day equal to your Intelligence modifier + 1. You regain all uses of your Terrain Tactics after finishing a short or long rest.

BATTLEFIELD GAMBITS

Your dedication to the study of warfare allows you to use stratagems and schemes developed by long forgotten masters of the arts of war. When you first designate a tactical terrain, you can apply 1 Gambit you have prepared to the terrain.

At 1st level, you can choose from two known Gambits. Gaining certain tactician levels grants you additional known gambits as shown in the Gambits Known column of the Tactician table.

Some Battlefield Gambits require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Gambit Save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

Each time you gain a level in this class, you can swap one of your prepared tactics for a different one, if you meet the new tactic's prerequisites.

TACTICIAN DISCIPLINES

Also at 1st level, you will choose the guiding principles of your tactical genius. This choice takes the form of a Tactical Discipline: the Warlord, the Prodigy, or the Strategist, each of which is detailed at the end of the class description.

This choice grants you features at 1st, 6th, 11th, and 17th levels.

TACTICS

Starting at 2nd level, your mental acuity allows you to utilize various tactics during combat. Your calculating genius is represented by a pool of Tactical Points. Your tactician level determines the number of points in this pool, as indicated in the Tactical Points column of the Tactician table.

You can spend these points to fuel various tactics features. You start knowing four such features: Redouble, Retreat, Signal, and Support. You learn more tactics as you gain levels in this class.

When you spend a tactical point it is unavailable until you finish a long rest.

REDOUBLE

As a reaction, or as part of the Attack action, you can spend 1 tactical point and give all allies in your tactical terrains who can see or hear you 1d4 temporary hit points until the start of your next turn. This increases to 2d4 at 11th level and 3d4 at 17th level.

RETREAT

When you take the Disengage action, you can spend 1 tactical point to Dash as a bonus action.

SIGNAL

As a reaction, or as part of the Defend action, you can spend 1 tactical point to change the position or a gambit of one tactical terrain you've designated, or spend 2 tactical points to change both.

SUPPORT

As a bonus action or reaction, you can spend 1 tactical point and one ally within 15 feet who can see or hear you gains the benefits of the Help action until the start of your next turn.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th 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.

TACTIC: CANNY FORMATIONS

At 5th level, you can provide insight that allows your allies to move in perfect harmony at your command.

You can spend 1 tactical point and sacrifice your full movement on your turn to have up to three allies who can see or hear you immediately move up to 10 feet in a direction of your choosing. The chosen allies must be capable of taking actions in order to move in this manner.

CALCULATING MIND

At 6th level, you are able to recover all expended tactical points when you finish a short or long rest.

EVASION

At 7th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

TACTIC: DECOY ILLUSION

By 9th level, you are always thinking five moves ahead. As a reaction, if you are targeted by an enemy attack or spell you can spend 1 tactical point to teleport to an unoccupied space within 30ft of you, leaving behind a decoy that is targeted in your stead.

As part of Decoy Illusion, you can choose to designate a tactical terrain as long as you have uses of that feature remaining. Once you use this feature, you cannot use it again until you complete a long rest.

IMPROVED CANNY FORMATIONS

At 10th level, when you call out your canny formations, allies can now move up to half their movement in the direction of your choosing without provoking an attack of opportunity.

IMPROVED DECOY ILLUSION

By 14th level, when using Decoy illusion, if you end your teleportation within one of your own tactical terrains, you can spend an additional tactical point to become invisible until you make an attack, cast a spell, or leave the terrain.

TACTIC: DEFENSIVE EDGE

Beginning at 18th level, your mastery of tactics grants you additional proficiency in Dexterity and Wisdom saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 tactical point to reroll it and take the second result.

TACTICAL BRILLIANCY

By 20th level, you have mastered the celestial clockwork of the battlefield. While in initiative, you are never at a disadvantage on attack rolls, skill checks or saving throws.

Additionally, you can spend 3 tactical points to gain advantage on your next attack roll against a target in your tactical terrain.

TACTICIAN DISCIPLINES

The study of combat is common, but tacticians delve into the esoterica of battle and adopt specific philosophies on the subject, called disciplines. The three most prevalent disciplines are the Warlord, Prodigy, and Strategist.

Tacticians who share the same discipline may see each other as instant friends, professional colleagues, or arch rivals.

THE WARLORD

The Warlord focuses on the development of martial skill and battle strategies. Not satisfied with directing the battle from a distance, they rally their allies to actions while standing toe-to-toe with their enemies. Those who adhere to this discipline fight with ferocity and use tactical terrains that are precise battle lines.

BONUS PROFICIENCY

When you choose this Discipline at 1st level, you gain proficiency with light armor, medium armor, Battleaxes, Polearms, and Whips.

WARLORD TERRAIN

Your Warlord can maintain up to 2 distinct tactical terrains per use of terrain tactics, with dimensions of five feet by five feet by fifteen feet, horizontally or vertically.

In addition to the standard method, you are able to designate tactical terrains as part of the Attack action.

Terrains placed adjacently can utilize different Gambits.

TACTIC: EXPLOIT WEAKNESSES

Starting at 1st level, when you hit with a melee weapon attack, you can spend 1 tactical point and add your Intelligence modifier to the damage it deals.

TACTIC: FLANKING MANEUVERS

Beginning at 6th level, you can spend 1 tactical point to attack twice, instead of once, when you take the Attack action as long as the target of your attack is inside your tactical terrain. This increases to three attacks when you reach level 15.

TACTIC: LUNGE

Beginning at 11th level, As a reaction, when a creature enters your reach, you can spend 1 tactical point to make an attack of opportunity against the creature. If the attack is successful, you regain your reaction.

FOUNT OF BRUTALITY

By level 18, you have honed your talent for inspiring your allies through your own feats of martial prowess. Whenever you score a critical success on an attack roll or render an opponent unconscious, you gain an additional use of your tactical terrain and 4 tactical points. This gain cannot exceed your usual maximum.

THE PRODIGY

Prodigies delve into the usage of magic to manipulate the outcome of battles. Those who follow this discipline include spell casting in their tactical repertoire and focus on utilizing one, large tactical terrain.

PRODIGY TERRAIN

At 1st level, you can maintain one, 20' cube tactical terrain per use of terrain tactics.

You can also designate your tactical terrain as part of casting a spell with a casting time of 1 action.

Your tactical terrain can have up to two gambits applied to it at the same time.

PRODIGY SPELLCASTING

At 1st level, as a scholar of knowledge both martial and arcane, you have unlocked the ability to cast certain spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the Magic spell lists.

Magical Equipment. As part of your study of spellcasting, you have acquired a components pouch or an arcane focus with which to cast your spells.

Cantrips. At 1st level, you have discovered and mastered three cantrips of your choice from the Wizard spell list.

The chosen cantrips are considered Prodigy spells for you.

Spellcasting Ability. Since you learned your spells through extensive study and memorization, you use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC and Spell attack modifier for your spells.

Spell Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

ARCANE SCHOLAR

Starting at 6th level, you have unlocked the secrets of magic's manifold disciplines. You can choose four 1st level spells from any Arcane class spell list. The chosen spells count as Prodigy spells for you and are always prepared.

This feature grants two additional spells at 9th, 13th, and 17th level. Spells must be of a level for which you can cast, as shown in the Prodigy Spell Slots Table, below. Each time you gain additional spells with this feature, you can choose from any arcane class spell list.

Additionally, when you gain a level in this class, you can choose to replace one spell you know with a different spell you've discovered, which must also be of a level for which you have spell slots.

Spell Slots. The Prodigy Spellcasting table shows how many spell slots you have to cast your spells of level 1 or higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st level spell shield and have a 1st level and a 2nd level spell slot available, you can cast shield using either slot.

TACTIC: MARTIAL MAGIC

Beginning at 11th level, you have infused your tactical terrains with arcane power.

As a bonus action or reaction, you can spend 2 tactical points to gain a +1 magical bonus to armor class, spell attack rolls, and saving throws while inside your tactical terrain. Multiple activations of this tactic do not stack the benefit.

This tactic ends if you leave your tactical terrain, or the terrain ends.

FOUNT OF ARCANUM

Reaching level 18, you have designed stratagems to account for enemy magic users. Whenever you are targeted by a spell or included in its area of effect, you regain an additional use of the Tactical Terrain feature and 1 tactical point. This gain can exceed your usual maximum. Any uses or points in excess of the maximum provided by your level are lost after completing a short or long rest.

PRODIGY SPELL SLOTS PER DAY

Tactician level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
6th	3	4	2	--	--	--
7th	3	4	2	--	--	--
8th	3	4	2	1	--	--
9th	3	6	2	2	--	--
10th	3	6	3	2	--	--
11th	3	6	3	3	--	--
12th	3	6	3	3	--	--
13th	3	8	4	3	1	--
14th	3	8	4	3	1	--
15th	3	8	4	3	2	--
16th	3	8	4	3	2	--
17th	3	10	4	3	2	--
18th	3	10	4	3	2	--
19th	3	10	4	3	2	1
20th	3	10	4	3	2	1

THE STRATEGIST

Not every tactician comprehends the lessons of history, nor has the mental acuity to out think any enemy, but these qualities define the Strategist discipline.

They have coalesced contemporary combat philosophy and ancient, obscure texts of war into unique and personal stratagems for deploying allies and overcoming obstacles. Those who follow the Strategist Discipline out think their enemies and dominate the field of battle.

STRATEGIST TERRAIN

at 1st level, you can maintain up to four, 10-foot cubes per use of terrain tactics.

You are also able to designate and move your tactical terrains as a bonus action rather than a full action.

Terrains placed adjacently share a gambit and are considered a single terrain when using class features.

UNARMORED DEFENSE

When you choose this Discipline at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

TACTIC: CASTLING

Also at 1st level, While within one of your tactical terrains on your turn, you can use your reaction to switch places with a willing creature located in any other tactical terrain you have designated.

Using this feature ends your turn. After using this feature, you must complete a short or long rest before using it again.

TACTIC: DOUBLE BIND

By 6th level, You've learned how to bait your opponents into a trap. As a reaction, you can spend 3 tactical points to mark a creature within one of your tactical terrains.

While a creature is marked by you, targeting a creature other than you with an attack or a harmful spell requires it to first make a Wisdom saving throw against your gambit save DC. On a failed save, the creature must choose a new target or lose the attack or spell. If the marked creature attacks you, you are resistant to the damage type used and attacks against the marked creature are made with advantage until the end of your next turn.

FATHOMLESS CALCULATIONS

When you reach 11th level, you are able to push your focus to the limits, manipulating all possibilities of the battlefield at once. You can take a number of reactions each round equal to your Intelligence modifier (minimum of 1).

You can only use one reaction per turn with this feature.

FOUNT OF STRATEGY

Reaching level 18, you have mastered the ability to influence your allies to greatness. Whenever your allies succeed on a weapon attack while in your tactical terrains, you regain an additional use of the Tactical Terrain feature and 1 tactical point. This gain can exceed your usual maximum. Any uses or points in excess of the maximum provided by your level are lost after completing a short or long rest.

BATTLEFIELD GAMBITS

AMBUSH MANEUVERS

Prerequisite: none

You know the perfect time to signal your allies to strike. When a hostile creature that you can see first enters this tactical terrain, up to three willing creatures can use their reactions to move up to 15 feet towards the hostile creature.

FORM LINES

Prerequisite: level 3

You give the word for your allies to form up and attack. While in this tactical terrain, allies gain 1d6 additional damage on weapon attacks, while within 5 feet of an ally.

FORM SQUARES

Prerequisite: none

You signal for your teammates to form up, and defend each other's flanks. Allies in your tactical terrain gain advantage on Strength saving throws and a +1 bonus to AC for each ally within 5 feet.

GET DOWN

Prerequisite: level 10

You are alert for dangers, and prepared to call out a warning. If an allied creature in this tactical terrain is forced to make a Dexterity saving throw, it can instead use its reaction to move 10 feet in any direction. If this movement takes the creature out of the range or area of effect that forced the saving throw, your ally is no longer subject to the effect but is knocked prone.

RESERVE RANKS

Prerequisite: none

You orchestrate your allies to rotate out as they fight, so no one gets overwhelmed. While in this terrain, you and your allies can end their movement by taking an ally's space.

The displaced ally can then immediately move up to 15 feet away. This movement does not provoke an attack of opportunity.

ALAJ SUN'S THIRD DECEPTION

Prerequisite: Discipline of the Strategist, 7th level

With a well placed phrase, you trap in a wild goose chase. An enemy creature entering this terrain must make an Intelligence saving throw or else be confounded by the tactician's deception. On a failed save, the creature will believe leaving the terrain will spring a trap and use its remaining movement within that tactical terrain.

On each subsequent turn an affected creature will use all its movement within the occupied terrain. At the end of each of its turns, and each time it takes damage, the target can make another Intelligence saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the deception ends for that creature.

THE BLACK QUEEN'S BARGAIN

Prerequisite: Discipline of the Warlord, 15th level

Sacrificing personal safety for the chance at a deadly blow, while in this terrain, your weapon attacks score a critical hit on a roll of 18-20, however you have disadvantage on dexterity saving throws.

Preparing this gambit also reduces your total number of tactical points by 2.

ARCH-MAGE GILDALYN'S ADVANCE

Prerequisite: Discipline of the Prodigy, 9th level

When you cast a 1st level spell or higher that requires a saving throw, you can choose one enemy creature within your Tactical Terrain to do so at disadvantage. You can use this feature a number of times equal to your intelligence modifier (minimum of 1). After a long rest, you regain all expended uses.

CULATORIEN'S SANS VOIR

Prerequisite: Discipline of the Strategist, level 10

With whispered commands, you guide your allies through the darkness. While in this tactical terrain, allies are considered to have blindsight to a range of 10'.

LATVALIAN'S GAMBIT

Prerequisite: Discipline of the Prodigy, 7th level

As you fall, you call out to your allies to avenge you. If you are rendered unconscious while in this tactical terrain, your allies gain advantage on weapon attacks and saving throws until you fail your final death saving throw, stabilize, or are healed.

Preparing this gambit reduces your total number of Tactical points by 2.

TWO KNIGHTS PINCER

Prerequisite: Discipline of the Warlord

You signal an ally to charge into an enemy with you, trapping your foes. Any creature flanked by you and an ally in this tactical terrain must make a Strength saving throw at the start of their turn or become restrained until the end of your next turn.

THE BACK QUEEN'S WHEEL

Prerequisite: Discipline of the Warlord, 7th level

With a nod to the mad elven war-mistress, you throw aside all concern for defense to attack with fierce brutality. When you make your first attack against an enemy in this tactical terrain, you can choose to Mark that target. You must choose to mark the target before making the attack roll.

You gain advantage on melee weapon attack rolls against the marked target, but non-marked enemies in the terrain will have advantage on attack rolls against you until the marked target dies or you mark a new target.

MRYTLEBOCK'S BOW

Prerequisite: Discipline of the Strategist, 5th level

You clash weapons with a chosen foe, seeming to give ground, as your allies flank it. If you hit a creature with a weapon attack in this tactical terrain, it must make a Wisdom saving throw. On a failed save, your allies are invisible to it until the start of your next turn.

ANKALLISTA'S AEGIS

Prerequisite: Discipline of the Prodigy

Infusing your Tactical Terrain with Lady Ankallista's arcane numerology, you are able to gain the benefits of Mage Armor while in it. This does not count against your spells known or spells per day.

TACTICIAN BACKGROUND

"To be a great tactician requires understanding. The knowledge of how a creature thinks and why an opponent acts as it does is necessary to predict what they will do in any given situation. If we know our enemy, and know ourselves, victory is assured."

~Alaj Sun

Strategist to the Osmanthus Throne

Of all the adventurers in the worlds of D&D, the tactician is perhaps the most peculiar. On the one hand, a singular feature of the class is that their allies are their greatest assets; their stratagems, abilities and magic all serve to improve their party-member's chances for success. On the other hand, regardless of the tools and methods used, every tactician accepts the same basic truth: victory must be achieved, at any cost.

The price that tacticians pay for this knowledge is isolation. It takes years of study, instruction, and experimentation to learn how to harness the talents and predispositions of the myriad hostile creatures in the world and turn that knowledge into a tactical advantage in the chaos of battle. Knowing that such tactical advantage may come at the expense of an ally necessitates a level of detachment from others. This leads to people who are awkward, distant, aloof, or in some other way unused to sharing in the camaraderie of the groups they hope to inspire towards success.

If you're playing a tactician, take advantage of the opportunity to make your character more than just a stereotypical general or commander, pushing pieces around a battle map.

Use the advice that follows to add unique details that express how your tactician interacts with the world around them.

QUIRK

Endless hours of solitary study and research can have a negative effect on anyone's social skills. Tacticians, are the quintessential example. An eccentricity or two is not necessarily a drawback, and quirks of this sort are usually harmless. Perhaps it is the origin of a nickname, honorific, or childhood endearment.

If your character has a quirk, is it a physical tic or a mental one? Is it a feature you are remembered for? Do you fight to overcome it, or do you embrace this minor claim to fame of yours?

QUIRKS

d8 Quirk

- 1 **Chatty.** You have a habit of talking to yourself.
- 2 **Apathetic.** You have a flat affect, expressing very little emotion.
- 3 **Pedantic.** It would be wrong not to use a person's full name, all the time.
- 4 **Referential.** You regularly relate current situations to obscure historical events.
- 5 **Compulsive.** You have a strong compulsion to count, wash, or repeat a minor action.
- 6 **Finicky.** *Stale air* bothers you and you fan yourself constantly.
- 7 **Pack rat.** You maintain a collection of small trinkets, and frequently offer to show it to others.
- 8 **Reckoning.** You keep track of your victories, or defeats, by marking your body in some manner.

TUTOR

It is necessary for a tacticians to find (or be found by) a veteran or scholar of warfare who can teach them the basics of battle tactics. Most tacticians begin their training at a young age, and Tutors have a vital role in shaping their students' attitudes and beliefs, for good or ill.

Consider who this individual was and what the nature of your relationship was? Did your tutor imbue you with a particular outlook or otherwise influence your approach to achieving the goals of your chosen discipline?

TUTORS

d6 Tutor

- 1 **Veteran.** Your tutor served with rank-and-file soldiers and taught you much about working as a cohesive unit.
- 2 **Diplomat.** Politics and peacekeeping were your tutor's specialties. You were instructed in the tactics of high society and court life as much as the battlefield.
- 3 **Pedagogue.** Your tutor was a wise strategist who taught you to think in terms of months and years rather than minutes or days.
- 4 **Mentor.** You were one of several youngsters who were mentored by a kindly prodigy, until one of your fellow pupils betrayed your group and killed your tutor.
- 5 **Taskmaster.** Your tutor was a tyrant, forcing you to compete against other students in bloody contests of tactical and martial skill.
- 6 **Aesthete.** Your tutor was a philosopher, more concerned with the mathematical elegance of a well executed gambit, than the grim realities of combat

FAMOUS BATTLE

Whether renowned or infamous, a tactician is typically known for at least one famous battle they've taken part in. While the details may only be known by a few, the story of this battle is known by most people. These feats of tactical cunning, or embarrassing failure, might be spoken about for years by those who viewed them, and some people might even recognize you from accounts of the event.

If your character is just starting out, your ultimate defining work is likely in the future. But as you are a tactician, you have probably seen combat and established some sort of reputation. Consider how being on the winning, or losing side of these famous battles might affect your tactician.

FAMOUS BATTLES

d8 Famous Battle

- 1 **"Defense of Fahlor Fields"** where a group of simple priests held off an invading band of warriors for six days.
- 2 **"The Heather Prince Affair"** in which a three clever heroes rescued a kidnapped prince and evaded the wrath of a young red dragon and her lieutenants.
- 3 **"Escape from Mountain's Reach"** two tacticians matched wits during the harrowing escape of a usurped princess through treacherous and snow filled canyon passes.
- 4 **"The Brigantine called Bloody Revenge"** Six warships were sunk off the coast by a single privateer.
- 5 **"The Rebellion of Eolief Grave"** A peasant rebellion, led by Eolief Grave, successfully defeated the royal guards and the military, sacking a major town.
- 6 **"Battle of Blue Cliffs"** Two armies combined forces to attack a smaller third army, and lost.
- 7 **"The Two-fold Siege of Elmundson"** devious tacticians staged a second siege around the invading forces at Elmundson, crushing the enemy between the soldiers and the walls.
- 8 **"The Ambush of Mindartis"** Tactical genius, Mindartis, and his lieutenants were defeated decisively while traveling through the elven woods

MULTICLASSING

ABILITY SCORE MINIMUM:

Strength 13 and Intelligence 13

PROFICIENCIES GAINED:

Shields, Simple Weapons

ARCANE SYNERGY

If you have the Prodigy spellcasting subclass feature and the Spellcasting class feature from the Wizard class, Rogue's Arcane Trickster subclass, or Fighter's Eldritch Knight subclass, you can use the spell slots gained from Prodigy spellcasting to cast spells you know and have prepared from classes with arcane spellcasting class feature and you can use spell slots you've gained from the arcane spellcasting class feature to cast Prodigy spells you know.

Credits:

Cover Image Artist:

Borderland Explorer by Lucas Graciano for Magic the Gathering

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Caio Santos, *Character Commission for Ghosthack*

Class Influenced by Mechanics Created by:

Mike Mearls, *Happy Fun Time Stream, Fighter Subclass: the Warlord*