

ULKA

COMMANDER



ANCESTRY	ORC (HOLD-SCARRED)	BACKGROUND	WARRIOR
SPEED	25 FEET	PERCEPTION	+7 (EXPERT)
SENSES	DARKVISION	(+2 to initiative rolls)	
LANGUAGES	COMMON, DWARVEN, ELVEN, GOBLIN, JOTUN, ORCISH	CLASS DC	19
STRENGTH	STR +3	DEXTERITY	DEX +0
INTELLIGENCE	INT +4	WISDOM	WIS +0
		CONSTITUTION	CON +1
		CHARISMA	CHA +1

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	39	19
FORTITUDE +6	REFLEX +7	WILL +7

STRIKES

MELEE	◆ +1 halberd +9 [+4/-1] (magical, reach, versatile S), 1d10+3 bludgeoning ◆ dagger +8 [+4/+0] (agile, versatile S), 1d4+3 bludgeoning
RANGED	◆ dagger +5 [+1/-3] (agile, thrown 10 feet, versatile S), 1d4+3 piercing

SKILLS

ACROBATICS (DEX) +5 ●	ARCANA (INT) +4	ATHLETICS (STR) +10 ●●
CRAFTING (INT) +9 ●	DECEPTION (CHA) +1	DIPLOMACY (CHA) +6 ●
INTIMIDATION (CHA) +6 ●	BELKZEN LORE +9 ●	WARFARE LORE (INT) +11 ●●
LORE (OTHER; INT) +4	MEDICINE (WIS) +0	NATURE (WIS) +0
OCCULTISM (INT) +9 ●	PERFORMANCE (CHA) +1	RELIGION (WIS) +0
SOCIETY (INT) +9 ●	STEALTH (DEX) +0	SURVIVAL (WIS) +5 ●
THIEVERY (DEX) +0	● = TRAINED ●● = EXPERT ●●● = MASTER	

FEATS AND ABILITIES

ANCESTRY ABILITIES	darkvision, Orc Ferocity
CLASS FEATS	Combat Assessment ◆, Set-up Strike ◆
GENERAL FEATS	Incredible Initiative
SKILL FEATS	Combat Climber, Intimidating Glare
BONUS FEATS	Diehard
CLASS ABILITIES	commander's banner, drilled reactions, tactics, warfare expertise

EQUIPMENT

BULK	Current 5, 8L; Maximum 13 Bulk
WORN	backpack, breastplate, daggers (2), +1 halberd with commander's banner
STOWED	oil of potency (2), silver salve, tactics folio, bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), repair toolkit, rope (50 feet), soap, torch (5), waterskin
WEALTH	6 gp

TACTICS

☐ Gather to Me! ☐ Pincer Attack ☐ Strike Hard!



WHAT IS A COMMANDER?

You approach battle with the knowledge that tactics and strategy are every bit as crucial as brute strength or numbers. In combat, you can direct your allies to make best use of their abilities, often granting them extra actions.

EQUIPMENT

The following rules apply to Ulka's equipment.

Agile (trait) The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

Oil of Potency ♦ When you apply this thick, viscous oil to a weapon or suit of armor, that item immediately becomes magically potent. If the item is a weapon, it temporarily becomes a +1 *striking weapon*, or, if it's armor, it temporarily becomes +1 *resilient armor*. This lasts for 1 minute.

Repair Toolkit A repair toolkit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair toolkit to Repair items using the Crafting skill.

Reach (trait) This weapon can be used to attack enemies up to 10 feet away instead of only adjacent enemies. For creatures with reach, the weapon increases their reach by 5 feet.

Silver Salve ♦ You can slather this silvery paste onto one melee or ranged weapon, or 10 pieces of ammunition. Silver salve spoils quickly, so you must use a vial all at once. For the next hour, the weapon or ammunition counts as silver instead of its normal precious material (such as cold iron) for any physical damage it deals.

Thrown (trait) You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Versatile (trait) A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

FEATS AND ABILITIES

Ulka's feats and abilities are described below.

Banner (trait) References to your banner refer to the banner granted by your commander's banner class feature, which gives a constant bonus to all allies within its aura and affects the range and area of many of your tactics.

Brandish (trait) The brandish trait indicates an ability that involves you waving or otherwise actively displaying your banner. To use an ability that has the brandish trait, you must be holding your banner in one hand or wielding a weapon it is attached to. Since you have to be actively signaling with your banner to direct your squadmates while using a tactic with the brandish trait, you cannot use free actions or reactions granted as part of a brandish tactic unless specifically noted otherwise.

Combat Assessment ♦ You make a telegraphed attack to learn about your foe. Make a melee 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.

Combat Climber Your techniques allow you to fight as you climb. You're not off-guard while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

Commander's Banner A commander needs a battle standard to help guide their allies on the field. You start play with a custom banner that you can use to signal allies when using tactics (see below) or to deploy specific abilities. Your banner can be affixed to a weapon or shield you are wielding, attached to a simple pole or handle and held in one hand, or worn affixed to a pole alongside your backpack. Your banner might be a literal flag or pennant, a decorated fan, a personalized totem, or some other highly visible item of negligible or light Bulk. Your banner requires customization and influences your allies' morale, so you can have only one banner at a time designated as your commander's banner; designating a new banner or standard as your commander's banner takes 1 minute.

As long as your banner is visible and in your possession, it provides an aura that gives you and all allies in a 30-foot emanation a +1 status bonus to Will saves and DCs against fear effects. You can pause or resume this effect as part of any action you would typically use to stow or retrieve your banner. If your banner is destroyed or stolen, allies currently benefiting from its bonuses become frightened 1. This effect has the aura, emotion, mental, and visual traits.

Darkvision You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Diehard It takes more to kill you than most. You die from the dying condition at dying 5, rather than dying 4.

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

Flourish (trait) Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Incredible Initiative You react more quickly than others can. You gain a +2 circumstance bonus to initiative rolls.

Intimidating Glare You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Orc Ferocity ↻ **Frequency** once per day; **Trigger** You would be reduced to 0 Hit Points but not immediately killed; **Effect** Fierceness in battle runs through your blood, and you refuse to fall from your injuries no matter how terrible they may be. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

Set-up Strike ♦ (flourish) Your attack makes it difficult for your enemy to defend themselves against your allies' attacks. Attempt a Strike against an enemy. If the Strike is successful, the target is off-guard against the next attack that one of your allies attempts against it before the start of your next turn.

Tactics (class feature) By studying and practicing the strategic arts of war, you can guide your allies to victory. You begin play with a folio containing five tactics. These are combat techniques and coordinated maneuvers you can instruct your allies in, enabling them to respond to your signals in combat. As you increase in level, you gain the ability to learn more potent tactics.

Each day during your daily preparations, you prepare three tactics from your folio and drill in them alongside your allies, enabling you to use these tactics until your next daily preparations. When you drill, you can instruct up to 6 allies, enabling these allies to respond to your tactics in combat. These allies are your squadmates. A squadmate always has the option not to respond to your tactical signal if they do not wish to. You count as one of your squadmates for the purposes of participating in or benefiting from a tactic (though you do not count against your own maximum number of squadmates).

You can change which tactics you have prepared from those in your folio by spending 10 minutes to drill, replacing all previously prepared tactics and squadmates. This does not prevent your allies from performing their own activities during this time frame. Some tactics have a limited usage. These tactics can never exceed their indicated use limit even if you replace them with a different tactic and then prepare them again later that same day, but you can replace a tactic whose limited use has been expended with another tactic you know any time you are able to change your prepared tactics.

Tactic (trait) Tactics are special abilities that involve you signaling your allies to perform predetermined maneuvers. To use a tactic ability, you must have one or more willing allies you have instructed beforehand during your daily preparations, called squadmates. Your squadmates must also be able to perceive your signal, either when you speak or shout it (in which case the tactic action gains the auditory trait), or by physically signaling them, typically by waving your banner (in which case it gains the visual trait). While you can use multiple tactic actions in a round, a character cannot respond to more than one tactic per round, regardless of source. You can't Ready a tactic.

Tactics often grant actions or abilities that can be used as a free action; these can be used outside the squadmate's turn just like reactions.

Warfare Expertise Your knowledge of war and strategy grows and guides your decisions in battle. You gain expert proficiency in Warfare Lore. You can use Warfare Lore to Recall Knowledge about most creatures regardless of type, but typically only to determine whether they can be reasoned with, their most notable offensive abilities, and whether one of their saving throws is particularly weak. In addition, as long as you are observing at least one opponent when initiative is rolled, you can use Warfare Lore for your initiative roll.

TACTICS

Ulka knows the following tactics in her folio. She can prepare three of these tactics (see front page) and use them an unlimited number of times per day (unless the tactic lists a limited usage).

Coordinating Maneuvers ♦ (brandish, tactic) Your team works to slip enemies into a disadvantageous position. Signal one squadmate within the aura of your banner; that squadmate can immediately Step as a free action. If they end this movement next to an opponent, they can attempt to Reposition that target as a reaction.

Gather to Me! ♦ (tactic) You signal your team to move into position together. Signal all squadmates; each can immediately Stride as a reaction, though each must end their movement inside your banner's aura, or as close to your banner's aura as their movement Speed allows.

Squadmates can use Gather to Me! while Burrowing, Climbing, Flying, or Swimming instead of Striding if they have the corresponding movement type.

Pincer Attack ♦ (tactic) You call for an aggressive formation designed for exploiting enemies' vulnerabilities. Signal all squadmates; each can Step as a reaction. If any of your allies ends this movement adjacent to an opponent, that opponent is off-guard to melee attacks from you and all other squadmates who responded to Pincer Attack until the start of your next turn.

Protective Screen ♦ (brandish, tactic) You've trained your allies in a technique designed to protect war mages. Signal one squadmate; as a reaction, that squadmate Strides directly toward any other squadmate who is within the aura of your banner. If the first squadmate ends their movement adjacent to another squadmate, the second squadmate does not trigger reactions when casting spells or making ranged attacks until the end of their next turn or until they are no longer adjacent to the first squadmate, whichever comes first. If the first squadmate ends their movement adjacent to more than one other squadmate, the first squadmate must choose which of the adjacent squadmates gains this benefit.

Strike Hard! ♦♦ (brandish, tactic) You command an ally to attack. Signal a squadmate within the aura of your commander's banner. That ally immediately attempts a Strike as a reaction.