

AEDISIAN WARLORD

AEDISIAN WARLORD CLASS TABLE

Level	BAB	Fortitude	Reflex	Will	Features	At-Will Powers	Encounter Powers	Daily Powers	Utility Powers
1st	+0	+2	+0	+2	Inspiring Word 2/Day, Martial Exploits	2	1	1	—
2nd	+1	+3	+0	+3	Utility Power	2	1	1	1
3rd	+2	+3	+1	+3	Encounter Attack Power, Inspiring Word +1d6	2	2	1	1
4th	+3	+4	+1	+4	Leader Style, Commanding Presence	2	2	1	1
5th	+3	+4	+1	+4	Daily Attack Power	2	2	2	1
6th	+4	+5	+2	+5	Utility Power, Inspiring Word +2d6	2	2	2	2
7th	+5	+5	+2	+5	Encounter Attack Power	2	3	2	2
8th	+6/+1	+6	+2	+6	Urgent Action	2	3	2	2
9th	+6/+1	+6	+3	+6	Daily Attack Power, Inspiring Word +3d6	2	3	3	2
10th	+7/+2	+7	+3	+7	Utility Power	2	3	3	3
11th	+8/+3	+7	+3	+7	Specialisation, Specialisation Encounter Attack Power	2	4	3	3
12th	+9/+4	+8	+4	+8	Specialisation Utility Power, Inspiring Word +4d6	2	4	3	4
13th	+9/+4	+8	+4	+8	Encounter Attack Power Replacement	2	4	3	4
14th	+10/+5	+9	+4	+9	Greater Urgent Action	2	4	3	4
15th	+11/+6/+1	+9	+5	+9	Daily Attack Power Replacement, Inspiring Word +5d6	2	4	3	4
16th	+12/+7/+2	+10	+5	+10	Specialisation Feature, Utility Power, Inspiring Word 3/Day	2	4	3	5
17th	+12/+7/+2	+10	+5	+10	Encounter Attack Power Replacement	2	4	3	5
18th	+13/+8/+3	+11	+6	+11	Inspiring Word +6d6, Greater Commanding Presence	2	4	3	5
19th	+14/+9/+4	+11	+6	+11	Daily Attack Power Replacement	2	4	3	5
20th	+15/+10/+5	+12	+6	+12	Specialisation Daily Attack Power	2	4	4	5

Hit Die: d8

Starting Wealth: As Fighter

The Aedisian Warlord's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Engineering) (Int), Knowledge (History) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), Swim (Str)

Skill Ranks per Level: 4+Int Modifier

WEAPON AND ARMOR PROFICIENCIES

Aedisian Warlords are proficient with all simple weapons and martial melee weapons, and with light and medium armour, and with shields.

INSPIRING WORD

An Aedisian Warlord can spur his allies to action and restore their morale with a mere word.

As a swift action, he can use this ability on any allied creature with less than full HP within close range of himself. If the target has less than 0 HP, their health is restored to 0 before applying any other effects of this ability. The target gains a number of temporary HP equal to a quarter of their maximum HP that last for at most 5 minutes and can ignore the effects of being at 0 HP while any of those temporary HP remain. At level 3 and every three levels thereafter, the number of temporary HP gained increases by 1d6. This ability can be used up to two times per day. An Aedisian Warlord, however, can recover all expended uses of this ability by spending five minutes without any strenuous activity. At level 16, he gains an additional daily use of this ability.

MARTIAL EXPLOITS

Through intense training, Aedisian Warlords learn how to both perform feats of incredible martial prowess and guide their allies by example or orders. Martial Exploits are divided into Attack Powers and Utility Powers. Attack Powers are offensive in nature and are counted as attacks for purposes of effects that reference attacks, while Utility Powers cover things that aren't strictly offensive in nature and thus do not count as attacks for purposes of effects that reference attacks. Further, they are divided by usage - At-Will, Encounter, or Daily. At-will powers can be used without any rest in between uses. Encounter powers are expended when used and recovered after five minutes without any strenuous activity. Daily powers can only be used once per day. At level 1, an Aedisian Warlord gains two At-Will Attack Powers, one Encounter Attack Power, and one Daily Attack Power.

An Aedisian Warlord gains an additional Encounter Attack Power at level 3 and 7 and an additional Daily Attack Power at levels 5 and 9. Utility Powers are gained without specification of usage type at levels 2, 6, 10, and 16. At levels 13 and 17 each, an Aedisian Warlord can replace one old Encounter Attack Power of his choice with a new one. At levels 15 and 19, he can replace one old Daily Attack Power of his choice with a new one.

The list of Martial Exploits available to an Aedisian Warlord is provided at the end of the class description.

LEADER STYLE

Upon reaching level 4, Aedisian Warlords shape their style of leading allies into battle, choosing from the following list:

Archer Warlord: You lose proficiency with medium armour and shields. You gain proficiency with martial ranged weapons. In addition, whenever you make an attack with a bow, you can use your Strength modifier instead of your Dexterity modifier for the attack roll.

Battlefront Leader: You gain proficiency with heavy armour. Additionally, whenever you roll for initiative, you can allow one ally within 15 ft of yourself to move half their speed without provoking Attacks of Opportunity. This can be used even when you are surprised.

Canny Leader: You and each ally within Close range who can see and hear you gain a +2 bonus to Perception and Sense Motive checks.

Combat Leader: You and each ally within Close range who can see and hear you gain a +2 morale bonus to Initiative checks.

COMMANDING PRESENCE

The mere presence of an Aedisian Warlord in combat inspires allies to greatness. An Aedisian Warlord can never apply the benefits of this class feature to himself. An ally of the Aedisian Warlord who can see and hear him can, as part of performing any attack (including spells that are attacks), choose to draw inspiration from the Warlord's fervor in combat to push themselves further. This is particularly exhausting and that ally cannot benefit from an Aedisian Warlord's presence more than once per day. Upon reaching level 4, an Aedisian Warlord chooses one Commanding Presence from the following list:

Bravura Presence: The ally can make an attack at full BAB or move their speed as a free action before or after the triggering action. If the choice was to make an attack and the attack missed, the ally loses their Dexterity bonus to AC for one round thereafter.

Insightful Presence: The ally gains a bonus to their AC and all saving throws equal to half of the highest of the Aedisian Warlord's Wisdom or Charisma modifiers.

Inspiring Presence: The ally regains hit points equal to half your level + your Charisma modifier.

Resourceful Presence: The ally gains a bonus equal to half your level + your Intelligence modifier to all damage rolls made as part of the triggering action.

Skirmishing Presence: The ally can use a free action to move a distance equal to five times your Intelligence or Wisdom modifier in feet before or after the triggering action. This movement does not provoke Attacks of Opportunity.

Tactical Presence: The ally gains a bonus equal to half your Intelligence modifier to one attack roll of their choice of the triggering action or an equal penalty to all saving throws of one targetted enemy.

URGENT ACTION

Upon reaching level 8, an Aedisian Warlord learns how to push himself above and beyond his limits in combat. Once per day on your turn, you can choose to take an extra Standard, Move, or Swift action in addition to your regular allotted actions.

WARLORD SPECIALISATIONS

Upon reaching level 11, each Warlord takes on a Specialisation that helps them better control the flow of a battle. Each Specialisation provides exclusive class features at levels 11 and 16 as well as an exclusive Encounter Attack Power at level 11, an exclusive Utility Power at level 12 and an exclusive Daily Attack Power at level 20. The list of Specialisations is provided below:

BATTLE CAPTAIN

Features:

Battle Action (11th level): When you use an urgent action, your allies other than yourself who can see and hear you gain a +1 bonus to attack rolls until the start of your next turn.

Cry Havoc (11th level): On the first round of combat (or both the first round and the surprise round if your allies act during the surprise round), any ally other than yourself who starts their turn within Close range of you gains a +2 bonus to attack rolls and a +2 bonus to DC's of their offensive abilities that allow a saving throw.

Battle Inspiration (16th level): Whenever you use Inspiring Word on an ally other than yourself, the ally gains a +1 morale bonus to attack rolls and five times that bonus to movement speed until the end of your next turn. If you have the Tactical Presence class feature, the bonus to attack rolls equals your Intelligence modifier, appropriately increasing the speed bonus.

Powers:

FORCE RETREAT

11th level Encounter Attack Power

Action Cost: 1 Standard Action

Effect: Make one melee attack against a creature within reach. If the attack hit, the target is forcibly moved away from you for a distance of five times your Intelligence modifier in feet. Furthermore, if it hit, each enemy adjacent to it before this movement that is within your reach must make a Fortitude saving throw against a DC of 10+half your level+your Strength modifier. Any creature that fails takes 2d6 damage and is pushed back 5 feet. Add any damage modifiers that you would to your regular melee attacks to this damage on a failed save.

BOLT OF GENIUS

12th level Daily Utility Power

Action Cost: 1 Standard Action

Effect: One ally other than yourself within Close range regains one use of an ability with limited uses per day.

CUNNING FLURRY

20th level Daily Attack Power

Action Cost: 1 Standard Action

Effect: Make one melee attack against each adjacent enemy you can see. Roll two weapon damage dice for these attacks, as per Vital Strike. If an attack hits, you can either forcibly move the target 5ft away from yourself or knock it prone. If an attack misses, deal half of the damage you would deal on a hit instead.

CAPTAIN OF FORTUNE

Features:

Know Your Strength (11th level): When rolling damage for a manufactured weapon attack, you treat any die roll of 1 or 2 as a roll of 3.

Seize the Day (11th level): When you spend an urgent action to attack and you roll an odd number on the first attack roll, you gain temporary hit points equal to 5 + one-half your level. If you roll an even number on the first attack roll, each ally within 5 squares of you gains temporary hit points equal to one-half your level.

Presence of Greatness (16th level): You can use Urgent Action twice per day, but not in the same round.

Powers:

LADY LUCK SMILES

11th level Encounter Attack Power

Action Cost: 1 Standard Action

Effect: Make one melee or ranged attack against a creature within reach or range respectively. Roll two weapon damage dice for this attack, as per Vital Strike. If the attack hit, until the end of your next turn, whenever an ally (excluding yourself) within Close range of you makes a melee or a ranged attack roll, they can roll twice and use either result.

FAVoured FORTUNE

12th level Encounter Utility Power

Action Cost: 1 Immediate Action

Trigger: An ally within close range makes a damage roll

Effect: The target rerolls the damage roll and can use either result.

STRIKE OF SOUL FATE

20th level Daily Attack Power

Action Cost: 1 Standard Action

Effect: Make one melee or ranged attack against a creature within reach or range respectively. Roll four weapon damage dice for this attack, as per Vital Strike. Whether or not the attack hits, until the end of encounter, whenever the target attacks an ally of yours (excluding yourself), it takes a -2 penalty to attack and has to roll the attack rolls twice and use the lower result. If it uses a spell that allows a saving throw against your allies (as long as you aren't included as one of your targets), instead the DC is reduced by 2 and the target of the spell can roll twice and use the higher result.

GREATER URGENT ACTION

Upon reaching level 14, your uses of Urgent Action recharge every time you spend 5 minutes without any strenuous activity.

GREATER COMMANDING PRESENCE

Upon reaching level 18, your Commanding Presence becomes less exhausting: an ally who spent 5 minutes without any strenuous activity after benefitting from your Commanding Presence can benefit from Commanding Presence again.

AEDISIAN WARLORD MARTIAL EXPLOITS

AT-WILL ATTACK POWERS

FURIOUS SMASH

1st level At-will Attack Power

Action Cost: 1 Standard Action

Effect: Make a melee attack against a creature within your melee reach. If it hits, instead of the normal damage, deal only damage equal to the ability modifier used for the attack, do not add any other modifiers. Further, if it hits, choose an ally other than yourself adjacent to you or the target of the attack. The ally gains a morale bonus to the next attack roll and damage roll that they make against the target before the end of their next turn. The power bonus equals your Charisma modifier.

WOLF PACK TACTICS

1st level At-will Attack Power

Action Cost: 1 Standard Action

Effect: Make a melee attack against a creature within melee reach. Before the attack resolves, an ally other than yourself adjacent to either you or the target of the attack can immediately take a 5ft step. This 5ft step doesn't count against movement on the ally's next turn nor does it prevent the ally from taking another 5ft step on their turn.

COMMANDER'S STRIKE

1st level At-will Attack Power

Action Cost: 1 Standard Action

Effect: An ally other than yourself can make a melee attack against an enemy within your melee reach. The ally gains a bonus to the damage roll equal to your Intelligence modifier.

VIPER'S STRIKE

1st level At-will Attack Power

Action Cost: 1 Standard Action

Effect: Make a melee attack against a creature. Regardless of whether it hits, any voluntary movement made by the target until the start of your next turn, including 5ft steps, provokes Attacks of Opportunity from your allies other than yourself.