

Vanguard Class & Subclass Features

BORN LEADER (COMMUNITY) *1st-Level Vanguard Feature*

An allied creature that ends its turn within 5 feet of you gains a +2 bonus on the first save it makes before the start of its next turn—this feature only works while you are conscious.

WAR BANNER *1st-Level Vanguard Feature*

During encounter gameplay, you can use an action to plant a banner in an unoccupied space within 5 ft, choosing one banner effect when you do so (**Banner of Mercy** or **Black Flag**). Creatures must be within 15 feet banner and able to see it to be affected by it.

Banner can't be moved, damaged, or targeted by any spells or effects. Creatures can move freely through the banner's space. Banner remains for 1 minute or until you create a new banner (causing the first to disappear).

You can create a new banner **2** times. You regain expended uses when you finish a long rest.

War Banner: Banner of Mercy

Banner appears with **HP equal to 10 x your vanguard level**. When an ally you can see within the banner's range takes damage, you can cause the banner to take any amount of that damage instead (no action required). If banner is reduced to 0 HP, it's destroyed.

War Banner: Black Flag

When you or an ally miss with an attack made against a creature you can see within the banner's range, the attacker can reroll the attack. Feature can only be used to reroll attacks made during the attacker's turn and it can't be used more than once a turn.

STRATAGEMS *2nd-Level Vanguard Feature*

You learn a number of stratagems. You can only use one stratagem on your turn, and creatures must be able to hear or see you to be targeted by your stratagems.

You can issue up to **3** or **4** [if 4th level] stratagems and regain expended uses when you finish a long rest.

Stratagem: Coordinated Strike *2nd-Level Stratagem*

As an **action**, make a single weapon attack against a target you can see, adding **+3** or **+4** [if 4th level] as a bonus to the attack roll. If the attack hits, you can direct one willing ally within 15 feet of the target to use its reaction to move up to 15 feet and make a single attack against the same target, adding a **+3** or **+4** [if 4th level] bonus to its attack roll.

Stratagem: Inspiring Bellow *2nd-Level Stratagem*

As a **bonus action**, target one creature within 30 feet of you that can hear or see you. The target regains HP equal to your vanguard level **+3** or **+4** [if 4th level]

SUPPORT ACTION *2nd-Level Vanguard Feature*

You can use a **bonus action** on your turn to take the **Disengage** action, **Help** action, or **perform a weapon option**.

COMBAT READY *3rd-Level Marshal Subclass Feature*

You and allied creatures within 10 feet of you when encounter gameplay begins gain the following benefits if you're conscious:

-A target gains a **+3** or **+4** [if 4th level] to initiative rolls

-During first round of combat, targets have an additional **10** feet of movement.

INSPIRING LEADERSHIP *3rd-Level Marshal Subclass Feature*

When you use a stratagem, you can choose **1** allied creature that can see and hear you. That creature has advantage on the next attack roll it makes before the end of its next turn.

Heritage Features

PREPARED FOR TROUBLE *Conflicted Heritage Feature*

-You are **proficient** with **improvised weapons**.

-You can attempt to **disarm traps** even **without thieves' tools**.

Talents

WEAPON DISCIPLINE (Longsword) *Human Lineage Talent*

-You have +1 to attack rolls and damage rolls with longswords

-When you score a critical hit with a longsword, you can roll 1 additional damage die

-When you reduce a creature to 0 HP with a longsword, gain **+2** temporary HP

BRAVE *Rebel Background Talent*

-You have advantage on checks against fear effects and becoming frightened. You also have advantage on checks to end the frightened condition or ongoing fear effects.

-When you and one creatures within **10** feet of you make a check to resist a fear effect or becoming frightened, you can give one creature that can see or hear you advantage on the check.

-You can use a bonus action to end the frightened condition for you or a creature within 5 feet. Once used, you can't use it again until you finish a long rest.

Weapon Options

Weapon Option Save DC: **[12]**

DISARM *Longsword Weapon Option*

Make an attack roll. On hit, target must succeed on a STR or DEX save (target's choice) or drop a weapon, shield, or object it's wielding. A dropped item lands in an unoccupied space within 5 ft of the target—or at target's feet.

HAMSTRING *Longsword Weapon Option*

Make an attack roll. On hit, target's movement speed is reduced by 10 feet for 1 min. A creature's speed can't be reduced by more than 10 ft with this option. A creature within 5 feet of target can use action to end the effect with a successful WIS (Medicine) check against your weapon option DC. The effect also ends if the target receives any magical healing.

PINNING SHOT *Javelin Weapon Option*

Make attack roll against a Large or smaller creature. On hit, target must succeed on a STR or DEX save (target's choice) or its speed becomes 0 until the end of its next turn. A creature (including target) can use its action to free the target with a STR (Athletics) check or a DEX (Acrobatics) check (creature's choice) vs attacker's weapon option DC. On success, target is freed and can move normally. One success frees the target, regardless of number of weapons pinning it.