

EXPANDED TACTICS

OF MAGIC AND MYSTERY

This document presents new options for KibblesTasty's Warlord, incorporating the magic savvy manipulator Spellweaver's Presence and the psionically touched Gifted's Presence.

These serve as the bridge between Warlord and magic and psionics respectively, and should be considered additional options to select for the Warlord as your subclass with your DMs approval.

The Expanded Tactics represents ideas that are a bit further afield of the core concept, as well as new ideas that are still in playtesting, and should be used with additional caution to the main document in terms of balance and DM approval.

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SPELLWEAVERS'S PRESENCE

A Spellweaver is a magically adapt individual who holds great mechanical knowledge of magic and its tactical applications, but frequently lacks - or at least doesn't focus on - the raw power arcane power that a Wizard or Sorcerer might. A deft touch to manipulate magic, pulling and warping the spells of others, shrouding their allies with abjuration and illusion, their touch is subtle and effective.

A careless observe may take their efforts as less, but a wise one realizes the danger of their manipulations can far outweigh a flashy fireball when it comes to shifting the tides of war.

ARCANE PROFICIENCY

Starting at 1st level when you take this Presence, you gain proficiency in the arcane skill, and learn two cantrips of your choice from the Wizard or Bard spell list from the abjuration, enchantment, or illusion schools. These are Warlord spells for you.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your spells, since you learn your spells. 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 for a spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

ENCHANTER'S SHROUD

Additionally at 1st level, when you roll initiative you wrap an allied creature in an arcane enchantment, making the target creature invisible for a number of rounds equal to your Intelligence modifier, or until the target creature attacks, makes a damage roll, or forces someone to make a saving throw.

SPELL MANIPULATION

Starting at 3rd level, you gain the ability to use your magic to subtly influence the battlefield, tweaking and modifying spells and attacks with your magic. You learn three of the following options, gaining an additional option at 6th and 14th level.

ALTER AREA

As reaction to an allies casting a spell with an area of effect, you can expend warp the shape of their spell. You can exclude a creature within the effect or include a creature not in the effect but adjacent to the spell from being affected by the spell, spending one leadership die for each creature excluded or included.

ARCANE SURGE

As a reaction to an ally casting a spell, you can expend one leadership die adding it to or subtracting it from one attack roll or damage roll of that spell.

ILLUSORY DISTRACTION

As a reaction to a creature being the target of an attack, you can expend one Leadership Die to cause an illusory distraction. Roll the leadership die and subtract it from the attack roll.

PULL SPELL

As a reaction to a spell targeting an ally within 30 feet or a radius that includes you, you can make the spell target you. For a radius this places the center of the radius on you.

REDIRECTION

You can redirect a ranged weapon or spell attack that has missed its target. As a reaction to a missed attack you can expend one Leadership Die to reroll the attack against another creature within 30 feet of the target, in the case of a leveled spell, redirecting the spell in this fashion requires a number of Leadership Dice equal to the spell's level.

SHIELD AND SHROUDING

Additionally at 3rd level, your proficiency with magic gives the ability to cast magic of limited scope to shroud and protect your allies. You know two 1st-level wizard spells of your choice, which must be from the abjuration or illusion schools on the Wizard spell list. These are Warlord spells for you. You can cast these spell by expending leadership dice equal to the level of the spell.

CONTESTED MAGIC

Starting at 7th level, you can use your Spell Manipulation effects that only work on allied spells on all spells. When you use them on a non-allied spell, they cost an extra Leadership Die

MIRROR ALLY

Starting 11th, once per turn when you grant an attack with Battlefield Presence, you can summon an illusory copy of the allied creature that works as a single copy of *mirror image*. This illusory copy lasts until the start of your next turn, until it is destroyed by an attack, or until the copied creature makes an attack. If the copied creature deals damage, the illusory version deals 1d6 force damage imitating the attack.

When you create an illusory copy, you can expend a leadership die to make it not disappear until it is destroyed or the start of your next turn (continuing to do damage on additional mirrored attacks).

INDEPENDENT ARCANA

Starting 15th level, you can select three addition spells of your choice of 3rd-level or lower, which must be from the abjuration or illusion schools on the Wizard spell list. These are Warlord spells for you. You can cast these spells by expending leadership dice equal to the level of the spell.

When you cast a spell with a range of self, you can target an ally within 30 feet with that spell instead.

MIRROR ARMY

Starting 18th level, as an action you can apply Mirror Allied to creatures up to Intelligence modifier within 60 feet.

Once you use this ability, you cannot use it again until you complete a long rest.

PSION INTEGRATION

The following Warlord Presence is made for use with the Psion class (also made by me); you do not need to use the full Psion class to use this, but you do need to use the Psionic system included with it for the abilities here to make sense, as this refers to those disciplines in building its features, much like the various magical branches refer to magic abilities of those Warlords.

I am aware that not everyone wants Homebrew that refers to Homebrew, and thusly this will remain in the expanded options as something that exists for those that want it.

GIFTED'S PRESENCE

A Gifted is a unique Warlord who's presence stems from their 'gift' of Psionic powers. Like any Psion, the root of their power may vary, and it can come in several different expressions, but in all cases they leverage the unique gifts to wield an mysterious and effective presence that aids their allies immeasurable.

THE GIFT

Starting at 1st level when you take this Presence, you must first select your psionic gift from the following options. Your gift will impact several of your features.

ENHANCEMENT

You can bring out the inner strength of yourself and others. You gain proficiency in Athletics and gain access to the Enhancing Skill psionic power.

PRECOGNITION

You can see flashes of the future. You gain proficiency in Perception and gain access to the Prescience psionic power.

TELEPATHY

Other minds are an open book to you. You gain proficiency in Insight skill and gain access to the Telepathic Communication psionic power.

PSIONIC DISCIPLINE

Starting at 3rd, your gift evolves to a full expression of your powers. You gain the access to the full Discipline (including alternate effect spells) associated with your Gift (Enhancement, Precognition, or Telepathy).

You can use Leadership Dice as Psi Points, with a limit of 1 Leadership Die. This limit increases to 2 Leadership Dice at level 5, 3 Leadership Dice at level 9, 4 Leadership Dice at level 14, and 5 Leadership Dice at level 17.

Your Psionic Ability modifier is Intelligence.

Psionic Ability save DC = 8 + your proficiency bonus + your Intelligence modifier

Psionic Ability attack modifier = your proficiency bonus + your Intelligence modifier

PSIONIC BATTLEFIELD PRESENCE

Starting at 7th level, when you use your action on a Psionic Discipline Power, you can grant one attack from Battlefield Presence as part of the same action.

GIFTED LEADER

Starting at 11th level, your gift and talent as a leader work in perfect harmony, each emphasizing the other. When you spend one or more Leadership Dice on a psionic discipline power, you gain one special Leadership Die that you can only spend on Rallying Mark, Overwhelming Mark, or Helpful Word. This die expires if unspent at the end of your next turn; you can only have one of these special Leadership Dice at a time.

Additionally, when you spend a Leadership Die on the power of Psionic Discipline, the first die you spend counts as two Psi Points for the purposes of the Power.

BATTLE MIND

Starting at 15th level, the battle around you becomes part of you, and you become part of it, connected by your Psionic power. You gain one of the following benefits based on your gift.

ENHANCEMENT

You can feel the strength within your allies, and bolster it when it fails. When an ally within 60 feet fails a Strength or Constitution Saving throw, you can allow them to pass instead.

PRECOGNITION

You foresee what will misfortunate will befall your allies before it happens. When an ally within 60 feet fails a Dexterity or Charisma saving throw, you can allow them to pass instead.

TELEPATHY

You are with your allies in their mind, giving them a second chance. When an ally within 60 feet fails a Wisdom or Intelligence saving throw, you can allow them to pass instead.

If you are rolling a Saving Throw against the same effect you cause an ally to pass their save for, you gain advantage on your Saving Throw. Once you use the power granted by this feature, you cannot use it again until you complete a long rest.

PERFECT CONVERGENCE

Starting at 18th level, you can use your powers in perfect synchronization with the influence of your presence. You can use Battlefield Presence to grant one attack even when casting a spell from the Alternate Effects of your Psionic Discipline.

Additionally, when you spend a Leadership Die on the power of Psionic Discipline, the first die you spend counts as three Psi Points for the purposes of the Power.

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