

COMMANDER

ALSO: Prince, Queen, Shōgun



*War has
no victors.*

Commanders are leaders and inspiring figures. Some are of noble blood, but a majority have earned the loyalty of their comrades on the battlefield, where their iron resolve and tactical prowess were tested time and time again.

When thinking about what a Commander might look like, don't feel bound to the idea of a knight in shining armor: bandit captains, fallen nobles and students of warfare are all perfect examples of what this Class may represent.

- ♦ Are you of noble birth? Or perhaps a hero of humble beginnings?
- ♦ Is battle something you seek, or something you strive to avoid?
- ♦ Are there any sacrifices you would never be willing to make to achieve victory?
- ♦ How do you manifest your abilities? Are they visibly supernatural?



COMMANDER FREE BENEFITS

- ♦ Permanently increase your maximum Hit Points by 5.
- ♦ Gain the ability to equip **martial melee weapons** and **martial ranged weapons**.

COMMANDER SKILLS

BISHOP'S EDICT

(+5)

During a conflict, you may use an action and spend 10 Mind Points to choose one option: all MP costs are doubled; **or** all sources of damage deal **[SL × 3]** extra damage. The chosen effect lasts until the start of your next turn.

CHARGING CAVALRY

(+5)

During a conflict, you may use an action and spend 10 MP to choose one ally that can hear you. That ally may immediately perform a **free attack** with a weapon they have equipped (or with a **basic attack** if they are an NPC). They gain a bonus equal to **[SL 3]** to the Accuracy Check, but treat their **High Roll (HR)** as 0 when calculating damage.

CRUSHING CHARIOT

After you use **Bishop's Edict**, **Charging Cavalry** or **King's Castle**, you may choose another Player Character that can hear you who has yet to take a turn during this round. That character may take their turn immediately after yours during this round.

KING'S CASTLE

(+4)

During a conflict, you may use an action and spend 10 Mind Points to choose one option: no creature can recover Hit Points or Mind Points; **or** all effects that restore Mind Points restore **[SL × 5]** additional Mind Points. The chosen effect lasts until the start of your next turn.

QUEEN'S GAMBIT

(+6)

During a conflict, you may use an action to perform a **free attack** with a weapon you have equipped, treating your **High Roll (HR)** as 0 when calculating damage. After the attack is resolved, choose one option: one ally who is able to hear you recovers **[5 + (SL × 5)]** Hit Points; **or** you may immediately use a Skill you acquired among **Bishop's Edict**, **Charging Cavalry** or **King's Castle** for free (spending the appropriate MP).

CHAPTER 3

PROTAGONISTS

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