

Tactician

The Tactician is the glue that binds a successful military unit together. He excels at directing and coordinating groups of people, whether under fire, in the trenches or during peacetime. He can respond to almost any situation, and react with a level of calm and grace that far surpasses other combatants.

Select this prestige class if you want your character to be able to direct, coordinate and maximise the abilities of his squad.

The quickest path into this prestige class is through a combination of the Charismatic Hero and Smart Hero classes.

REQUIREMENTS

To qualify to become a Tactician, a character must fulfil the following criteria.

Skills: Diplomacy 13 ranks, Intimidate 13 ranks, Knowledge (behavioural sciences) 13 ranks, Knowledge (tactics) 13 ranks.

Feat: Combat Expertise, Educated

Class Information

The following information pertains to the Tactician prestige class.

Hit die

The Tactician gains 1d8 hit points per level. The character's Constitution modifier applies.

Action points

The Tactician gains a number of action points equal to 7+ one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Tactician's class skills (and the key ability for each skill) are: Concentration (Con), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Knowledge (behavioural sciences, current events, history, popular culture, tactics) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none) and Survival (Wis)

Skill Points at Each Level: 5 + Int modifier.

Table: The Tactician

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Class Features</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1st	+0	+0	+1	+2	Combat plan	+1	+1
2nd	+1	+0	+2	+3	Co-operation	+1	+1
3rd	+2	+1	+2	+3	Group defense	+2	+1
4th	+2	+1	+2	+4	Team effort	+2	+2
5th	+3	+1	+3	+4	On the spot, tactical mastery	+3	+2

Class Features

All of the following are features of the Tactician prestige class.

Combat Plan

Prior to a dramatic situation, the Tactician can develop a plan of action to handle the situation. Using this talent requires preparation; a Tactician can't use this ability when surprised or otherwise unprepared for a particular situation.

Using this ability cost the Tactician one action point. He makes a Knowledge (tactics) check (DC 10). The result of the check provides the Tactician and allies with a circumstance bonus. A Tactician can't take 10 or 20 when making this check.

<u>Check Result</u>	<u>Bonus</u>
9 or lower	+0 (check failed)

10–14	1 + Class level
Every +10	Additional +1 (cumulative)

This bonus can be applied to attack rolls made by the Tactician and his allies. Reduce the bonus by 1 point (to a minimum of +0) for every round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

Co-operation

At 2nd level, when using the Combat Plan ability, a Tactician may now use the ability to organise the actions of his team. The bonus may now be applied as a morale bonus to Skill checks. He must choose whether it applies to either attack rolls or skill checks when using the ability, and this cannot be changed for the duration of that use.

Group Defense

At 3rd level, when using the Combat Plan ability, a Tactician may now use it to direct his team away from enemy fire. The bonus may now be applied as a morale bonus to defense scores. He must choose whether it applies to either attack rolls, defense scores, or skill checks when using the ability, and this cannot be changed for the duration of that use.

Team Effort

At 4th level, when using the Combat Plan ability, a Tactician may now inspire his team. The bonus may now be applied as a morale bonus to all saving throws, or any of the previous applications. He must choose whether it applies to either attack rolls, defense scores, saving throws or skill checks when using the ability, and this cannot be changed for the duration of that use.

On the Spot

At 5th level, a Tactician may now use the Combat Plan ability in the middle of a combat. This costs one action point, as normal, and requires a full-round action. It only affects allies who are in communication with the Tactician (by voice, radio, etc). At the GM's discretion, halve the normal bonus if enemies can overhear the communications.

Tactical Mastery

Also at 5th level, a Tactician is able to more effectively manage his allies. When he uses the Combat Plan ability, he may split the bonus among several abilities. For example, a 5th level Tactician, who has rolled up to a +7 bonus, may apply +3 to attack rolls, +2 to defense, and +2 to saves. These modifications affect the entire party. The Tactician chooses which ability drops each round.