

Master of the Battlefield

The Tactician



By: Jeremy Harris

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Worthy of the title “Master of the Battlefield”, Tacticians exploit the weaknesses of enemies, and help their fellows take down particularly damning enemies with ease. The Tactician is deemed as supportive, however they can hold their own in battle and are certainly not slouches when it comes to fending for themselves.

Alignment: Any.

Hit Die: d10

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class skills

The Tactician’s class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), (Int), Knowledge (Geography) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex)

Skill Ranks per Level: 4 + [Int](#) modifier.

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Tactician Training, Thoughtful Step
2nd	+2	+0	+3	+3	Correlation +1/+1
3rd	+3	+1	+3	+3	Battle Focus, Tactical Advantage
4th	+4	+1	+4	+4	Specialized Tactics
5th	+5	+1	+4	+4	Rally
6th	+6/+1	+2	+5	+5	Correlation +2/+2, Tactical Advantage
7th	+7/+2	+2	+5	+5	Tactical Style
8th	+8/+3	+2	+6	+6	Deadly Knowledge
9th	+9/+4	+3	+6	+6	Opportune Strike, Tactical Advantage
10th	+10/+5	+3	+7	+7	Correlation +3/+3, Evasion
11th	+11/+6/+1	+3	+7	+7	Speech, Tactical Withdrawal
12th	+12/+7/+2	+4	+8	+8	Enhanced Tactical Style, Tactical Advantage
13th	+13/+8/+3	+4	+8	+8	Intelligence of the Void
14th	+14/+9/+4	+4	+9	+9	Correlation +4/+4
15th	+15/+10/+5	+5	+9	+9	Enhanced Deadly Knowledge, Tactical Advantage
16th	+16/+11/+6/+1	+5	+10	+10	Improved Speech
17th	+17/+12/+7/+2	+5	+10	+10	Master’s Tactical Style
18th	+18/+13/+8/+3	+6	+11	+11	Correlation +5/+5, Tactical Advantage
19th	+19/+14/+9/+4	+6	+11	+11	
20th	+20/+15/+10/+5	+6	+12	+12	Heroic Inspiration

Class Features

The following are the class features of the Tactician.

Weapon and Armor Proficiency

A Tactician is proficient with all simple and martial weapons. A Tactician is also proficient with light and medium armor. A Tactician wielding heavy armor or a shield cannot use his Correlation, Thoughtful Step, or Battle Focus abilities.

Tactical Boon (Ex)

At 1st level, a Tactician receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the tactician can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the tactician possesses. Allies do not need to meet the prerequisites of these bonus feats. The tactician can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Thoughtful Step (Ex)

A Tactician adds his Intelligence Modifier to his Reflex Saves. This functions similar to the Paladin's Divine Grace ability. Thoughtful Step and Divine Grace do not stack; instead the Tactician takes whichever modifier is higher and adds it to his Reflex.

Correlation (Ex)

At 2nd level, a Tactician can begin to coordinate their teammates' movements. As a standard action they can issue orders to the entire party. The party is not compelled to follow these orders but those who do receive a +1 insight bonus to attack rolls and a +1 insight bonus to AC. The bonuses provided increase by +1 and +1 respectively at each fourth level after this one. (EX: At 6th level it is +2 to attacks, +2 to AC. At 10th level it is +3 to attacks, +3 to AC. Etc.). To gain this bonus the Tactician must succeed on a successful roll (1d20 + half level + intelligence modifier) greater than 10 + highest opponents' hit dice (additional modifiers may apply at DMs discretion, bad ground or caught by surprise). If successful this bonus lasts for 5 rounds and cannot be used again during those 5 rounds. A Tactician can use this ability a number of times per day equal to 3 + their Intelligence modifier.

Battle Focus (Ex)

At 3rd level, the Tactician may attempt to enter a state of extreme focus using a move action. He must make a Concentration check as if he were a spell caster DC 10 + additional modifiers at DM's discretion and it lasts 3 + intelligence modifier of rounds. There are 2 different states: Barricaded Mind and Focused Body. Each round he is attacked he must make a Concentration check at the end to maintain his focus (+2 to DC for every 5 damage sustained).

Barricaded Mind: Upon entering the state the tactician focuses his mind on defense and careful calculated defense. They gain +2 bonus to Will saves against mind affecting effects and gains an insight bonus equal to 1 + intelligence bonus to AC (minimum + 2).

Focused Body: Upon entering this state the tactician focuses his body into a deadlier weapon ready to strike quickly and with deadly precision. They gain an insight bonus equal to intelligence bonus + 1 to damage with all attacks.

Tactical Advantage

The Tactician learns new techniques and ways of aiding his allies in times of need, as well as strategies he can use against the enemy. At 3rd level and every 3 levels thereafter, the Tactician gains a new Tactical Advantage. Unless specifically noted, the Tactician cannot select a Tactical Advantage more than once. The save DC for Tactical Advantage abilities is 10 + half Tactician level + intelligence modifier.

Specialized Tactics (Ex)

At 4th level the Tactician may use his Tactical Boon ability on one ally and grant them the effects of his teamwork feat, however the Tactician does not need to use his bonus feat for the Tactical Boon ability, allowing him to use any teamwork feat he currently has for this ability however only on his ally with Specialized Tactics. Using this expends a use of Tactical Boon.

Rally (Ex)

A 5th level, as a move action, a Tactician can call for their party to rally around them. All of the Tactician's allies can choose to make an immediate action to move up to their base movement speed towards the Tactician. A Tactician may then share any knowledge gained through Study during that fight with his allies as a free action. Any movement made through this immediate action still provokes attacks of opportunity if moving through a threatened square. This ability can only be used once per encounter.

Tactical Style (Ex)

At 7th level, a Tactician advances his tactical acumen and adapts quickly to situations. A Tactician using his Tactical Boon, Correlation, or certain Tactical Advantage abilities that affect allies can grant these to his allies. Bonuses provided through Tactical Style affect all allies which can hear the Tactician, including the Tactician himself. These are only active during said tactical actions, and once they end Tactical Style must be restarted. A Tactician can use Tactical Style a number of times per day equal to his intelligence modifier.

Offensive: +2 insight bonus on attack rolls or +2 insight bonus versus spell resistance.

Defensive: +2 insight bonus to AC or +2 insight bonus on all saving throws.

Specialist: +2 Initiative and once per encounter, a Tactician can enable one ally within range of Tactical Style to reroll their initiative. If the new roll is higher than the original roll they now act on that new count. If it is lower, the ally may choose which roll they wish to act on.

Deadly Knowledge (Ex)

At 8th level a Tactician has become adept at studying their enemies and exploiting their weaknesses. As part of an attack, the Tactician can make a Knowledge check on the creature using any Knowledge skill he has trained in place of the regular check against the enemy. The DC for the knowledge check is 10 + the creature's hit dice. If he succeeds, the Tactician gains a number of additional d6 with his attack equal to the amount of hit dice the creature he is attacking possesses (minimum 1d6).

Opportune Strike (Ex)

At 9th level the Tactician can make a single attack as a standard action, and the enemy must make a fortitude save DC = 10 + half tactician level + intelligence modifier. Upon a failed save, the enemy has an effect placed upon him along with the normal damage dealt. The type of effect is one of the following: Sickened, Shaken, or Dazzled. The effect stacks if this ability is used multiple times, however it cannot be used in a full attack action.

Speech (Ex)

At 11th level, before an encounter a Tactician may spend up to five minutes giving their group a pep talk or rally speech. All allies hearing this speech can gain a temporary +2 insight bonus to any stat of their choosing. The Tactician may only make a speech about an enemy he has knowledge of, and must speak for at least 2 minutes. He can use this ability a number of times per day equal to his intelligence modifier. The bonuses from the speech takes place only during the fight with the enemy, and lasts until the end of the fight.

Superior Intellect (Ex)

At 11th level, when the Tactician uses an ability that requires the use of his intelligence modifier, he may double the bonus his intelligence modifier grants. He may only use this once per day on one ability.

Enhanced Tactical Style (Ex)

At 12th level the Tactician adds a bonus to his already existing style as stated below. All Abilities stack with the above, for example +2 to AC stacks with the above and becomes +4. He must still choose when using one of the styles listed when it says “or” between two bonuses.

Offensive: +2 insight to damage, a +2 insight bonus against spell resistance and +10 temporary bonus to speed of all charge attempts.

Defensive: a +2 insight bonus to AC and a +2 insight bonus to saving throws (stacks with above).

Specialist: +2 to skill checks and +2 to Initiative.

Intelligence of the Void (Ex)

At 13th level the Tactician may now enter a 3rd state of focus known as the Intelligence of the Void or may use Barricaded Mind and Focused Body as one state of focus.

Intelligence of the Void: Upon entering the state the tactician focuses his mind to such a state he almost withdraws from his body. The Tactician gains an additional move action and swift action.

Enhanced Deadly Knowledge (Ex)

At 15th level, the Tactician's Deadly Knowledge ability's d6 become d8 instead, however the DC increases to 20 + creature's hit dice.

Improved Speech (Ex)

At 16th level, the words spoken by the Tactician during his speech ability are particularly powerful and moving, granting all who hear it a +4 temporary bonus to any stat of their choosing, or +2 to two stats of their choosing.

Master's Tactical Style (Ex)

At 17th level, the Tactician can gain another bonus to his previously existing tactical style, as shown below.

Offensive: +1d8 to damage rolls.

Defensive: Spell Resistance 5 + Tacticians Level + Tacticians Intelligence Modifier

Specialist: Grant each character one Re-Roll per encounter.

Heroic Inspiration (Ex)

At 20th level, the Tactician can push one party member to perform a near impossible feat, the Tactician cannot however use this on himself. As an immediate action the target gains haste, the benefit of his Tactical Style, adds x1 to the weapons multiplier, gains temporary HP equal to $20 + 1d10 + \text{Intelligence modifier}$ and gains Freedom of Movement for $4 + \text{Intelligence modifier}$ of rounds. The target is exhausted for half the duration afterwards. This can only be used once a week, and requires the Tactician to know who he is using this ability on personally.

New Feats

Name	Prerequisites	Description
Extra Tactical Advantage	None	Gain a bonus Tactical Advantage the Tactician meets the prerequisites for. This can be taken multiple times.
Extra Correlation	None	Gain 2 more uses of Correlation per day. This can be taken multiple times.

Tactical Advantages

Name	Prerequisites	Description
Art of Brutality	Strength 13	Grants a bonus to intimidate upon killing an enemy.
Art of Protection	-	Grants AC bonus to ally within 5 ft. of the Tactician.
Art of Society	Charisma 13	Use Diplomacy to increase someone's helpfulness.
Art of Survival	Tactician 9 th level	Roll a Fortitude save to negate death a number of times per day.
Calculated Strike	-	Grant an ally an insight bonus to damage rolls.
Tactician's Terrain	Tactician 6 th level	Gain bonuses to the use of correlation on specific terrains
Trained Ineptitude	Wisdom 8	Use Intelligence modifier instead of Wisdom for certain skills.
Ratfolk Formation	Ratfolk, Swarming ability	Gain additional bonuses while using the swarming ability.
Redoublement Strike	Int 17, Caster Level 5	If True Strike is cast upon the Tactician, they gain damage bonuses.
Intelligent Wordplay	-	Gain a bonus equal to the Tactician's INT modifier on a CHA skill check.
Pinpoint Targeting	Int 15, Point Blank Shot	Deal an additional damage if the target is within 30 feet.
Slashing Finish	Tactician 18 th level	Strike an opponent to knock them prone, then slay them.
Indignation	Intimidate 6 ranks, Tactician 6 th level	Makes the enemy flat-footed upon a successful intimidate attempt.
Righteous Wordplay	Int 15, Levels in a Divine spell-casting class	A certain number of times per day, use Intelligence in place of Wisdom for certain divine spells.
Demand Respect	Young Character	Garner the attention of concerned parents and guardians in public.

Gleam of Brilliance	Tactician 9 th level, Combat Expertise	Sacrifice HP for extra damage, and AC for extra to-hit.
Overcharge Bonus	Tactician 12 th level	Increase bonus to Stat Increasing item for short period of time.
Improved Overcharge	Tactician 15 th level, Overcharge Bonus	Increases the bonus granted through Overcharge Bonus.
Advantageous Strike	Tactician 6 th level	Gain bonuses to attack rolls against suffering foes.
Painstaking Effort	Craft (Any), Int 15	Reduce the DC for making a masterwork item.
Guided Strike	-	Give an adjacent ally a bonus to attacks against one enemy.
Coordinated Stealth	Stealth 3 ranks	Give himself and allies correlation to stealth.
Fighter Training	Tactician 6 th level	Gain a bonus combat feat as a fighter half the Tactician's level.
Unnatural Discipline	Any Knowledge 6 ranks	Gain a bonus to damage rolls equal to knowledge ranks.
No Language Barrier	Linguistics 6 ranks	Once per day speak a language not on the language list.
Sharp and also Sharp	Int 15, Tactician 9 th level	Substitute strength for intelligence on attack and damage.
Guided by the Gods	Must worship a deity	Insight bonuses become Sacred or Profane, depending on alignment.
Familiar	Must be selected at 3 rd level	Gain a Familiar as a Wizard of equal level.
Animal Companion	Must be selected at 3 rd level	Gain an Animal Companion as a Druid of equal level.
Intelligent Scrapper	Improved Unarmed Strike, Tactician 6 th level	Unarmed Strikes are calculated as a Monk of 5 levels lower (minimum 1 st level).
Sea Fairer	Belongs to a sea vessel, Tactician 9 th level	Gain correlation to Profession (Sailor) checks and gain bonuses while in ship combat.

Art of Brutality

Prerequisites: Strength 13

Description: The Tactician makes an especially savage display with his weapon in hand. Upon killing an enemy he can make an intimidate check using his bonus to damage onto the intimidate roll.

Art of Protection

Prerequisites: None

Description: The Tactician as a swift action can grant one ally within 5 ft of him an insight bonus to AC equal to his intelligence modifier. This lasts for 3 rounds.

Art of Society

Prerequisites: Charisma 13

Description: The Tactician can use a successful Diplomacy check to increase someone's attitude towards you by two steps as opposed to one step.

Art of Survival

Prerequisites: Tactician 9th level

Description: A number of times per day equal to his intelligence modifier the Tactician can roll a fortitude save to negate damage dealt to him if it would normally bring him below 0 or kill him.

Calculated Strike

Prerequisites: None

Description: The Tactician as a swift action can grant one ally within 5 ft. of him an insight bonus to damage rolls equal to his intelligence modifier. This lasts for 3 rounds.

Tactician's Terrain

Prerequisites: None

Description: Gain a bonus to correlation equal to half your intelligence modifier while on a specific terrain. (See the Ranger's favored terrain list).

Trained Ineptitude

Prerequisites: Wisdom 8 (or lower)

Description: The Tactician can use their Intelligence modifier instead of Wisdom modifier for the following skills: Perception, Profession, and Sense Motive.

Ratfolk Formation

Prerequisites: Ratfolk, Swarming racial ability

Description: If at least one of the Ratfolk using the Swarming ability is a Tactician, the two Ratfolk gain +2 to Hit and AC.

See "Ratfolk" in Chapter 2 of the Pathfinder Roleplaying Game Advanced Race Guide.

Redoublement Strike

Prerequisites: Int 17, Caster Level 5th

Description: If True Strike is cast upon the Tactician, they gain a +5 Insight bonus to damage rolls while True Strike is active.

See "Spells" in Chapter 10 of the Pathfinder Roleplaying Game Core Rulebook.

Intelligent Wordplay

Prerequisites: None

Description: The Tactician gains a bonus to one Charisma based skill check equal to his intelligence modifier usable a number of times per day equal to his intelligence modifier.

Pinpoint Targeting

Prerequisites: Int 15, Point Blank Shot

Description: If the opponent is in range so the tactician would gain bonuses from the Point Blank Shot feat, they gain an additional amount of damage equal to their Intelligence modifier along with the bonuses presented by Point Blank Shot.

See "Feats" in Chapter 5 of the Pathfinder Roleplaying Game Core Rulebook.

Slashing Finish

Prerequisites: Tactician 18th level.

Description: The Tactician makes a single attack at his highest attack modifier against an enemy. If the attack hits, they take damage from the attack and are considered prone. If the enemy is still in the prone position on his next turn from this attack, the tactician can use this ability once more to slay the enemy. On a failed attempt (either through missing or the enemy passing the Fortitude save), the Tactician provokes from the prone enemy and cannot attack back.

Indignation

Prerequisites: Intimidate 6 ranks, Tactician 6th level.

Description: Make a single intimidate attempt against an opponent. Doing so causes the opponent to be flat-footed instead of the normal shaken effect. This cannot be coupled with any intimidation feats. Doing this is a standard action which does not provoke attacks of opportunity.

Righteous Wordplay

Prerequisites: Int 15, levels in a divine spellcasting class.

Description: A number of times per day equal to the Tactician's intelligence modifier, they can use their Int in place of their Wisdom for certain aspects of their spell such as saving throws and the likes.

Demand Respect

Prerequisites: Young Character.

Description: A number of times per day equal to their Intelligence modifier, they can garner the attention of all adults in a 30 FT radius, to which they will respond concerned granting a +2 bonus on Diplomacy checks when speaking to an adult. If the character reaches adulthood and still has this Tactical Advantage, they can swap it out for another Tactical Advantage.

Gleam of Brilliance

Prerequisites: Tactician 9th level, Combat Expertise

Description: The Tactician can sacrifice a number of HP equal to his constitution score to gain a bonus to damage equal to half of what was sacrificed. Additionally, they may sacrifice AC for bonuses to hit (maximum of -8 AC/+8 Hit).

See "Feats" in Chapter 5 of the Pathfinder Roleplaying Game Core Rulebook.

Overcharge Bonus

Prerequisites: Tactician 12th level.

Description: For a number of rounds equal to the half the Tactician's level (minimum of 6) he can 'overcharge' the bonus on one stat increasing item he is wearing. Doing so is a full-round action, and upon completion the stat increasing item gains a +2 onto its bonus it gives. Once the duration ends, the item loses its bonus to the Tactician's stats until the next day.

Improved Overcharge

Prerequisites: Tactician 15th level, Overcharge Bonus

Description: Increase the effect of Overcharge Bonus to a +4 instead of a +2.

Advantageous Strike

Prerequisites: Tactician 6th level

Description: Gain a +4 to hit against opponents suffering from some sort of status effect. This bonus does not increase with the severity of the effect.

Painstaking Effort

Prerequisites: Int 15, Craft (Any)

Description: The Tactician reduces the DC to make a masterwork item by 5.

Guided Strike

Prerequisites: None.

Description: Grant an adjacent ally a +2 bonus to attack rolls against a single unit. This expends the Tactician's attack of opportunity.

Coordinated Stealth

Prerequisites: Stealth 4 ranks.

Description: Grant the Tactician's correlation to any allies using stealth during combat or while in danger, and he is within 30 feet of the one stealthing.

Fighter Training

Prerequisites: None.

Description: Gain a bonus combat feat using half the Tactician's level for the sake of prerequisites.

Unnatural Discipline

Prerequisites: Any Knowledge 5 ranks.

Description: Once a Knowledge check is made against an enemy, the Tactician can once per day gain a bonus on damage rolls equal to their ranks in the Knowledge used to identify the enemy. This lasts until the enemy is slain, or until the battles end.

No Language Barrier

Prerequisites: Linguistics 5 ranks.

Description: Once per day as a free action, the Tactician can learn to read, write, speak, and understand a language not already on his language list. This cannot be used to learn Druidic, Protean, or languages the GM may not allow.

Sharp and also Sharp

Prerequisites: Int 15, Tactician 9th level.

Description: Substitute strength for intelligence for attack and damage rolls. Due to this however, the damage modifier is considered a precision bonus and they use strength instead if the enemy is immune.

Guided by the Gods

Prerequisites: Must worship a deity.

Description: All insight bonuses become Sacred (if the Tactician is good) or Profane (if the Tactician is evil). If the Tactician is neutral, choose one.

Familiar

Prerequisites: Must be selected at 3rd level.

Description: Gain a Familiar as a Wizard of your level. This cannot be selected alongside Animal Companion.

Animal Companion

Prerequisites: Must be selected at 3rd level.

Description: Gain an Animal Companion as a Druid of your level. This cannot be selected alongside Familiar.

Intelligent Scrapper

Prerequisites: Improved Unarmed Strike, Tactician 6th level.

Description: Unarmed Strikes deal damage as a monk 5 levels lower (minimum 1st level). A Monk's Robes allows the Tactician to deal damage as a monk of his level, and gains the AC Bonus as a 5th level Monk as normal.

Sea Fairer

Prerequisites: Belongs to a sea vessel, Tactician 9th level.

Description: Gain the Tactician's correlation bonus to Profession (Sailor) checks, and while in combat on a ship, insight bonuses are doubled, and Freedom of Movement is always active, however only while on the ship.

Credits:

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