Psychic Class: Overlord

Sasha Hall

The Overlord

"…And then Iskandar spoke unto those few loyal to him and the Truthlight on the night before the battle with the Squadron: 'Those before us are as lions, the best there are. But their leader is a dog, and thus they will die like dogs… you are farmers, merchants, carpenters, you are faithful dogs and true- but I, your leader, am a lion! Thus you, my brothers, will fight like lions, and win on the morrow- for Iskandar!'"

-Scroll of the Truthlight, Codex II

There are many individuals whose sense of self-importance and empowering ego are their downfall. They think so highly of themselves that they believe none could match them. And then someone does.

But then there are those whose self-importance unlocks an instinctive sense of power, a psychically-charged significance which lets them tackle struggles much greater than their own power. These overlords are able to take on anyone that dares defy their might, while empowering their allies with boisterous psychic commands.

Alignment: Any. Even though overlords are known for their self-importance, there are those who seek to use their power for good.

Role: Overlords are combatants through and through, able to dish out damage and draw attention. However, their commands also let them boost and assist the effects of allies.

Hit Dice: d10.
Starting Gold: 4d6 x 10 (average 140 gp)

Class Skills: The overlord's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (All, taken separately) (Int), Perception (Wis), Profession (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha).
Skill Ranks per Level: 2 + Int modifier.

Class Features
The following are the class features of the overlord.

Weapon and Armor Proficiencies: An overlord is proficient with all simple and martial weapons and all armor (light, medium, and heavy). They are proficient with shields (except tower shields).

Importance (Su) At 1st level, an overlord is capable of declaring their importance to the world itself. Once per day when partaking in a combat encounter with a higher challenge rating than their class level, the overlord may use a swift action to declare their importance. This gives them a morale bonus to weapon attack rolls and AC equal to the difference between the encounter's challenge rating and their class level (to a maximum bonus of half their class level, (minimum +1).

This bonus lasts until the end of the combat encounter. At 5th level, and again at 9th level, 13th level, and 17th level, the overlord can use this ability once more per day.

Commands (Su) At 2nd level, an overlord learns their first command. A command is an ability that can be used as an immediate action a number of times per combat encounter equal to half their class level (minimum 1), and can only be used in response to a certain event specified in the command. They must have line of sight to the event. Unless otherwise stated, a command provides a morale bonus or penalty equal to the overlord's Charisma modifier (to amaximum of their class level unless otherwise noted).

At 4th level and every even level thereafter, the overlord learns an additional command. A list of commands is as follows:

Atomic Edge: When an ally makes a weapon attack, this command increases the weapon damage dealt by twice the overlord's Charisma modifier (to a maximum of twice their level).

Brainiac Beatdown: When an enemy casts a spell defensively, this command increases the DC to cast defensively by the overlord's Charisma modifier.

Buck Up: When an ally is affected by fatigue, is shaken, or is sickened, this command supresses its effects for a number of rounds equal to the overlord's Charisma modifier.

Caster Crash: When an enemy casts a spell, this command causes them to use up one additional spell per day of the same level. If the target has no more spells per day of that level, they lose a spell of the next lowest level.

Deny Trauma: When an ally has the dazed, exhausted or staggered condition, this command suppresses its effects for a number of rounds equal to the overlord's Charisma modifier. The overlord must be 6th level and have the buck up command to select this command.

Overlord Class Table

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Importance 1/day	—	—	—	—
2nd	+2	+3	+0	+3	Command	—	—	—	—
3rd	+3	+3	+1	+3	Tough, unshakeable	—	—	—	—
4th	+4	+4	+1	+4	Command	1	—	—	—
5th	+5	+4	+1	+4	Importance 2/day	1	—	—	—
6th	+6/+1	+5	+2	+5	Command	1	—	—	—
7th	+7/+2	+5	+2	+5	Overlord feat	1	1	—	—
8th	+8/+3	+6	+2	+6	Command	1	1	—	—
9th	+9/+4	+6	+3	+6	Importance 3/day	2	1	—	—
10th	+10/+5	+7	+3	+7	Command	2	1	1	—
11th	+11/+6/+1	+7	+3	+7	Overlord feat	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Command	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Importance 4/day	3	2	1	1
14th	+14/+9/+4	+9	+4	+9	Command	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Overlord feat	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Command	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Importance 5/day	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Command	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Overlord feat	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Commander of Legions	4	4	3	2

Destruction Defense: When an ally is attacked, this command gives them DR/— against that attack equal to the overlord's Charisma modifier. The overlord must be at least 6th level and have the Turtle Up command to select this command.

Get Down Here: This command causes a flying creature of equal or lower Hit Dice to fall to the ground as if by *feather fall* and lose the ability to fly for a number of rounds equal to the overlord's Charisma modifier.

Hair-Trigger Reflexes: If the overlord is not surprised, when an ally (or allies) are required to make an initiative roll, this command adds his Charisma modifier to their initiative roll; the bonus can be designated to a single ally or split between as many allies as possible as long as the total benefit does not exceed class level (thus +4 can be +1 for 4 allies).

Hit 'em Hard: When an ally makes an attack roll, this command gives them a bonus to the attack roll.

Into the Breach: When an ally takes a move action, this command enables them to move 5 extra feet multiplied by the overlord's Charisma modifier. The overlord must be at least 8th level and have the up and at 'em command to select this command.

Knuckle Under: When an enemy attempts to make an attack of opportunity, this command prevents that enemy from doing so; if that enemy possesses Combat Reflexes, that reduces the number of attacks of opportunity the enemy may make by his Charisma modifier.

Look at Me, Scum: An enemy targeted with this command is dazzled by the awesomeness of the overlord for a number of round equal to his Charisma modifier.

Mage's Bane: When an ally makes a saving throw against a spell, this command gives them a bonus to their saving throw.

Objective Weakness: An enemy targeted with this command has its damage resistance reduced by the same amount as the overlord's Charisma modifier for 1 round. This overlord must be 8th level to select this command.

Remember Your Training: When an ally attempts to make a skill check during combat, this command increases that skill check by the overlord's Charisma modifier.

Shock and Awe: An enemy targeted with this command is shaken for a number of round equal to the overlord's

Charisma modifier. The overlord must be 8th level to select this command.

Smash and Crash: When an ally makes an attack roll, this command increases their critical threat range by half the overlord's Charisma modifier (minimum +0). The overlord must be at least 8th level and have the Hit 'em Hard command to select this command.

Supernatural Show: When an ally uses a supernatural or spell-like ability that requires a saving throw, this command increases the DC by an amount equal to half the overlord's Charisma modifier (minimum +0).

Tactical Diversion: When an enemy makes a ranged attack on an ally, this command imposes a penalty on that enemy's attack roll equal to the overlord's Charisma bonus.

Turtle Up: When an ally is attacked in melee, this command gives them a bonus to their AC against that attack.

Up and at 'Em: When an ally takes a move action, this command enables them to move 5 extra feet multiplied by one-half the overlord's Charisma bonus.

Tough (Ex): At 3rd level, the overlord gains Toughness as a bonus feat.

Unshakable (Ex) Starting at 3rd level, an overlord adds his class level to the DC of any attempts to intimidate or demoralize him.

Spellcasting: Beginning at 4th level, a overlord gains the ability to cast a small number of psychic spells drawn from the bloodrager spell list. To learn or cast a spell, a overlord must have a Charisma score equal to at least 10 + the spell level. He can cast spells he knows without preparing them ahead of time. The saving throw DC against a overlord's spell is 10 + the spell level + the overlord's Charisma modifier.

Like other spellcasters, a overlord can cast only a certain number of spells of each level per day. His base daily spell allotment is given on *Table: Overlord*. In addition, he receives bonus spells per day if he has a high Charisma score. The overlord does not need to prepare these spells in advance; he can cast any spell he knows at any time, assuming he hasn't yet used up his allotment of spells per day for the spell's level.

The overlord's selection of spells is limited. At 4th level, a overlord knows two 1st-level spells of his choice. A overlord gains more spells as he increases in level, as indicated on Table: Overlord Spells Known. Unlike spells per day, the number of spells a overlord knows is not affected by his Charisma score, but it is affected by any bonus spells he gains from his bloodline. At 8th level and every 3 levels thereafter, a overlord can choose to learn a new spell in place of one he already knows. This swap follows all the same rules as for a sorcerer.

Overlord Spells Known

Level	Spells Known			
	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2	—	—	—
5th	3	—	—	—
6th	4	—	—	—
7th	4	2	—	—
8th	4	3	—	—
9th	5	4	—	—
10th	5	4	2	—
11th	5	4	3	—
12th	6	5	4	—
13th	6	5	4	2
14th	6	5	4	3
15th	6	6	5	4
16th	6	6	5	4
17th	6	6	5	4
18th	6	6	6	5
19th	6	6	6	5
20th	6	6	6	5

Overlord Feats At 7th level, and every four overlord levels thereafter, the overlord may choose a bonus feat from the following list, even if he does not have the normal prerequisites: Battle Cry, Combat Advice, Dazzling Display, Expanded Arcana, Gang Up, Hero's Fortune, Iron Will, Leadership, Persuasive, Raging Concentration, Steadfast Personality.

Commander of Legions (Su): At 20th level, the overlord's command ability now uses a free action that can be used even when it's not their turn, and all Charisma-based factors of their commands are increased by 2.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have overlord as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Avoodim Add ½ to the DC increase for unshakable.

Dhosari Add + ½ to Intimidate checks and Knowledge (local) checks to identify humanoid races.

Dragonblood Add ¼ to the times per day the overlord can use importance.

Dwarf Add +1 to the overlord's CMD when resisting a bull rush or trip attempt.

Elf Add ¼ to the number of times per day the overlord can use importance.

Erkunae Add 1/6 of a new command.

Eventual Add ¼ to the number of times per day the overlord can use importance.

Gnome Add +½ on Diplomacy checks and Knowledge checks to identify creatures.

Half-Elf Add ¼ to the number of times command can be used in a combat encounter.

Half-Orc Add ½ to the DC increase for unshakable.

Halfling Add + ½ to the AC bonus granted by importance.

Human Gain 1/6 of a new command.

Ith'n ya'roo Add +1 to the overlord's CMD when resisting a grapple or trip maneuver.

Kripar Add + 1/3 to damage done with claws. The overlord must have the claws racial characteristic to take this favored class bonus.

Orcam Add ¼ to the number of times command can be used in a combat encounter.

Polkan Add +1 to the overlord's CMD when resisting a disarm or steal maneuver.

Qit'ar Add +1 to the overlord's CMD when resisting a dirty trick or sunder maneuver.

Urisk Add +1/3 to damage done with horns. The overlord must have the horns racial characteristics to take this favored class bonus.

Xesa Add + ½ to the AC bonus granted by importance.

Zendiqi Add 1/6 of a new command.

Commander Kalvon

Do you know who I am? I am kind of a big deal...

Commander Kalvon (CR 1/2; XP 200)

N Medium humanoid (elf, human)
Init +0; **Senses** low-light vision; Perception +1

Defense

AC 17, touch 10, flat-footed 17
(+5 armor, +2 shield)
hp 11 (1d10+1)
Fort +3, **Ref** +0, **Will** -1

Offense

Speed 30 ft.
Melee warhammer +4 (1d8+2/x3)
Ranged trident +2 (1d8+2)
Special Attacks importance (1/day)
Spell-Like Abilities (CL 1st; concentration +4)
  1/day—*dream*

Statistics

Str 15, **Dex** 10, **Con** 13, **Int** 12, **Wis** 8, **Cha** 16
Base Atk +1; **CMB** +3; **CMD** 13
Feats Skill Focus (Intimidate), Weapon Focus (trident)
Skills Intimidate +10, Knowledge (history) +5, Perception +1, Sense Motive +1, Survival +3; **Racial Modifiers** +2 Perception, +2 Sense Motive; **ACP** -4
SQ dreamspeaker, multitalented (fighter, overlord)
Languages Common, Elven, Old Porphyran
Combat Gear *potion of cure light wounds*; **Gear** backpack, heavy steel shield, letter of standing, map of Azag-Ithiel, scale mail, trident, warhammer; **Coins** 3 gp

Demographics

Homeland Azag-Ithiel
Faith Myketa

Prior to his service in the Azag-Ithiel militia as part of the No-Win War, Danniel Kalvon worked as a local guide. Like all adherents of Myketa, Daniel believe that hard work was necessary in times of war and peace.

His war service was just as unremarkable as it was short, having been called to serve just one week before the cessation of hostilities. That doesn't mean he didn't make an impression on his fellow soldiers though. Throughout his service it was not uncommon to hear Daniel shouting commands to the other soldier, despite his lack of military standing. This behaviour became a bit of joke amongst his peer who nicknamed him "Commander Kalvon". He embraced this name, and at the end of the war even his letter of standing carried that title.

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