Strategist Class

The Strategist is the conductor of the battlefield, orchestrating masterful plans and grand schemes to guarantee victory.

Strategist				
Level	Proficiency Bonus	Features	Known Objectives	Objective Dice
1st	+2	Declare Objective, Assisting Action	2	1d4
2nd	+2	Grand Strategy, Plan for Success	2	1d4
3rd	+2	Strategist Subclass, Minor Studies	3	1d4
4th	+2	Ability Score Improvement	3	1d4
5th	+3	Calculated Prediction	3	1d4
6th	+3	Strategist Subclass Feature	4	1d4
7th	+3	Minor Study	4	2d4

8th	+3	Ability Score Improvement	4	2d4
9th	+4	Battle Preparations	5	2d4
10th	+4	Strategist Subclass Feature	5	2d4
11th	+4	Mental Wards, Minor Study	5	2d4
12th	+4	Ability Score Improvement	6	2d4
13th	+5	Master Strategies	6	2d4
14th	+5	Minor Study	6	3d4
15th	+5	Strategist Subclass Feature	7	3d4
16th	+5	Ability Score Improvement	7	3d4
17th	+6	Infallible, Minor Study	7	3d4
18th	+6	Mastermind	8	3d4
19th	+6	Ability Score Improvement	8	3d4
20th	+6	Strategist Subclass Feature	8	3d4

Class Features

As a strategist, you gain the following class features.

Hit Points

Hit Dice: 1d6 per strategist level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per strategist level after 1st

Proficiencies

Armor: light and medium armor
Weapons: simple weapons
Tools: two artisan tools of your choice
Saving Throws: Intelligence, Charisma
Skills: Choose 3 from Animal Handling, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Persuasion, Religion, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

Choose A or B:
(A) Chain Shirt, a Spear, a Shortbow and 20 arrows, Cartographer's Tools, a Scholar's Pack, and 15 GP
(B) 150 gp

1st Level: Declare Objective

During combat you can declare objectives that focus the fight, empower allies, and put your enemies on their back foot. As an action, you can activate one of known Objectives. At 1st level you know 2 Objectives, and it increases as shown in the Objectives Known column on your Strategist Table. You can change out any Known Objectives when you Level Up.

Objectives have defined conditions that when met by allied creatures, grant them a small boon. This benefit can be granted to any participating allied creature in a round. Summoned creatures through spells or class features do not contribute to objectives unless otherwise stated. Each objective uses your Objective Dice to either modify a roll or generate an effect. Your Objective Dice at 1st level is 1d4 and scales as seen in the Strategist Leveling table. When Objective Dice are added to attack and damage rolls, they are unaffected by modifiers, feats, or the effects of critical hits.

You can only have one active Objective declared at a time unless otherwise stated. Objectives end if you declare a new objective, are incapacitated, after 1 minute, or if you choose to end the active objective as a free action.

When you reach 7th level, your knowledge over the battlefield expands, allowing you to have 2 active Objectives up at the same time. This increases again to a maximum of 3 at 17th level. If you try to declare an Objective while at your max, you must decide which current Objective to end and replace with the new one.

1st Level: Assisting Action

Your strategic nature and quick thinking allow you to assist your allies in the heat of battle. On your turn, you can take the Help action as a bonus action. Additionally, you can use the Help action on any creature at a range of 30 ft.

2nd Level: Grand Strategies

You formulate and work towards grand moments that will turn the tides of battle in your favor. As an action, you can attempt to execute a Grand Strategy. To use a Grand Strategy you must roll a Strategy roll on a d100 and roll a number less than or equal to your Strategy Difficulty Check

(Strategy DC). Your Strategy DC is equal to your Intelligence modifier + Proficiency Bonus + your level in this class.

- **Devastating Blow:** You orchestrate a devastating attack to turn the tide of battle. On a successful Strategy roll, you command an allied creature within 60 ft to make one melee or ranged attack against a creature within their range; if the attack hits, it automatically crits. On a failed Strategy roll, you command an allied creature within 60 ft to make one melee or ranged attack against a creature within their range.

- **Rallying Cry:** You coordinate a plan of attack that increases the success of you and your allies. On a successful Strategy roll, you can give a number of creatures equal to your Proficiency Bonus within 60 ft Advantage on all Attack Rolls, Saving Throws, and Ability Checks until the end of your next turn. On a failed Strategy roll, the target creatures instead gain Advantage on their next Attack Roll, Saving Throw, or Ability Check.

- **Reinvigorate:** You command an ally to stand back up and finish the fight. On a successful Strategy roll, you can target a creature within 60 ft that is at 0 hit points, they are instantly brought back up to a number of hit points equal to current Strategy DC. On a failed Strategy roll, they are instead brought back to a number of hit points equal to your Strategist Level.

Whenever someone rolls one of your Objective Dice from your *Declare Objectives* feature, you can add the number rolled to your current Strategy DC. If your Objective Dice are modified in any way, the Strategy DC only gains the value of the dice rolled, not any of the modifiers.

When you attempt to execute a Grand Strategy, on a success or failure, your Strategy DC returns back to its base value. Your Strategy DC resets back to its base value when you finish a Long rest.

You can use this feature a number of times equal to your Proficiency Bonus. You regain all uses upon finishing a long rest.

2nd Level: Plan for Success

You start off each morning with a plan that will help guarantee success. When you finish a long rest, you can roll a number of D20s equal to your Intelligence Modifier. For each D20 rolled, you can select yourself or another Player and attach the numbers rolled to a Skill. You can select any Skill, even Skills that players do not have Ability Modifiers or Proficiency in. You can not select the same Skill on the same character more than once. When a player rolls an Ability Check for that Skill, they can replace their roll with the attached roll instead. The saved roll is discarded after the Skill check is replaced. All saved rolls are lost upon beginning a long rest.

3rd Level: Strategist Subclass

You gain a Strategist subclass of your choice. The Commander, Divine Ruler, Researcher, and ??? subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Strategist levels. For the rest of your career, you gain each of your subclass's features that are of your Strategist level or lower.

Strategist Subclass	Features
Divine Ruler	Divine Ordinance, Governance, Heavens Throne, Word is Law, Kingdom of Divine Rule
Commander	Command Guard, Commanding Action, Reinforcements, Final Orders, Commanders Army
Researcher	Area of Study, Analysis, Field Experience, Critical Information,

3rd Level: Minor Studies

You dedicate a small portion of your time each day on self improvement, over time it pays off. You can select one of the following benefits.
- You select one Skill and either gain proficiency in it, or Expertise in it if you already have proficiency in the skill. Additionally, you can gain proficiency in one Language or Artisan Tool of your choice.
- You gain proficiency with one Martial Weapon of your choice and you gain access to the Mastery Properties of that weapon.
- You can increase one of your Ability Scores by +1 up to a maximum of 20.

You can select from this list of benefits again at 7th level, 11th, 14th, and 20th level in this class.

5th Level: Calculated Prediction

You can use your knowledge to predict the future, seeing potential outcomes and failures. As a bonus action, you can begin your Prediction. While predicting, you must record the actions, bonus actions, and movement of each creature that takes its turn. You can Predict a number of turns ahead in the initiative order equal to your Intelligence modifier (minimum of 1).

During your prediction, as a reaction to a creature making an attack roll, saving throw, or ability check, you can end your prediction. Upon ending your Prediction or reaching the maximum number of turns that you can Predict, you can reset the initiative back to the start of any turn that happened between you starting your Prediction and ending it. When the initiative is reset, all damage done, resources spent, and movement are reset back to the way they were before the turn happened.

You can use this feature once per long rest.

9th Level: Battle Preparations

You come prepared for conflict, always having a plan at the ready. You can add your Intelligence modifier to your Initiative bonus. Additionally, as a Reaction to Initiative being rolled, you can immediately declare an Objective without using an Action on your turn.

11th Level: Mental Wards

Your mind is your dominion, and intruders are not welcome. If a creature attempts to either magically or psychically alter, detect, or read your thoughts, you can roll a Deception Ability Check (DC decided by the DM), to try and alter the information the intruder receives. This works for spells such as *Detect Thoughts*, *Zone of Truth*, and *Modify Memories*, as well as the psychic abilities of creatures such as Mindflayers and Aboleths.

13th Level: Master Strategies

Your *Grand Strategies* become even grander adding your Objective Dice to their effects. These effects apply on both successful and unsuccessful Strategy rolls. All Objective Dice rolled with this feature are added to your reset Strategy DC, not your current one. Your *Grand Strategies* gain the following benefits listed below.

- **Devastating Blow:** The attack from Devastating Blow gains additional damage equal to a roll of your Objective Dice. The damage from this roll can not be resisted or modified in any way.
- **Rallying Cry:** Creatures benefiting from Rallying Cry gain a number of temporary hit points equal to a roll of your Objective Dice.
- **Reinvigorate:** Allies targeted by this Reinvigorate heal for an additional number of hit points equal to a roll of your Objective Dice.

17th Level: Infallible

Your expertise is never to be doubted. When you roll an Intelligence Ability Check, you can treat a roll of 9 or lower on the d20 as a 10.

18th Level: Mastermind

Your intellect and tactics are that of legend. Your Intelligence score increases by +2 up to a maximum of 25. Additionally, whenever you roll an Objective Dice, if the number rolled is lower than your Intelligence modifier, you can use your Intelligence modifier instead. This applies to the effect of the Objective and to the increase on your Strategy DC.

Objective List

Bestowed Resilience

You can pick an allied creature within 60 ft, including yourself. During the Objective, when the creature takes Bludgeoning, Piercing, or Slashing damage, they can reduce the damage taken by an amount equal to a roll of your Objective Dice.

Brace for Impact

As a reaction to seeing an out to allies telling them to prepare for the upcoming attack, a number of allied creatures equal to your Proficiency Bonus within 60 ft can expend their Reaction to Brace. The next

Combat Coaching

When an allied creature, including yourself, makes a Constitution, Dexterity, or Strength saving throw, you can use your reaction to add a roll of your Objective Dice to the Saving Throw.

Evasive Maneuvers

You can pick a number of allied creatures within 30 ft equal to your Proficiency modifier, including yourself. During the objective, when a chosen creature is targeted by an attack roll, they can use their reaction to add your Objective Dice to their AC for that attack roll, potentially turning a hit into a miss. They can use this action once during the duration of the objective. Once all allied creatures have used this feature, the Objective ends.

Exploit Vulnerability

You target a creature within 60 ft and target their Vulnerability. When the target creature is damaged by an attack they are vulnerable to, they take additional damage equal to your Objective Dice. The damage done from this objective can not be resisted or modified in any way. Once the creature is reduced to 0 hit points, the objective ends.

Fall Behind

You declare an allied creature within 30 ft as the leader of a tactical formation. The targeted allied creature has a 15 ft cone extending behind them, protecting allied creatures who remain within it. The target ally or any allied creature who ends their turn within the 15 ft cone is protected by the creature in front, granting them Temporary Hit Points equal to a roll of your Objective Dice.

Gashing Wounds

You target a creature within 60 ft and tell allies to slash deep wounds into its body. When you or an allied creature deal slashing damage to the target creature, the target gains 1 Wound. When the creature gains an amount of Wounds equal to its Constitution Modifier, it starts to Bleed, taking an amount of Slashing damage equal to a roll of your Objective Dice. It takes this Slashing damage at the start of each of its turns until it is reduced to 0 hit points or receives

healing. Bleed remains even if the Objective ends. This can not affect Constructs or Undead creatures.

Go For the Eyes

You target a creature within 60 ft and tell allies to go for their eyes. When you or an allied creature deal Piercing damage to the target creature, the creature must make a Dexterity Saving throw with a DC equal to 8 + a roll of your Objective Dice. On a failure, the creature is blinded until the end of their next turn. If the creature fails the saving throw again while already blinded, the blind is extended for an additional turn.

Guided Fire

You assist the ranged attacks for allies within a 15 ft emanation. When an ally in the area makes a ranged weapon attack on a target within the weapons Long Range, they can add a roll of your Objective Dice to the attack roll.

Surround

You target a creature within 60 ft and tell your allies to surround them. During the Objective, if four or more allied creatures, including yourself, are within melee attack range of the same creature, their attacks deal additional damage against the creature equal to a roll of your Objective Dice. The damage done from this objective can not be resisted or modified in any way.

Mind Games

During the objective, if a creature makes an Intelligence, Wisdom, or Charisma saving throw within 60 ft of you, you can use your reaction to reduce their roll by a roll of your Objective Dice.

Priority Target

You target a creature within 60 ft and mark them as a Priority Target. During each round the Objective is active, the first time an allied creature makes an attack roll against that creature, they can add a roll of your Objective Dice to the attack roll. Once the creature is reduced to 0 hit points, the objective ends.

Protection Priority

You can target a creature within 60 ft and mark them as a valued life to protect at all cost. An allied creature can take the Help action while within 5 ft of the target creature, with the ally now protecting the creature from on coming attacks. Any attacks against the target creature have disadvantage, and if an attack lands, the attack's damage is reduced by a roll of your Objective Dice and is redirected to the ally protecting the creature. Any remaining damage not reduced by the roll is dealt to the target creature. If multiple allies are protecting the creature, roll Objective Dice for each ally and any remaining damage goes to the highest health ally. The protection ends early if the target creature or ally moves further than 5 ft from each other.

Rejuvenation

You encourage nearby allied creatures to let their bodies rest and heal. During the objective, when an allied creature ends their turn within 30 ft of you, they regain a number of hit points equal to a roll of your Objective Dice. This does not affect incapacitated creatures.

Rendezvous Point

You declare a 30 ft horizontal line that is at least 120 ft from any hostile creature and up to a maximum of 300 ft away from you as the Rendezvous Point. When an allied creature moves perpendicularly towards that Rendezvous Point, they gain additional movement equal to 5 x a roll of your Objective Dice. This movement can not be used to move in any direction except towards the line.

Stunning Blows

You target a creature within 60 ft and tell allies to attempt to knock it out. When you or an allied creature deal Bludgeoning damage to the target, you start to lower the creature's Stun Threshold. The creature's Stun Threshold is equal to 10 + their Constitution modifier. When Bludgeoning damage is dealt to the creature, reduce the creature's Stun Threshold by a roll of your Objective Dice. When the creature's Stun Threshold reaches 0, the creature is Stunned until the end of their next turn. On the turn they recover, their Stun Threshold increases by + 5, up to a maximum base value of 20.

Secure Area

Within 30 ft of you, you declare a 20 ft cube as the Secure Area in which you and your allies must make a stand. When you or an allied creature ends their turn inside the objective area, they gain a number of temporary hit points equal to a roll of your Objective Dice. The area and the temporary hit points last until the objective ends.

Zone of Concentration

Within 30 ft of you, you declare a 15 ft radius circle as a meditative Zone of Concentration. Allies within the circle can add a roll of your Objective Dice to any concentration checks they make to maintain spells or class features. If a hostile creature starts their turn within the Zone of Concentration, the Objective ends.