

AMBASSADOR SUBCLASSES

Ambassadors are highly trained and skilled at a particular specialization that contributes toward the great goal. Here are some specialization options you can choose from at level 3.

COMMANDER

Lead Your Squad to Triumph and Victory

You may not have been born a leader, but you're damn sure going to become one. Through charismatic speeches and intellectual prowess on the battlefield, you are ready to lead a team into any fight, and come out alive on the other side. Through your commandments, battles are won and lost, turning the war-torn lands you travel into chessboards, with yourself, the allies, and your enemies as the pieces.

LEVEL 3: ORBITAL DEPLOYMENT: COMMANDING GENERATOR

As a Utilize action, you can call down an Expanded Field Generator to a space you can see within 60 feet of you. The generator lands in the chosen space, activates, and does not require your Concentration to maintain. You can choose for the generator to land in your space and pick it up.

While the field is active, you can use your Reaction to issue a command to a creature within the generator's Emanation. The command can allow the creature to use its Reaction to take the Attack (one weapon attack), Dash, or Dodge action. If the creature uses the Dash action, they do not provoke Opportunity Attacks. If the creature makes a weapon attack, the attack deals an additional 1d8 Force damage. If the creature takes the Dodge action, they gain 2d8 Temporary Hit Points.

The generator is destroyed after one minute.

LEVEL 7: AURA OF BETTERMENT

You and creatures in your Aura of Liberty gain a bonus to Strength, Dexterity, and Constitution saving throws equal to your Intelligence modifier.

LEVEL 15: STRICT ORDERS

Once on each of your turns, you can do the following:

- Immediately after you use the Attack action, you can enable one creature within 60 feet of you to use its Reaction to make one weapon attack.
- Immediately after you take the Dash action, you can enable one creature within 60 feet of you to use its Reaction to move up to its Speed without provoking Opportunity Attacks.
- Immediately after you take the Dodge action, you can enable one creature within 60 feet of you to use its Reaction to gain the benefits of the Dodge action.

LEVEL 20: LEGENDARY LEADER

You are the pinnacle of a leader and commander. You, and creatures in your Aura of Liberty gain Temporary Hit Points equal to your Proficiency Bonus plus your Intelligence modifier at the end of each of your turns. Alternatively, you can end the Charmed or Frightened condition on a creature instead of granting them Temporary Hit Points.

