

TACTICIAN

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THE TACTICIAN

Level	Proficiency Bonus	Class Features	Tactic Dice
1st	+2	Genius, Strategies	3
2nd	+2	Fighting Style	4
3rd	+2	Expertise, Tactical Study	4
4th	+2	Ability Score Improvement	5
5th	+3	Extra Attack, Master of Strategies	5
6th	+3	Battle Plan	5
7th	+3	Tactical Study Feature	6
8th	+3	Ability Score Improvement	6
9th	+4	Formations	6
10th	+4	Ability Score Improvement	7
11th	+4	Tactical Study Feature	7
12th	+4	Ability Score Improvement	7
13th	+5	Deception	8
14th	+5	Cunning Guile	8
15th	+5	Tactical Study Feature	8
16th	+5	Ability Score Improvement	9
17th	+6	Backup Plan	9
18th	+6	Clear Mind	9
19th	+6	Ability Score Improvement	10
20th	+6	Master of Ruses	10

CLASS FEATURES

As a tactician, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per tactician level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per tactician level after 1st

PROFICIENCIES

Armor: Light and medium armors

Weapons: Simple weapons, martial weapons

Tools: One tool proficiency of your choice

Saving Throws: Intelligence, Wisdom

Skills: Choose any three

EQUIPMENT

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

- (a) leather armor or (b) scale mail
- A light crossbow and 20 bolts
- Two martial weapon
- (a) a diplomat's pack or (b) a scholar's pack
- A bag of 20 caltrops, an hourglass, and sealing wax

If you forgo this starting equipment, as well as the items offered by your background, you start with 5d4 x 10 gp to buy your equipment.

GENIUS

1st-level tactician feature

You can choose to add your Intelligence modifier instead of Dexterity to initiative rolls. In addition, you can take reactions while surprised.

Whenever a Tactician feature requires a creature to make a saving throw, the save DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

STRATEGIES

1st level tactician feature

The planning and execution of tactics on battlefields, both real and metaphoric, are your forte, granting you access to special strategies that you can use to aid your allies. Your ability to pull off these strategies is fueled by your Tactic Dice, which are a d6. You have three Tactic Dice and gain additional dice as shown on the Tactician table. You regain all expended Tactic Dice when you finish a short or long rest.

Using your reaction, you can expend one Tactic Die to initiate one tactical option, described below. You must be able to see your target to take this reaction. Each option describes the required trigger to take the reaction. Certain tactical options allow you to spend more than one Tactic Die up to a maximum number of dice equal to your proficiency bonus.

ENTRAP

Reaction. When a foe succeeds on a saving throw against an ally's effect

Maximum Dice. 1 die

The target rolls the die and subtracts the number rolled from its saving throw, possibly turning success into failure.

FOCUS

Reaction. When an ally fails a Constitution roll to maintain concentration

Maximum Dice. 3 dice

Your ally rolls the dice and adds the total rolled to its Constitution saving throw, potentially turning failure into success.

REFLEX

Reaction. When an ally rolls initiative
Maximum Dice. 3 dice

Your ally rolls the dice and adds the total rolled to its initiative.

RUSE

Reaction. When an ally misses with an attack roll
Maximum Dice. 1 die

Your ally can make a new attack against a different target within its reach. It rolls the die and adds the number rolled to the new attack roll.

SET-UP

Reaction. When an ally deals damage with a weapon
Maximum Dice. 6 dice

Your ally deals bonus weapon damage equal to the total rolled on the dice.

FIGHTING STYLE

2nd-level tactician feature

You adopt a particular style of fighting as your specialty. Choose one of the options available to the fighter class (see Chapter 3 of the *Player's Handbook*). You can't take a Fighting Style more than once, even if you later get to choose again.

EXPERTISE

3rd-level tactician feature

Choose two of your skill or tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

TACTICAL STUDY

3rd-level tactician feature

A tactician learns a number of broad strategies to manage a range of situations, but each focuses on a narrow field of study to become an expert. This focus is a specialization called a tactical study. You can choose from Armsmaster, Dynamo, Marshal, Strategist, Trap Master, or Warden. Your choice grants you features at 3rd, 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

4th-level tactician feature

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

5th-level tactician feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

MASTER OF STRATEGIES

5th-level tactician feature

At the start of each of your turns after expending a Tactic Die, you regain one expended Tactic Die. The number of dice you regain increases by one at 11th level (2 dice) and 17th level (3 dice).

BATTLE PLAN

6th-level tactician feature

When you use your reaction to expend a Tactic Die, you regain the use of your reaction at the end of the turn. After regaining your reaction this way, you can't regain it this way again until the start of your next turn.

FORMATIONS

9th-level tactician feature

You prepare your allies with drills and cues to better tackle the expected unknowns ahead of you. After finishing a short or long rest you and your allies that spend 10 minutes preparing gain the benefit of the formation you choose until you choose a different one after a rest. An ally can't be incapacitated to provide the benefits, and allies who aren't part of the practice can neither benefit nor grant benefit from a formation.

Baying Pack. You and your allies within 30 feet of you can swap initiative rolls immediately after rolling initiative. Moreover, as long as one of your allies within 30 feet of you isn't surprised, you aren't surprised.

Creeping Vine. As long as you are within 15 feet of an ally, your movement doesn't provoke opportunity attacks.

Coiled Snake. As long as you are within 10 feet of an ally, your foes are never treated as having an ally of their own within 5 feet of you regardless of how many actually threaten you. This prevents a foe from benefiting from traits such as Pact Tactics and Martial Advantage.

Dispersing Mist. As long as you are within 20 feet of at least two allies, you only take half of the damage dealt to you when you fail a Dexterity saving throw. If you succeed on the save, you only take one fourth of the damage. If you already reduce damage, such as with the Evasion feature, you gain no benefit from this formation.

Heaven's Lens. You have blindsight up to 30 feet in the direction of your allies.

Serpent's Strike. After you hit a target with an attack, the next time before the start of your next turn, your ally has advantage its first attack roll against that target. Only one ally can benefit from this advantage at a time.

Spider's Net. Whenever at least one ally is within 10 feet of a creature that must make a saving throw against one of your effects, your save DC is increased by 1 for that target. If at least three allies are within 10 feet of the target, your save DC is instead increased by 2.

Stone's Strength. You and your allies have a +1 bonus to AC while within 10 feet of an ally.

Trampling Ogre. As long as an ally is within 5 feet of you, you count as one size larger for the purpose of Strength checks.

Wizened Oak. You can't be put to sleep or incapacitated as long as an ally is within 5 feet of you except as a result of another condition, such as the paralyzed or stunned condition. Moreover, you have advantage on saving throws against the charmed condition or an effect that disorients you, such as from the confusion spell, provided an ally is within 5 feet of you.

Wraith's Ruse. Whenever you are hit by an attack you can swap places with an ally within 5 feet of you. The attack then treats that ally as its target, using its AC instead of yours.

DECEPTION

13th-level tactician feature

Your mind can't be read by anyone unless you allow it, nor can you be compelled to tell the truth through magical means. Instead, you can provide gibberish or a false account that registers as honest and true.

CUNNING GUIL

14th-level tactician feature

When you fail an Intelligence or Wisdom ability check or saving throw, you can choose to succeed instead.

After using this feature, you can't use it against until you finish a short or long rest.

BACKUP PLAN

17th-level tactician feature

After regaining the use of your reaction with your Battle Plan feature, you can't regain it via the feature again until the start of the next turn instead of only on the start of your next turn.

CLEAR MIND

18th-level tactician feature

You can't be charmed by magic.

MASTER OF RUSES

20th-level tactician feature

When a foe you can see within 60 feet of you must make a saving throw, you can impose disadvantage on that saving throw.

After using this feature, you can't use it again until you finish a short or long rest, unless you expend one Tactic Die to use it again. By expending Tactic Dice to reuse this feature, you can target multiple creatures in the same turn.

TACTICAL STUDY

As a tactician, you will adopt a specialized school of training call a Tactical Study. This specialization unlocks a host of talents to expand and augment your abilities.

ARMSMASTER

ENGAGEMENT MANEUVERS

3rd-level Armsmaster feature

Moving into the fray has become second nature to you. You gain the following benefits:

- Whenever you move within 5 feet of a hostile creature, that movement doesn't provoke opportunity attacks.
- If you have moved at least 10 feet since the start of your last turn, you have advantage on Dexterity saving throws.
- On your turn when you move at least 10 feet and then make an attack with a weapon, you have advantage on your attack roll.

MASTER OF ARMS

3rd-level Armsmaster feature

You gain proficiency in heavy armor and shields, as well as firearms if they are available in the campaign (the DM determines this). Moreover, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

FOLLOW THROUGH

7th-level Armsmaster feature

After attacking a creature with a weapon attack, the next attack an ally you choose makes before the start of your next turn has advantage.

JOINT ATTACK

11th-level Armsmaster feature

Once each turn when you hit a creature with a weapon attack, you can deal extra damage equal to your Tactic Die. You then choose one ally who can use its reaction to make a melee weapon attack if within reach or a ranged weapon attack if within normal range against the same target. If the ally reduces the target to 0 hit points, you regain one Tactic Die.

BACK-TO-BACK DEFENSE

15th-level Armsmaster feature

Whenever you are within 5 feet of an ally, the first weapon attack roll against you and your ally each turn has disadvantage.

DYNAMO

BOMB CRAFTING

3rd-level Dynamo feature

You gain proficiency in alchemist's supplies and one other artisan's tools of your choice.

Crafting items from the Dynamo Bombs list takes you half the time and costs you only half as much. Moreover, after finishing a long rest, you can craft an amount of specialty Dynamo bombs with a total value equal to 20 gp for each level you have in this class, provided you have the tools available. These specialty bombs remain potent for 24 hours and have no sell value.

DYNAMO BOMBS

Acid	Explosive grenade*
Alchemist's fire	Flare grenade*
Ball bearings	Frozen ichor*
Blast powder*	Holy water
Burst grenade*	Oil
Caltrops	Smoke grenade*
Corrosive*	Teardrop grenade*
Daemon's poison*	

Each item is in the *Player's Handbook* unless it is marked by an asterisk, in which case it is in Appendix A. The DM may add other items you can use, such as certain magic items.

BOMBARDIER

3rd-level Dynamo feature

You can employ an item from the Dynamo bombs list with the following benefits:

- You have proficiency with it.
- You can use your Strategies save DC instead of the item's save DC.
- You can add your Intelligence modifier to one roll of its damage.
- You can throw it an additional 10 feet without penalty.
- You don't have disadvantage on ranged attack rolls with it when a hostile creature is within 5 feet of you.
- You can use it using a bonus action.

DYNAMIC BOMBER

7th-level Dynamo feature

You and your allies within the effect area of an item from the Dynamo Bombs list deployed by you have advantage on saving throws against the item, and take no damage or other ill effect from it on a success.

In addition, you can use your Set-up strategy with any item from the Dynamo Bombs list as well as with spells and powers that deal damage to targets in an area, except for those that deal force or psychic damage.

GRENADIER

11th-level Dynamo feature

You can use items from the Dynamo Bombs list and potions as a bonus action, and can draw them using the same bonus action.

CALCULATED GAMBIT

15th-level Dynamo feature

After using an item from the Dynamo Bombs list or hitting a creature with a range weapon attack, your movement doesn't provoke opportunity attacks for the rest of the turn.

MARSHAL

Natural commanders, these tacticians aim to lead from the front and guide their allies directly. Marshals enhance nearby allies with the magnitude of their presence and topple the defenses of their foes through concerted effort.

ARMORED UP

3rd-level Marshal feature

You gain proficiency in heavy armor and shields. In addition, your speed isn't reduced as a result of wearing heavy armor.

LEAD FROM THE FRONT

3rd-level Marshal feature

Whenever you reduce a hostile creature to 0 hit points or score a critical hit against one, one ally of your choice within 30 feet gains a number of temporary hit points equal to your level in this class + your Intelligence modifier (minimum of 5). These points are lost once combat ends.

In addition, whenever an ally within 30 feet of you is reduced to 0 hit points or suffers a critical hit, you have advantage on each melee attack roll you make until the end of your next turn.

BARRICADE DIRECTIVE

7th-level Marshal feature

After benefiting from one of your Strategies, an ally gains a +1 bonus to AC and on saving throws until the end of your next turn.

DRIVING FORCE

11th-level Marshal feature

When you hit a target with a melee weapon attack while wielding a shield, you can push it 5 feet away from you. You can then choose to enter the space of the pushed target without drawing opportunity attacks or using your speed, and when you do so, you can make one melee weapon attack against the target as a bonus action. On a hit, this bonus attack deals an extra 1d6 damage.

STAUNCH RESOLVE

15th-level Marshal feature

While within 5 feet of an ally, you have advantage on Strength and Dexterity saving throws. Moreover, when an ally within 5 feet of you fails on a Strength or Dexterity saving throw to reduce damage, you can use your reaction to redirect half of the damage to you.

STRATEGIST

ART OF WAR

3rd-level Strategist feature

You can use your Intelligence modifier instead of Dexterity on attack and damage rolls with ranged weapons.

WAY OF PEACE

3rd-level Strategist feature

You gain proficiency with calligrapher's supplies. In addition, whenever you make a Deception or Persuasion check, you can choose to use your Intelligence as the ability score used for the check.

EXPANDED TACTICS

7th-level Strategist feature

Your studies into the art of war broaden the strategies available to you. The following options are added to your Strategies feature:

CRUEL REVERSAL

Reaction. When a foe scores a critical hit

Maximum Dice. 6 dice

You roll the dice and reduce the damage by the total rolled. The attacker must then make a Wisdom saving throw. It takes psychic damage equal to the number rolled on a failed save, or half as much damage on a successful one.

SAVAGE ARMS

Reaction. When an ally hits with an attack roll

Maximum Dice. 3 dice

Your ally rolls the dice and adds the total rolled to its attack roll. If this causes the attack roll to exceed the target's AC by at least 10, the attack becomes a critical hit and deals 2d6 extra damage.

SOVEREIGN DEFENSE

Reaction. When an ally fails a saving throw

Maximum Dice. 3 dice

Your ally rolls the dice and adds the total rolled to its saving throw, possibly turning failure into success. You can use this strategy more than once in a turn using the same reaction, but you can only target an ally once with it during the turn.

TREATISE ON ARMS

11th-level Strategist feature

You can add your Intelligence modifier to the total rolled on your Tactic Dice.

PERFECT RUSE

15th-level Strategist feature

When you take damage that would reduce you to 0 hit points, you can choose to ignore the damage and teleport up to 30 feet. After doing so, you can't be targeted by an attack until the end of the turn and regain the use of your reaction. You can't use this feature if you are restrained or incapacitated. After using this feature, you can't use it again until you finish a long rest unless you expend three Tactic Dice to use it again.

TRAP MASTER

INGENUITY

3rd-level Trap Master feature

You gain proficiency in thieves tools or tinker's tools (your choice) and have expertise with the tools you choose, allowing you to add twice your proficiency bonus on ability checks with them.

In addition, you never have disadvantage with ranged weapon attacks against a prone target and can use your Intelligence modifier instead of your Strength or Dexterity on attack and damage rolls with ranged weapon attacks.

TRAP DEPLOYMENT

3rd-level Trap Master feature

You are trained to deploy all manner of traps. After finishing a long rest you can prepare a number of traps equal to your Intelligence modifier (minimum of 1) in any combination. Deploying a trap takes time dependent on the area the trap covers. A trap set in a 5-foot square takes you only an action. Larger traps require more time: 5-foot radius (1 minute), 10-foot radius (10 minutes), 20-foot radius (1 hour). You must be within 10 feet of the trap's area to deploy it and can set the trap with a smaller area, if desired.

Your traps are discrete, requiring a Wisdom (Perception) check against a DC equal to your Strategies save DC to detect. A creature that sees you deploy the trap has advantage on its ability check to detect your trap and its saving throws to resist it.

The first time a creature enters the space of the trap, the trap springs. Once sprung, the trap can't be triggered until it is deployed again. You can deploy each prepared trap once, and regain the ability to deploy each of them when you finish a long rest. When you finish a short rest, you regain the use of one of your deployed traps.

You can choose to prepare traps from the following options:

Bramble. The target must make a Dexterity saving throw. The target takes 1d10 + your Intelligence modifier piercing damage on a failed save or half as much damage on a successful one. Regardless, the area of the trap becomes difficult terrain and is treated as if covered in caltrops (as described in chapter 5 of the *Player's Handbook*). This trap's effect is considered a nonmagical plant. The damage increases by 1d10 when you reach 5th level (2d10), 9th level (3d10), 13th level (4d10), and 17th level (5d10).

Choking Gas. The target must succeed on a Constitution saving throw or become poisoned for 1 minute. At the start of each of its turns, it makes a new Constitution save, ending the condition for it on a success. Once sprung, poisonous gas lingers over the area of the trap for 10 minutes or until a moderate wind (at least 10 miles per hour) disperses it. The area is heavily obscured and each creature that enters the area or starts its turn there must make a Constitution saving throw as if it sprung the trap.

Explosive Trap. The target and each creature within 5 feet of the trap must make a Dexterity saving throw. The target takes 2d6 + your Intelligence modifier fire damage on a failed save or half as much damage on a successful one. The damage increases by 1d6 when you reach 5th

level (3d6), 9th level (4d6), 13th level (5d6), and 17th level (6d6).

Grease Trap. The target must succeed on a Dexterity saving throw or be knocked prone. For 10 minutes, any creature that enters the space of the sprung trap must make the same saving throw. If the trap occupies more than one 5-foot space, a creature makes a new saving throw for each 5-foot space of the trap it passes through.

Raze Trap. When triggered, the area of the trap burns for 1 minute or until doused. Each creature that enters the area the first time on a turn, including when it springs the trap, or ends its turn there takes 1d6 fire damage. When you reach 9th level, the flames continue to burn a creature for 1 minute or until doused, dealing 1d6 fire damage at the end of each of the creature's turns. This damage stacks with the damage from entering the area of the trap. Starting a 17th level, the damage dealt by entering the area of the trap increases to 2d6.

Snare. The target must succeed on a Dexterity saving throw or take 2d8 + your Intelligence modifier slashing damage and is then grappled by the trap. A creature can use its action to make a Strength check against your Strategies save DC to free a creature from the trap. When this trap is deployed in an area larger than a 5-foot square, it creates a snare in each square it occupies and each snare springs separately when a creature enters its space.

DECEPTIVE MISTS

7th-level Trap Master feature

Your words and motions can confound your foes. During a creature's movement, you can use your reaction to expend one Tactics Die to force the target to make an Intelligence saving throw. On a failed save, you roll the die and compel the target to move in a direction of your choice up to a distance equal to five times the number rolled on the die, limited by the target's speed. This movement provokes opportunity attacks.

After using this feature, you can't use it again until you finish a short or long rest or you deploy a trap with your Trap Deployment feature.

PRECISE TRIGGERS

11th-level Trap Master feature

Your ability to work with the traps you deploy is masterful, granting you the following benefits:

- You have advantage on attack rolls with ranged weapons against a target under the effects of one of your traps.
- When a creature triggers one of your traps, you can use your Set-up strategy to increase the trap's damage, even if the trap normally deals no damage. A trap deals poison damage if it doesn't have a damage type.
- You can set a timer for each trap you deploy for any period of time up to 1 hour. If the trap isn't sprung by the designated time, it automatically springs then. You can also choose to restrict your trap to only trigger at the designated time when you have at least 1 minute to deploy it. When set this way, your trap becomes undetectable, except through magical means, to any creature that doesn't see you deploy it.

MIST WALK

15th-level Trap Master feature

Moving through difficult terrain costs you no extra movement. You can also pass through nonmagical traps without triggering them and have advantage on ability checks and saving throws against magical traps and similar effects.

WARDEN

GRACEFUL REACH

3rd-level Warden feature

You treat any weapon with the reach property as having the finesse property and can make an opportunity attack against a foe that enters your reach with these weapons.

REPOSITION

3rd-level Warden feature

After hitting a target within 5 feet of you with a melee weapon attack, you can choose to swap spaces with it, provided the new spaces can accommodate you and it. Alternately, you can choose to swap position with a willing creature within 10 feet of you. In either case, this movement doesn't provoke opportunity attacks.

TACTICAL SCREEN

7th-level Warden feature

After expending a Tactic Die to benefit an ally, the ally only takes half of the damage the next time it takes damage before the end of its next turn.

HOLD THE LINE

11th-level Warden feature

When a creature within your weapon's reach attacks a target other than you, you can use your reaction to make a single attack with the weapon against it. On a hit, the target takes the weapon's normal damage and must succeed on an Intelligence saving throw or become restrained until the end of your next turn.

PHALANX

15th-level Warden feature

You and each ally within 10 feet of you gain a +1 bonus to AC. Moreover, whenever one of you must make an ability check or saving throw against being moved involuntarily, you use the highest bonus among you.

APPENDIX A

ADVENTURING GEAR

This section describes new items available to player characters.

Item	Cost	Weight
Blast powder, powder horn	50 gp	1 lb.
Burst grenade	30 gp	1 lb.
Corrosive, vial	75 gp	1 lb.
Daemon's poison	60 gp	1 lb.
Explosive grenade	40 gp	1 lb.
Flare grenade	50 gp	1 lb.
Frozen ichor, flask	50 gp	1 lb.
Smoke grenade	25 gp	1 lb.
Teardrop grenade	20 gp	1 lb.

Black Powder. Black powder is volatile, exploding when exposed to flame. As an action, you can scatter the powder onto a creature within 5 feet of you or throw it up to 20 feet, scattering the contents on impact. When thrown, make a ranged attack roll against a target creature or object, treating the powder as an improvised weapon. On a hit, the target is dusted in powder. If the target takes any fire damage before the powder is brushed or washed off (which take a creature one action), the powder ignites and the target takes 1d6 bludgeoning and 1d6 fire damage. You can also spread the powder on the ground or an object to cover a 5-foot square area, provided that the surface is mostly level. If lit, the powder explodes and deals 1d6 bludgeon damage and 1d6 fire damage to any creature or object occupying that space. A structure takes an additional 10 bludgeoning damage. For every additional pound of powder ignited, the bludgeoning damage to a creature increases by 1 (to a maximum of 20) and the damage to a structure by 10 (to a maximum of 200). Exposed powder in an adjacent space will ignite in a chain fashion when black powder explodes.

Burst Grenade. This grenade explodes in a concussive force. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must succeed on a DC 12 Strength saving throw or be knocked prone.

Corrosive. This flask contains a highly corrosive compound that dissolves metal and leather. As an action, you can splash the contents of the vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case make a ranged attack against a creature or object, treating the corrosive as an improvised weapon. On a hit, the target takes 1d6 acid damage and has its AC reduced by 2 if it is wearing armor (this can't reduce the base AC below 10) or composed of leather or metal for 1 hour. If the target is a leather or metal object, it takes an addition 2d6 acid damage.

Daemon's Poison. This sticky, adhesive fluid exudes a foul gas when exposed to air. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the daemon's poison as an improvised weapon. On a hit, the target takes 1d4 poison damage at the start of each of its turns for 1 minute or until the poison is washed off. In

addition, a creature must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The target makes a new Constitution saving throw at the end of each of its turns, ending the condition for it on a success.

Explosive Grenade. This grenade explodes with destructive force. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must make a DC 12 Dexterity saving throw. A target takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

Flare Grenade. This grenade explodes in blinding light. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must succeed on a DC 10 Dexterity saving throw or be blinded until the end of its next turn.

Frozen Ichor. This sticky, alchemical fluid freezes when exposed to air. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature, treating the frozen ichor as an improvised weapon. On a hit, the target takes 1d4 cold damage at the start of each of its turns for 1 minute or until it takes fire damage.

Smoke Grenade. When this grenade explodes, it covers a 10-foot radius area in thick smoke. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. The area is heavily obscured for 1 minute or until a moderate wind (at least 10 miles per hour) disperses it.

Teardrop Grenade. This grenade explodes, creating a mist. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must succeed on a DC 12 Dexterity saving throw or have its eyes covered by the substance of the mist. For 1 minute, the target has disadvantage on Wisdom (Perception) checks and ranged attack roll. The target can end this effect by using its action to make a DC Dexterity saving throw to wipe away the substance. A creature without eyes is immune to the effect.

UPDATE NOTES

NOVEMBER 2023

- Major overhaul, changing the class resource to a dice pool.
- Reworked equipment to be more thematic and straightforward.
- Strategies now require a reaction to use which aligns with the Genius feature's using reactions while surprised. The class is designed to occupy the opposite space of the bard, using reactions instead of bonus actions - the bard inspires to greatness, the tactician has it all planned out and calls on allies to execute it.
 - Strategies should be easier to use, read, and learn.
- Master of Strategies replaces Postmortem and provides more currency. The tactician is anticipated to constantly use its dice pool to enhance its allies and is expected to add damage each round similar to the rogue.
- Battle Plan is a new feature that enables the class to be the master of reactions so that it can use its kit.
- The Formation feature is returned and includes many new options.
- The Eight Gates was removed so that this class doesn't natively have a magical aspect (a player can certain re-flavor the features to feel magical if desired).
 - Instead, Backup Plan replaces it, which empowers the tactician to truly be the master of reactions using its Strategies feature. Where Battle Plan allowed two reactions, Backup Plan allows as many as you have Tactic Dice to use, but only once per turn.
- Clear Mind is a new feature that replaced the obsolete Advanced Tactics feature.
- Master of Ruses is the new capstone and transforms the tactician into a potent offensive/control support.
- All six subclasses are now available for testing.
 - The Armsmaster is a weapon-focused tactician that orchestrates coordinated assaults with its allies, backed by superior mobility.
 - The Dynamo brings explosives to a sword fight, designed to create openings and break enemy defenses.
 - The Marshal is a frontline leader that bolsters its allies. It has been retooled to fit the class revisions.
 - The Strategist leads from the back, bringing all measures of ploys to the table.
 - The Trap Master specializes in ranged combat and flanking its foes while deploying traps.
 - The Warden is a reach weapon specialist that focuses on controlling the front and protecting its allies.