

Warcaller

Battle cries and a raised banner that push allies to fight harder.

Where a Warcaller plants their standard, the line holds. Armored and loud, they stand in the front rank and make everyone around them harder to kill. Their power isn't magic. It's discipline, a trained voice, and the stubborn refusal to let the people beside them break.

Most Warcallers learned their trade in uniform: a colonel who led companies, a sergeant who drilled recruits until their arms shook, a militia captain who turned farmers into a shield wall in a single season. They believe in order, ranks and clear commands. They also know that a plan that survives first contact is rare, and that sometimes the rules have to bend so everyone comes home.

In a fight, a Warcaller rarely deals the killing blow. Instead, they keep a steady presence around them that turns blades aside, and when the moment comes they shout. A single battle cry can steady shaking hands, send a squad forward as one, or make an enemy think twice.

Adventurers follow a Warcaller for the same reason soldiers do. When the way back is uncertain and the dark is deep, it helps to have someone who knows exactly where to stand.

Creating a Warcaller

As you create your Warcaller, think about where you learned to lead. Did you hold a commission in a real army, train a village militia, or rise through the ranks of a mercenary company? What does the sign on your standard mean, and who else still carries it?

Then decide how you feel about orders. Most Warcallers trust the chain of command. Ask yourself when your character would break it, and who they'd break it for.

Quick Build

You can make a Warcaller quickly by following these suggestions. Make Constitution your highest ability score, followed by Charisma. Choose the Soldier background. Learn the Hold Fast! and Strike as One! Battle Cries.



Core Warcaller Traits

Trait	Value
Primary Ability	Constitution and Charisma
Hit Point Die	D10 per Warcaller level
Saving Throw Proficiencies	Constitution and Charisma
Skill Proficiencies	Choose 2: Athletics, History, Insight, Intimidation, Medicine, Perception, Persuasion, or Survival
Weapon Proficiencies	Simple and Martial weapons
Tool Proficiencies	Choose one: Drum, Horn, or one kind of Gaming Set
Armor Training	Medium and Heavy armor and Shields
Starting Equipment	Choose A or B: (A) Chain Mail, Shield, Longsword, 4 Javelins, Horn, Explorer's Pack, War Standard, and 35 GP; or (B) 155 GP

Becoming a Warcaller

As a Level 1 Character

- Gain all the traits in the Core Warcaller Traits table.
- Gain the Warcaller's level 1 features, which are listed in the Warcaller Features table.

As a Multiclass Character

- Gain the following traits from the Core Warcaller Traits table: Hit Point Die, proficiency in Martial weapons, and training with Medium armor and Shields.
- Gain the Warcaller's level 1 features, which are listed in the Warcaller Features table.
- To multiclass into or out of Warcaller, you need a score of at least 13 in both Constitution and Charisma.

Warcaller Class Features

As a Warcaller, you gain the following class features when you reach the specified Warcaller levels. These features are listed in the Warcaller Features table.

Level	Prof. Bonus	Class Features	Battle Cries	Cries Known	Rally Die	Aura
1	+2	War Standard, Rallying Aura, Battle Cries, Weapon Mastery	2	2	D6	15 ft.
2	+2	Shield the Line, Marching Orders	2	2	D6	15 ft.
3	+2	Warcaller Subclass	2	3	D6	15 ft.
4	+2	Ability Score Improvement	2	3	D6	15 ft.
5	+3	Extra Attack	3	3	D8	15 ft.
6	+3	Subclass feature	3	3	D8	15 ft.
7	+3	Banner Unbowed	3	4	D8	15 ft.
8	+3	Ability Score Improvement	3	4	D8	15 ft.
9	+4	Iron Will	3	4	D8	15 ft.
10	+4	Subclass feature	3	4	D8	15 ft.
11	+4	Commanding Cry	4	5	D10	15 ft.
12	+4	Ability Score Improvement	4	5	D10	15 ft.
13	+5	Broad Front	4	5	D10	20 ft.
14	+5	Subclass feature	4	5	D10	20 ft.
15	+5	Unbroken	4	6	D10	20 ft.
16	+5	Ability Score Improvement	4	6	D10	20 ft.
17	+6	Shield Wall Perfected	5	6	D12	20 ft.
18	+6	Wide Command	5	6	D12	30 ft.
19	+6	Epic Boon	5	6	D12	30 ft.
20	+6	Banner Eternal	5	6	D12	30 ft.

Level 1: War Standard

You carry a war standard: a banner on a pole, bearing a sign your allies know. While you carry it, it's strapped to your armor or back and leaves your hands free.

Plant the Standard. As a Bonus Action, or as part of the Bonus Action you take to use a Battle Cry, you can plant the standard in an unoccupied space within 5 feet of you. It can be set in earth, wedged in rock, or tied to a rope or ledge. While it's planted, your Rallying Aura originates from the standard instead of from you, as long as you're within 60 feet of it.

Retrieve the Standard. You can take the standard back as a Bonus Action while within 5 feet of it. Any other creature within 5 feet of it can pull it up with the Utilize action; if that creature isn't your ally, your aura returns to you.

The Standard as an Object. A planted standard has AC 15, Hit Points equal to five times your Warcaller level, and Immunity to Poison and Psychic damage. If it's reduced to 0 Hit Points, it isn't destroyed. Instead, it falls and is Broken: your Rallying Aura returns to you with a size of 5 feet. To restore it, you must retrieve the standard and then finish a Short or Long Rest to repair it, after which it regains all its Hit Points and your aura returns to its normal size.

Losing the Standard. If your standard is lost or taken from you, your Rallying Aura's size becomes 5 feet until you have a standard again. You can make a new one during a Long Rest with 1 GP of materials. A War Standard costs 5 GP and weighs 5 lb.

Level 1: Rallying Aura

You project a steadying presence in an Emanation that originates from you (or your planted standard). Its size is shown in the Aura column of the Warcaller Features table. The aura is inactive while you have the Incapacitated condition.

Shield Wall. You and creatures of your choice in your aura gain a +1 bonus to Armor Class.

Level 1: Battle Cries

You can shout commands that push your allies past their limits. As a Bonus Action, you can expend one use of this feature to use a Battle Cry you know. Its effects apply to you and to each ally in your Rallying

Aura who can hear you. Unless a Cry says otherwise, its effects last until the start of your next turn.

Uses. The number of uses you have is shown in the Battle Cries column of the Warcaller Features table. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

Cries Known. You know two Battle Cries of your choice from the list later in this class's description. You learn more as shown in the Cries Known column. Whenever you gain a Warcaller level, you can replace one Cry you know with another you qualify for.

Rally Die. Some Cries use your Rally Die, shown in the Rally Die column.

Saving Throws. If a Cry forces a saving throw, the DC equals 8 plus your Charisma modifier and Proficiency Bonus.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial weapons of your choice with which you have proficiency. Whenever you finish a Long Rest, you can change the kinds of weapons you chose.

Level 2: Shield the Line

When a creature you can see hits an ally within 5 feet of you with an attack roll, you can take a Reaction to reduce the damage that ally takes by an amount equal to one roll of your Rally Die.

Level 2: Marching Orders

You keep a group moving together. While you travel with your allies, the group ignores the penalties of a Fast travel pace. You also have Advantage on ability checks to lead a group through a hard climb, a rope descent, a forced march, or a retreat.

Level 3: Warcaller Subclass

You gain a Warcaller subclass of your choice. The Drillmaster and Line Captain subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Warcaller levels. For the rest of your career, you gain each of your subclass's features that are of your Warcaller level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Warcaller levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 6: Subclass Feature

You gain a feature from your Warcaller subclass.

Level 7: Banner Unbowed

Your planted standard's AC becomes 18, and it can't be moved by any effect against your will. In addition, while you and your allies are in your Rallying Aura, you have Advantage on Death Saving Throws and on saving throws to avoid or end the Frightened condition.

Level 9: Iron Will

You gain proficiency in Wisdom saving throws.

Level 11: Commanding Cry

When you use a Battle Cry, you can use two different Cries you know instead of one, expending only one use. Once you use this feature, you can't do so again until you finish a Short or Long Rest.

Level 13: Broad Front

Your Rallying Aura's size increases to 20 feet.

Level 15: Unbroken

When you're reduced to 0 Hit Points and not killed outright, you can drop to 1 Hit Point instead and immediately use a Battle Cry without taking an action. Once you use this feature, you can't do so again until you finish a Long Rest.

Level 17: Shield Wall Perfected

The Armor Class bonus from your Shield Wall increases to +2.

Level 18: Wide Command

Your Rallying Aura's size increases to 30 feet.

Level 19: Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Banner Eternal

As a Bonus Action, you raise your standard high and become a legend on the field for 1 minute. For the duration, your Rallying Aura's size is 60 feet, you and allies in it add your Rally Die to attack rolls and saving throws, and each of them regains Hit Points equal to your Constitution modifier at the start of each of its turns if it has at least 1 Hit Point. Once you use this feature, you can't do so again until you finish a Long Rest, unless you expend five uses of Battle Cries to use it again.

Battle Cries

The Cries are presented in alphabetical order. A Cry with a level prerequisite can be learned only once your Warcaller level meets it. "Affected creatures" means you and each ally in your Rallying Aura who can hear you.

Cry	Level	Effect in short
Advance!	1	Allies reposition without Opportunity Attacks
Hold Fast!	1	Temporary Hit Points
Mark That One!	1	Advantage against one enemy
Steel Your Nerves!	1	End Charmed and Frightened, Advantage on a save
Strike as One!	1	Extra damage on a hit
Brace!	7	Resistance to the next hit
Scatter Them!	7	Frighten enemies in the aura
No One Falls!	11	Drop to 1 Hit Point instead of 0
Rise and Fight!	15	Healing and getting back up

Advance! Each affected creature can take a Reaction to move up to half its Speed. This movement doesn't provoke Opportunity Attacks.

Brace! (Level 7+) Each affected creature has Resistance to the next instance of damage it takes before the start of your next turn.

Hold Fast! Roll your Rally Die once. Each affected creature gains Temporary Hit Points equal to the roll, and you gain Temporary Hit Points equal to the roll plus your Charisma modifier instead.

Mark That One! Choose a creature you can see within 60 feet of you. Until the start of your next

turn, the first attack roll each affected creature makes against that creature has Advantage.

No One Falls! (*Level 11+*) Until the start of your next turn, when an affected creature would be reduced to 0 Hit Points and isn't killed outright, it drops to 1 Hit Point instead. This benefit then ends for that creature.

Rise and Fight! (*Level 15+*) Each affected creature can spend one of its Hit Point Dice to regain Hit Points without taking an action. An affected creature with 0 Hit Points regains 1 Hit Point first.

Scatter Them! (*Level 7+*) This Cry affects enemies instead of allies. Each enemy in your Rallying Aura who can hear you must succeed on a Wisdom saving throw or have the Frightened condition until the end of its next turn.

Steel Your Nerves! Each affected creature ends the Charmed and Frightened conditions on itself, and it has Advantage on the next saving throw it makes before the start of your next turn.

Strike as One! Until the start of your next turn, once per turn when an affected creature hits a target with an attack roll, it can roll your Rally Die and add the number rolled to the attack's damage.

Warcaller Subclass: Drillmaster

Turn any rabble into a unit.

Drillmasters are the trainers: recruiters, sergeants, and militia instructors who have seen a hundred fresh faces and made soldiers of most of them. They make their allies better at the basics, and they react to mistakes faster than anyone.

Level 3: Field Drills

When you finish a Long Rest, choose a number of willing creatures equal to your Charisma modifier (minimum of one) that trained with you during the rest. Once before your next Long Rest, each of them can give itself Advantage on one attack roll of its choice. It must decide to do so before rolling.

Level 3: Drilled Response

You and allies in your Rallying Aura add your Charisma modifier (minimum of +1) to Initiative rolls.

Level 6: Correct Your Form

When an ally in your Rallying Aura misses with an attack roll or fails an ability check, you can take a Reaction to roll your Rally Die and add the number rolled to the ally's d20 roll, possibly changing the outcome. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 10: Practiced Opening

When you roll Initiative, you can use one Battle Cry you know without expending a use or taking an action.

Level 14: Veterans All

Allies in your Rallying Aura can use the mastery properties of the kinds of weapons you chose for your Weapon Mastery feature, as long as they're proficient with the weapon.

Warcaller Subclass: Line Captain

Hold the line, and let them break against you.

Line Captains are the officers who lead from the front rank: colonels who never learned to stay behind, and veterans who know that the enemy hits whoever looks most dangerous. They draw attacks onto themselves and make sure every blow aimed at their allies has to get past them first.

Level 3: Draw Their Eye

When you use a Battle Cry, you can also challenge one enemy you can see in your Rallying Aura. It must succeed on a Wisdom saving throw against your Battle Cry DC or have Disadvantage on attack rolls against creatures other than you until the start of your next turn.

Level 3: Hold Position

You and allies in your Rallying Aura have Advantage on saving throws and ability checks made to avoid being moved against their will or given the Prone condition.

Level 6: Answer the Blow

When you use Shield the Line, you can also make one melee attack with a weapon against the attacker, as part of the same Reaction, if it's within your reach.

Level 10: Bulwark

Shield the Line now works for any ally in your Rallying Aura, not only allies within 5 feet of you. When you use it on an ally who isn't within 5 feet of you, you can first move up to half your Speed toward that ally without provoking Opportunity Attacks.

Level 14: The Line Holds

While your standard is planted and you're within 10 feet of it, you have Resistance to the first Bludgeoning, Piercing, or Slashing damage you take each round, and enemies treat the area of your Rallying Aura as D

Playtest Note

This class is a playtest version and may change. Send feedback to Wildbloom Studio at [\[contact link\]](#).

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vo.2 changes. Hold Fast! gives allies Temporary Hit Points equal to the Rally Die roll; only you add your Charisma modifier. Shield the Line reduces damage by one roll of the Rally Die. Commanding Cry works once per Short or Long Rest. Unbroken works once per Long Rest. The Line Holds applies only to the first Bludgeoning, Piercing, or Slashing damage you take each round.

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