

# *Gísido LARP*

## *Commander Class Playtest*

### Class Table Addition

Class	SP	Prerequisites
Commander	4	Fighter Path, Teach

### Commander

Anyone can follow, but it takes a special character to lead. Whether holding the line in a shield wall or directing volleys of fire from a distance, Commanders carry their allies to victory with martial cunning and an inspiring presence.

#### *Gameplay*

Commanders improve the combat effectiveness of their unit, providing additional offensive and defensive capabilities. When not leading others in combat, they can continue to assist them with training during their down time.



#### Class Cost: 4 SP

#### Prerequisites: Fighter Path, Teach

Skill	SP Cost	Prerequisite	Description
Drill Instructor	6	Teach	Teach skills to the Unit
Formation Tactics	4	Resist Magic x2	Unit members may resist effects for each other
Hardened Veteran †	2	Vitality x1	Grants a temporary Hit Point
Leadership †	5	N/A	Gain a Unit Token
Standard Bearer	4	Leadership x4	Standard becomes new focus for the Unit
Weapon Doctrine †	4	Weapon Skill	Gain +1 Damage with the chosen weapon type

†The skill may be purchased multiple times.

### Drill Instructor

The commander is no novice when it comes to teaching groups of trainees.

All unit members can be taught skills by the Commander as per the Teach skill, simultaneously. Characters must be in the Commander's unit during all training to receiving training in this manner, and the Commander may not teach skills to characters outside of their unit while using this skill. Similarly, the

Commander may not learn skills via Teach while utilizing this skill.

### Formation Tactics

Fighting as a single entity, the Commander's unit learns to hold fast and take strikes meant for their comrades.

Unit members may use their resistance skills for others within their unit thanks to their Commander having this skill. To do so, they must make

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contact with their intended target and call, “*Resist!*”

Formation Tactics may be purchased so long as the character has purchased Resist Magic twice.

### **Hardened Veteran**

Through hard-fought experience and a stubborn refusal to die, the Commander and their troops push through the most grievous wounds.

Each purchase of this skill grants all Unit members one Hit Point, which does not count toward the characters’ maximum Hit Point limit. Hardened Veteran may be purchased up to 10 times. Hardened Veteran may be purchased once for each purchase of Vitality.

### **Leadership**

The Commander acquires a token of their choosing such as a band, necklace, hat, or actual token, which may be given to another character after five minutes of role-played inspection or instruction. A player given a token in this manner is considered part of the Commander’s Unit, and may benefit from unit effects and skills so long as they are within hearing range or line of sight to their Commander, and the Commander is conscious and capable of using their skills.

A Commander is always considered to be a member of their own unit, unless they are in the unit of another Commander, in which case they and their unit take on the effects of the Commander above them.

Leadership may be purchased up to four times, allowing the Unit to consist of the Commander and up to four other individuals.

### **Standard Bearer**

Raising the flag high, the Commander extends their presence.

The Unit does not need to be within hearing range or line of sight to the Commander to benefit from unit abilities if within line of sight to the Standard. The Standard must be on a 7’ pole and include a unique design, and carried by a conscious member of the Unit to have any effect. This skill may be purchased so long as Leadership has been purchased four times.

### **Weapon Doctrine**

Through constant training, the Commander directs their unit’s attacks more skillfully.

Giving a series of orders, the Commander chooses Melee, Archery, or firearms as their weapon doctrine. All Unit members proficient with the appropriate weapon, may deal an additional point of damage with the respective weapon type, depending on the Commander’s chosen doctrine, per purchase of this skill for the appropriate weapon type. One minute of role-play is required to change the doctrine. Commanders must be proficient in the appropriate weapon type to use a given doctrine, and the unit members must be proficient with their weapons to receive this benefit. This skill may be purchased twice for each weapon doctrine, for a total of six times.