

Captain (Warlord)

Role: Leader

Power Source: Martial

Key Abilities: Strength and Charisma

Armor Proficiency: Cloth, leather, hide, chainmail; light shields

Weapon Proficiency: Simple melee, military melee, simple ranged

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution Score

Bonus Hit Points per Level: 5

Healing Surges per Day: 7 + Constitution Modifier

Trained Skills: Choose four from your list of class skills.

Class Skills: Athletics (Str), Diplomacy (Cha), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis), Streetwise (Cha).

Class Features: Coordinated Assault, Inspire Confidence, Inspiring Gesture, Massive Attack, Superior Coordination, Tactical Supremacy

LEVEL 1:

COORDINATED ASSAULT

You gain the **coordinated assault** power.

Coordinated Assault

[Martial, Command]

Standard action

Personal

Target: One creature you can see.

Effect: You make a basic attack against the target. Choose one ally who can see or hear you to move up to their speed and make a basic attack against the target as a free action. Your ally receives a power bonus to the damage roll equal to 1 + your Charisma modifier.

Special: You can only use this power once per round.

INSPIRE CONFIDENCE

Once per round, choose one ally who can see or hear you, to make a saving throw as an immediate action against one condition or effect that a save can end. The target isn't effected by the effects of a failed saving throw.

INSPIRING GESTURE

You gain the **inspiring gesture** power.

Inspiring Gesture

[Martial, Healing]

Minor action

Close burst 5 (burst 10 at 11th level; burst 15 at 21st level)

Target: You or one ally in the burst who can see or hear you.

Effect: The target spends a healing surge and regains 1d6 extra hit points.

Level 6: 2d6 extra hit points.

Level 11: 3d6 extra hit points.

Level 16: 4d6 extra hit points.

Level 21: 5d6 extra hit points.

Level 26: 6d6 extra hit points.

Special: You can use this power twice per encounter, but only once per turn. At 16th level, you can use this power three times per encounter,

MASSIVE ATTACK

You gain the **massive attack** power.

Massive Attack

[Martial]

No action

Special

Trigger: You or an ally hits an enemy you can see with an attack.

Effect: The triggering attack deals 1[W] extra damage if it's a weapon attack, or 1d8 extra damage if it isn't a weapon attack.

Level 17: 2[W] or 2d8 extra damage.

Level 27: 3[W] or 3d8 extra damage.

Special: You can only use this power once per round.

SUPERIOR COORDINATION

When you use the Aid Another, Aid Attack, or Aid Defense action, you instead grant a bonus equal to 1 + your Charisma modifier. In addition, the bonus applies until the start of your next turn instead of the next action.

TACTICAL SUPREMACY (Captain)

You gain the following three powers.

Guide the Strike	[Martial, Command]
Standard action	Close burst 5
Target: One ally in the burst who can see or hear you.	
Effect: The target can make a basic attack as a free action against one creature you can see.	
Special: A creature can only make one attack as a free action per turn.	

Strike and Stand	[Martial]
Standard action	Personal
Target: One creature you can see.	
Effect: You make a basic attack against the target. If the attack hits, one ally adjacent to you or the enemy can stand up as an opportunity action.	

Vigorous Assault	[Martial]
Standard action	Personal
Target: One creature you can see.	
Effect: You make a basic attack against the target. If the attack hits, the next ally to hit the target with an attack before the end of your next turn gains temporary hit points equal to one-half your level + your Charisma modifier.	