

Captain (Warlord)

Role: Leader

Power Source: Martial

Key Abilities: Strength or Dexterity; Charisma

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

Weapon Proficiency: Simple melee, military melee, simple ranged.

Defense Bonus: +2 Will

Base Hit Points: 12 + Constitution Score

Bonus Hit Points: +5 per level gained

Healing Surges: 7 + Constitution Modifier

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

Class Skills: Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Heal (Wis), Insight (Wis), Perception (Wis), Streetwise (Cha).

Class Features: Commanding presence, coordinated assault, expert commander, flanking maneuver, versatile commander, weapon talent.

Level 1:

COMMANDING PRESENCE

When you or an ally within 5 squares of you spends a healing surge to regain hit points, they regain additional hit points equal to your Charisma modifier.

COORDINATED ASSAULT

You gain the **coordinated assault** power.

Coordinated Assault

[Martial, Command]

Standard action

Personal

Effect: You make a basic attack against one enemy you can see. Choose one ally who can see or hear you to move up to their speed and make a basic attack against the same enemy 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 turn.

EXPERT COMMANDER

You gain the following three powers.

Guide the Strike

[Martial, Command]

Standard action

Ranged 5

Target: One ally 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: Each creature can only make one attack as a free action per turn.

Inspire Confidence

[Martial, Command]

Standard action

Personal

Effect: You make a basic attack against one enemy you can see. You or one ally who can see or hear you can make a saving throw as a free action with a bonus to the save equal to your Charisma modifier.

Strike and Stand

[Martial, Command]

Standard action

Personal

Effect: You make a basic attack against one enemy you can see. If your attack hits, one ally within 5 squares of you can stand up as a free action.

FLANKING MANEUVER

When you use a move action to walk, run, or shift, you can choose one ally who can see or hear you. The chosen ally can move a number of squares up to their speed as a free action, provoking opportunity attacks as normal.

VERSATILE COMMANDER

You gain proficiency with your choice of scale armor and heavy shields, or military ranged weapons.

WEAPON TALENT

You gain a +1 bonus to the attack rolls of weapon attacks.

Level 2:

IMPROVED FIRST AID

Once per turn you can administer first aid to one ally adjacent to you as a minor action. If the target has already expended the use of second wind, the power immediately recharges and they use it.

Level 3:

LEVEL 3 EXTRA COORDINATED ASSAULT

You gain one additional use of coordinated assault per encounter. You can still use the power only once per round.

Level 5:

BRUTAL COMMANDER

When you use a power with the command keyword, your allies can reroll damage dice resulting in a 1 or 2 from attacks granted by the power.

Level 6:

HEROIC COMMANDER

The additional healing provided by your commanding presence class feature increases to 2 + your Charisma modifier.

Level 7:

LEVEL 7 EXTRA COORDINATED ASSAULT

You gain one additional use of coordinated assault per encounter. You can still use the power only once per round.

Level 9:

INSPIRING COMMAND

When you use a power with the command keyword, your allies receive a +1 power bonus to attack rolls and saving throws granted by the power.

Level 10:

IMPROVED COORDINATION

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