

Dragoon (Fighter)

Combat Role: Defender and Striker

Power Source: Martial

Key Abilities: Strength and Wisdom

Armor Proficiency: Cloth, leather, hide, chain, scale.

Shield Proficiency: Heavy shields, light shields.

Weapon Proficiency: Simple melee, military melee.

Defense Bonus: +1 Fortitude, +1 Will

Base Hit Points: 15 + Constitution score

Bonus Hit Points: +6 per level gained

Healing Surges: 9 + Constitution modifier

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

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis).

Class Features: combat supremacy, covering attack, shield expertise, spear talent, spear wall.

Level 1:

COMBAT SUPREMACY

You gain a bonus to the attack and damage rolls of opportunity attacks. The bonus is equal to your Wisdom modifier.

COVERING ATTACK

You gain the **covering attack** power.

Covering Attack

[Martial]

Standard action * Encounter

Melee or Ranged weapon

Effect: You make a basic attack against an enemy within range.

Level 7: 1[W] extra damage.

Level 17: 2[W] extra damage.

Level 27: 3[W] extra damage.

Aftereffect: Until the end of your next turn, the target of your attack can't make opportunity attacks against your allies.

Special: You can use the power only once per turn.

SHIELD EXPERTISE

You gain the **shield ally** and **shield block** powers.

Shield Ally

[Martial, Interrupt]

Opportunity action * At-will

Personal

Requirement: You must be using a shield.

Trigger: An enemy hits an ally adjacent to you with an attack.

Effect: The ally gains a +3 power bonus to AC and Reflex against the triggering attack.

Shield Block

[Martial, Interrupt]

Opportunity action * At-will

Personal

Requirement: You must be using a shield.

Trigger: An enemy hits you with an attack.

Effect: You reduce the damage you take from the triggering attack by an amount equal to your Wisdom modifier.

SPEAR TALENT

While you're using a shield, you treat simple spears as reach weapons and military spears as one-handed versatile weapons.

SPEAR WALL

You gain the **spear wall** power.

Spear Wall

[Martial, Interrupt]

Immediate interrupt * At-will

Melee 2

Requirement: You must be wielding a spear with reach.

Trigger: A charging enemy enters a square within range.

Effect: You make a melee basic attack against the triggering enemy.

Level 2:
INDEFATIGABLE

You gain the **indefatigable** power.

Indefatigable	[Martial]
Free action * Encounter	Personal
Trigger: Your turn starts.	
Effect: You gain 2d6 temporary hit points. Level 11: 3d6 temporary hit points. Level 21: 5d6 temporary hit points.	
Special: The power recharges when you spend an action point.	

Level 3:
LEVEL 3 EXTRA COVERING ATTACK

You gain an additional use of covering attack per encounter. You can still use the power only once per turn.

Level 5:
SURPRISING CHARGE

When you hit an enemy with a charge attack while you have combat advantage against the enemy, the attack deals 1[W] extra damage.

Level 6:
RENEWED EFFORT

You gain the **renewed effort** power.

Renewed Effort	[Martial]
Free action * Encounter	Personal
Trigger: Your turn starts.	
Effect: You can make a saving throw against one condition that a save can end, and you gain a +1 power bonus to attack rolls until end of turn.	

Level 7:
LEVEL 7 EXTRA COVERING ATTACK

You gain an additional use of covering attack per encounter. You can still use the power only once per turn.

Level 9:
GRASPING SPEAR

When you score a critical hit against an enemy with a spear attack, the enemy is immobilized (save ends).

Level 10:
OATH OF VENGEANCE

You gain the **oath of vengeance** power.

Oath of Vengeance	[Martial]
Free action * Encounter	Personal
Requirement: You must not have spent an action point this encounter.	
Trigger: An ally adjacent to you drops to 0 hit points.	
Effect: You gain a temporary action point that you must spend before the end of your next turn.	
Special: You can still spend only one action point per encounter.	