

Marshal (Warlord)

Combat Role: Leader and Controller

Power Source: Martial

Key Abilities: Strength and Wisdom

Armor Proficiency: Cloth, leather, hide, chain.

Shield Proficiency: Light shields

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

Defense Bonus: +1 Fortitude, +1 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: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis).

Class Features: battle tactics, bolstering words, commander's strike, flanking maneuver, hold the line, rallying cry.

Level 1:

BATTLE TACTICS

When an ally you can see spends an action point to make an attack, the ally gains a power bonus to the attack roll equal to your Wisdom modifier.

BOLSTERING WORDS

When you grant a healing surge to an ally with a command power, the ally regains additional hit points equal to your Strength modifier.

COMMANDER'S STRIKE

You gain the **commander's strike** power.

Commander's Strike [Martial, Command, Weapon]

Standard action * At-will **Melee** weapon

Requirement: You must not be deafened.

Effect: One ally can make a basic attack against an enemy adjacent to you as a free action. The ally gains a power bonus to the damage roll equal to your Strength modifier.

FLANKING MANEUVER

You gain **flanking maneuver** power.

Flanking Maneuver [Martial, Command]

Minor action * At-will **Close** burst 5

Requirement: You must not be deafened.

Target: One ally within burst.

Effect: You slide the target up to 3 squares.

HOLD THE LINE

You gain the **hold the line** power.

Hold the Line [Martial, Weapon]

Standard action * Encounter **Melee** weapon

Target: One creature within reach. **Attack:** Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage.

Level 7: 2[W] + Strength modifier damage.

Level 17: 3[W] + Strength modifier damage.

Level 27: 4[W] + Strength modifier damage.

Effect: Until the end of your next turn, you and allies within 2 squares of you can't be pushed, pulled, or knocked prone.

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

RALLYING CRY

You gain the **rallying cry** power.

Rallying Cry [Martial, Command, Healing]

Minor action * At-will **Close** burst 5

Requirement: You must not be deafened.

Target: You or one ally within burst.

Effect: The target can spend a healing surge or make a saving throw.

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

Level 2:
TURNING POINT

You gain the **turning point** power.

Turning Point	[Martial]
No action * Encounter	Close burst 5
Trigger: An ally you can see scores a critical hit.	
Target: You or one ally within burst.	
Effect: The target gains a number of temporary hit points equal to 2d6 + your Strength modifier. Level 11: 3d6 + Strength modifier. Level 21: 5d6 + Strength modifier.	

Level 3:
LEVEL 3 EXTRA HOLD THE LINE

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

Level 5:
LEVEL 5 HEROIC MARSHAL

The additional hit points granted by your bolstering words class feature increases to 2 + your Strength modifier.

Level 6:
ON YOUR FEET!

You gain the **on your feet!** power.

On Your Feet!	[Martial, Command]
Minor action * Encounter	Close burst 5
Requirement: You must not be deafened.	
Target: You and each ally within burst.	
Effect: Each target can stand up as a free action.	

Level 7:
LEVEL 7 EXTRA HOLD THE LINE

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

Level 9:
BRUTAL COMMAND

When you grant an attack to an ally with a command power, the ally can reroll any damage dice until they result in a 2 or greater.

Level 10:
BATTLEFRONT SHIFT

You gain the **battlefront shift** power.

Battlefront Shift	[Martial, Command]
No action * Encounter	Close burst 5
Requirement: You must not be deafened.	
Trigger: You roll initiative.	
Target: You or one ally within burst.	
Effect: The target can shift up to half his or her speed.	