

Prince
Combat Role: Leader Power Source: Elemental Key Ability: Dexterity
Armor Proficiency: Cloth, leather, hide, chain armor. Implement: Rod implements Weapon Proficiency: Simple, hunting weapons. Defense Bonus: +2 Will
Base Hit Points: 12 + Constitution score Bonus Hit Points: +5 per level gained
Class Features: command obedience, majestic word, noblesse oblige, shifting loyalties,

Level 1:
COMMAND OBEDIENCE
 You gain the **command obedience** power.

Command Obedience	[Implement]
Standard action * At-will	Ranged 10
Target: One or two creatures.	Attack: Dexterity vs. Fortitude
Hit: 1d6 + Dexterity modifier damage. Slide the target 1 square. Level 21: 2d6 + Dexterity modifier damage.	

MAJESTIC WORD
 You gain the **majestic word** power.

Majestic Word	[Healing]
Minor action * Encounter	Close burst 5
Target: You or one ally you can see.	
Effect: The target regains hit points equal to its healing factor.	
Special: You can use this power only once per turn.	

NOBLESSE OBLIGE
 You gain the **noblesse oblige** power.

Noblesse Oblige
Standard action * Encounter Ranged 10
Target: One ally you can see with an unexpended encounter or daily power.
Effect: The target can use at-will power as a free action. If the target expends an encounter or daily power, you immediately regain the use of this power.

SHIFTING LOYALTIES
 You gain the **shifting loyalties** power.

Shifting Loyalties	[Implement]
Standard action * At-will	Ranged 10
Target: One creature	Attack: Dexterity vs. Fortitude
Hit: Slide the target 3 squares. The target can't attack you until the end of your next turn. The effect ends immediately if you attack the target.	