

Captain

Some warriors excel in personal combat. Others take the approach that their allies are their greatest weapons. Captains are in the latter group.

Role: Captains read the flow of battle, providing bonuses to their allies, and pointing out opportunities to attack.

Hit Die: d10.

Class Skills

The captain's class skills are [Climb](#) ([Str](#)), [Craft](#) ([Int](#)), [Handle Animal](#) ([Cha](#)), [Heal](#) ([Wis](#)), [Intimidate](#) ([Cha](#)), Knowledge (battle) ([Int](#)), [Knowledge](#) (engineering) ([Int](#)), [Profession](#) ([Wis](#)), [Ride](#) ([Dex](#)), [Survival](#) ([Wis](#)), and [Swim](#) ([Str](#)).

Skill Ranks per Level: 4 + [Int](#) modifier.

Table: Captain

Level Base Attack Bonus Fort Save Ref Save Will Save Special

1st	+1	+2	+0	+0	Captain's Tricks, Battlefield Presence, Inspiring Word (2/day)
2nd	+1	+3	+0	+0	Pick Your Spot
3rd	+2	+3	+1	+1	Captain's Tricks
4th	+2	+4	+1	+1	Combat Leader (initiative)
5th	+3	+4	+1	+1	Bonus Feat
6th	+3	+5	+2	+2	Captain's Tricks
7th	+4	+5	+2	+2	Combat Leader (damage)
8th	+4	+6	+2	+2	Bonus Feat
9th	+5	+6	+3	+3	Captain's Tricks
10th	+5	+7	+3	+3	Combat Leader (attacks)
11th	+6/+1	+7	+3	+3	Inspiring Word (3/day)
12th	+6/+1	+8	+4	+4	Captain's Tricks
13th	+7/+2	+8	+4	+4	Combat Leader (1st round)
14th	+7/+2	+9	+4	+4	Bonus Feat
15th	+8/+3	+9	+5	+5	Captain's Tricks
16th	+8/+3	+10	+5	+5	Improved Combat Leader
17th	+9/+4	+10	+5	+5	Inspiring Word (3/day)
18th	+9/+4	+11	+6	+6	Captain's Tricks
19th	+10/+5	+11	+6	+6	Bonus Feat
20th	+10/+5	+12	+6	+6	Supreme Combat Leader

Class Features

The following are class features of the Captain.

Weapon and Armour Proficiency: A fighter is proficient with all [simple](#) weapons and [martial](#) melee weapons and with light & medium armour and shields (but not tower shields).

Battlefield Presence: Choose one of the following Battlefield Presence options:

Bravura Presence: When an ally who can see you makes a weapon attack on their turn, they may elect to take advantage of your Bravura Presence. If they do so, and their attack hits, they may immediately make a basic attack or move up to their speed as a free action. If they miss, they lose their Dex bonus to AC until the end of their next turn.

Each ally can attempt to take advantage of Bravura Presence once per encounter.

Defensive Presence: You gain proficiency with heavy armour. Each ally adjacent to you gains a +2 morale bonus to AC (including touch and flat footed AC), and to all saving throws.

Evasive Presence: You add Stealth & Bluff to your list of class spells. You can allow you allies to automatically know where you are while using stealth, and use Captain abilities that require your allies to see and/or hear you without losing the benefit of stealth against your enemies.

Inspiring Presence: An ally who can see you can look to you for encouragement as a free action, gaining temporary hit points equal to twice their level, plus your Cha bonus.

Each ally can take advantage of your Inspiring Presence once per encounter.

Knowledgeable Presence: You add all Knowledge skills to your list of class skills. Any time you make a knowledge check to identify a creature, your check also acts as an aid another check for any knowledge check made by an ally who can see and hear you against the same creature.

Additionally, an ally who can see or hear you can choose to count as trained in all the knowledge skills you are trained in for the purposes of one check to identify a creature.

Mystic Presence: You add Spellcraft and Knowledge (Arcana) to your list of class skills, and Ritual Caster to the list of bonus feats that you may pick from for bonus feats. If you make a Spellcraft check to identify a spell as it is being cast, and ally within 50 ft who can see and hear you and who makes an attack of opportunity in response to the casting of the spell gains the benefit of your Combat Leader bonuses on that attack (see below), or a bonus or +1 to hit and +2 damage, if you do not yet have Combat Leader bonuses to those things.

Additionally, if an ally who can see and hear you is threatening an enemy who successful makes a concentration check to cast defensively, they may expend two

attacks of opportunity or an attack of opportunity and their immediate action to make an attack of opportunity in response to the casting of the spell. This does not count as an attack granted by you, but is eligible for the bonuses above if you make the Spellcraft check. Each ally can make such an attack once per encounter.

Noble Presence: You add Knowledge Nobility to your list of class skills, and gain proficiency with either heavy armour or rapiers (your choice, changing from one to the other is treated as retraining a feat).

Allies within 10 ft gain a +2 morale bonus on saves vs fear and compulsion effects.

Platinum Presence: You know two stances selected from the White Raven and or Golden Lion martial disciplines, treating your initiator level as you Captain level plus half of your levels in other classes.

Ranged Presence: You gain proficiency with martial ranged weapons or with firearms (your choice, changing from one to the other is treated as retraining a feat), and gain Point Blank Shot as a bonus feat.

Tactical Presence: You add Teamwork feats to the list of selectable Captain bonus feats.

As a free action on their turn, an ally who can see you can count you as possessing all the Teamwork feats they possess for the purposes of determining whether they benefit from them. You do not benefit from the Teamwork feats unless you do actually possess them. Each ally can benefit from your Tactical Presence once per encounter, and the effects lasts until the start of your next turn.

Additionally, your battlefield presence choice provides additional riders on certain Warlord's Tricks (see below). This is indicated by the name of the presence option *italicized* & in parentheses.

Inspiring Word: You speak a word as a swift action, to bolster the courage of an ally within 30 ft who can hear you (unlike other Captain abilities that target allies, you may use Inspiring Word on yourself). They regain hit points equal to three times their level, plus their Con bonus, plus your Int or Cha bonus. If this would increase the target's hit points above the maximum, the excess are gained as temporary hit points. If not lost first, they go away after 10 minutes.

Inspiring Word can be used twice per day (three times per day from 11th level).

Captain's Tricks: At first level, the captain selects two Captain's Tricks from the list below. At third level and every three levels thereafter, he selects one more. Some have a minimum Captain level required before they can be selected, given in parentheses. If a Captain's Trick requires a saving throw, the DC is 10 + half Captain level + Int or Cha bonus.

Brash Assault: Make a single melee weapon attack as a standard action. The target may then choose to make a melee attack against you, and you count as

flanked for that attack. If they do so, then you may nominate one ally (not you) within 50 ft to make a basic attack against the target as a free action (even if it is not their turn). If this attack is a melee attack, then the target counts as flanked regardless of positioning. If it is a ranged attack, then the target gains a +2 attack bonus.

Direct the Strike: Choose an ally (not you) and an enemy within 50 ft. You must be able to see or otherwise perceive both the ally and the enemy, and the ally must be able to see and hear you (telepathy can substitute for the hearing part, if available). That ally can make a basic attack as a free action against the enemy (even if it is not their turn).

Feather Them: Choose an ally (not you) and an enemy within 50 ft. You must be able to see or otherwise perceive both the ally and the enemy, and the ally must be able to see and hear you. The ally may make a basic ranged attack against the enemy as a free action (even if it is not their turn). For the purposes of which range increment the attack falls into, they may measure the range from you, although the range from the ally to the target must still be within the maximum range of the attack.

(Evasive Presence) or (Perceptive Presence) The enemy need not be within 50 ft of you.

Inspired Swing: Choose an ally (not you) and an enemy within 50 ft. You must be able to see or otherwise perceive both the ally and the enemy, and the ally must be able to see and hear you. The ally may make a basic melee attack against the enemy as a free action (even if it is not their turn). If the attack hits, it deals extra damage equal to your Int or Cha bonus.

(Noble Presence) or (Tactical Presence) If the attack misses, it still does damage equal to the Captain's Int or Cha bonus.

Light them Up: Choose an ally (not you) and an enemy within 50 ft. You must be able to see or otherwise perceive both the ally and the enemy, and the ally must be able to see and hear you. The ally may cast a spell with a casting time of one standard action or less targeting the enemy (only) as a free action (even if it not their turn). The spell must be targetable against a specific creature or involve making attacks against a specific creature (the spell may be capable of targeting multiple creatures, as long as that option can be avoided, but not effect an area). For example, *disintegrate* is fine, and *magic missile* is fine as long as all missiles are directed at the same target, but *fireball* cannot be cast with this ability. The level of the spell (including any adjustments for metamagic etc) cannot exceed half your Captain level -2 (minimum 0).

(Mystic Presence) or (Knowledgeable Presence) The maximum spell level is half your Captain level -1.

Wolf Pack Tactics: You make a basic melee attack against an enemy within reach. Before the attack, an ally adjacent to you or to the target can make a 5 ft step as a free action (even if it is not their turn).

Force Retreat (3rd): Make a single melee attack against a primary target. If the attack hits it deals damage normally, you push the target up to 5 ft per point of Int or Cha bonus, and make a secondary attack at the same bonus against each enemy adjacent to, and no larger than, the primary target. On a hit you do normal damage to each secondary target, and push the target 5 ft.

Force retreat can be used once per encounter.

Warning Shout (3rd): When an ally who you can see and who can hear you is hit by an attack, as free action interrupt (even if it is not your turn) you may add a +2 morale bonus to your ally's AC (including touch and flat footed AC), and their combat manoeuvre defence against the triggering attack. If the attack inflicts hit point damage, the damage is reduced by your captain level.

At 9th level the bonus increases to +4.

Warning Shout can be used once per encounter.

Lead the Charge (6th): You charge as a standard or full round action, making a single attack at the end. After you do so, one ally who can see you and who was within 30 ft of you when you started your charge can charge the same enemy as a free action (even if it is not their turn).

Lead the Charge can be used once per day.

Scent of Victory (6th): Each ally within 30 ft of you that can see you can make a basic melee attack against an enemy adjacent to them that is at half hit points or below.

Scent of Victory can be used once per day.

Shout of Evasion (9th): When an ally who you can see and who can hear you is passes or fails a reflex save, as free action interrupt (even if it is not your turn) you may add a +4 morale bonus to that saving throw. If the effect that prompted the saving throw inflicts hit point damage, the damage is reduced by your captain level.

Shout of Evasion can be used once per encounter.

Shout of Mettle (9th): When an ally who you can see and who can hear you is passes or fails a fortitude or reflex save, as free action interrupt (even if it is not your turn) you may add a +4 morale bonus to that saving throw. If the effect that prompted the saving throw inflicts hit point damage, the damage is reduced by your captain level.

Shout of Mettle can be used once per encounter.

Unified in Blood (9th): When an ally you can see is reduced to half hit points or below, as the result of an action from an enemy within 30 ft, as an immediate action you move up to your speed and make a basic melee attack against that enemy (which can interrupt the triggering attack). On a hit, the attack deals

normal damage and the triggering ally can also make a basic attack against the triggering ally.

Unified in Blood can be used once per encounter.

Denying Mark (12th): Make a melee weapon attack as a standard action. If you hits, the target takes double damage and is marked by you. Marked targets take a -4 penalty on attack rolls that do not include you as a target, and arcane spellcasters suffer an increase in arcane spell failure of 10% + 1% per two warder levels. Enemies under remain under the effect of your mark may attempt a Will saving throw as a free action at the end of each of their turns to end the effect; otherwise is persists for 10 minutes or until superseded by another mark.

Enemies under the effect of your mark cannot recharge or regain the use of expended abilities. For example, dragons which have used their breath weapon do not regain the use of it for 1d4 round or until the mark end, whichever is later.

Denying Mark can be used once per day.

Pin them Down (12th): Choose an enemy within 30 ft, and either make a basic attack against them or have an ally with 30 ft or you make a free attack against them as a free action (even though if it is not their turn). Until the end of the encounter, the targeted enemy cannot take 5 ft steps if two of your allies or you and an ally are adjacent to it.

Pin Them Down can be used once per day.

Turning Point (15th): As a standard action, make a basic attack. Additionally, you or an ally within 30 ft who can see & hear you can make a saving throw to end an effect that would allow a save each round. If this save is failed, it does not count as a failure for effects that worsen on a failed save.

Turning point can be used once per encounter.

Surround Foe (15th): As a standard action, make a basic attack. Additionally, each ally who can see or hear you may take a 5 ft step as a free action, provided they end up adjacent to the target.

Surround Foe can be used once per encounter.

Rally the Troops (18th): As a standard action, make a basic attack. Additionally, each ally who can see or hear you regains hit points equal to a quarter of their total plus your Intelligence or Charisma bonus, and/or make a saving throw to end any fear effects affecting them, even if the effect does not allow a save each round (if it does allow a save each round, the ally gains a bonus equal to your Intelligence or Charisma bonus.

Rally the Troops can be used once per day.

Bring them Down (18th): As a standard action, make a basic attack. If the attack hits, each ally who can see or hear you can make a basic attack against the target.

If it misses, one ally who can see and hear you can make a basic attack against the target. These attacks are free actions (which can be made even if it is not the allies' turn).

Bring them Down can be used once per day.

Pick Your Spot: From 2nd level, any time you make a single weapon attack (that is not part of a full attack or other larger attack routine), you gain a bonus on the attack roll equal to half your Captain level. Captains Tricks (see above) also gain this bonus, even if they include more than one attack. If you have multiple classes that grant the ability, their levels stack for the purposes of the bonus.

Combat Leader: From 4th level, you and any ally that can see you within 50 ft, gain a +2 bonus to initiative. From 7th level, all attacks you grant gain a damage bonus equal to your Captain level. From 10th level all attacks you grant gain a +2 bonus to attack rolls. From 13th level, these attack and damage bonuses also apply to the first attack made by each ally during the first round of combat (and the surprise round, if any).

Bonus Feats: At the levels indicated in the table, the Captain gains a bonus Combat feat.

Improved Combat Leader: At 16th level, the initiative and attack bonuses granted by the Combat Leader ability increase to +4.

Supreme Combat Leader: From 20th level, the bonuses provided by Combat Leader apply to the first attack each ally makes on their turn for the whole combat, provided the Captain remain conscious and capable of taking actions, and can be seen and heard by the ally in question.

Captain Archetypes

Captain of the Sylvan Guard

While many Captains come from formal military traditions, in some forested areas there is a tradition of militias formed from the denizens of the forests to defend their homes. While these are less formal than traditional standing militaries, they still require some coordination. Hence the Captains of the Sylvan Guard. They have the following class features:

Prerequisites: You must be an elf, or be of the fey or plant types, to select this archetype.

Class Skills: Add Knowledge (Nature) (Int), Knowledge (Geography) (Int), and Perception (Wis) to the list of class skills.

Weapon and Armour Proficiencies: Captains of the Sylvan Guard gain only light armour proficiency, rather than light and medium. Add shortbow and longbow to the list of weapon proficiencies gained.

Favoured Terrain (Ex): At 3rd level, a Captain of the Sylvan Guard gains Favoured Terrain (Forest). He gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A Captain of the Sylvan Guard traveling through his favoured terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the bonus increases by +2.

If the Captain of the Sylvan Guard also has levels in another class that grants Favoured Terrain and selects the same specific category of terrain, the bonuses stack. However, if a specific terrain falls into more than one category of favoured terrain, the bonuses do not stack; simply use whichever bonus is higher. This ability replaces Battlefield Presence.

Aspects of the Trees: From fourth level, the Captain of the Sylvan Guard attunes themselves to the trees they guard, and take on aspects of them. Adopting each aspect is a swift action, and it persists until he uses another swift action to leave or change the aspect, or until he falls asleep or unconscious. While in any Aspect, he grants a competence bonus equal to one half of his Favoured Terrain (Forest) bonus to all allies that would benefit from Combat Leader. He also gains this benefit himself, effectively increasing the bonus by 50% when actually in appropriate terrain. This bonus to initiative from Favoured Terrain replaces the bonus to initiative from Combat Leader.

The Captain of the Sylvan Guard gains the following Aspects at the listed levels:

Aspect of Birch (4th): You gain a +1 enhancement bonus to Natural Armour and DR 2/-. The bonus and the DR increase by a point and two points respectively at 5th level and every five levels thereafter to a maximum of 5 and 10 at 20th.

Aspect of Willow (4th): You gain a +1 bonus on Escape Artist and Perception checks, and tremorsense with a radius of 15 ft. The skill bonuses increase by 1 at 5th level and every five levels thereafter to a maximum of 5 at 20th. The tremorsense radius increases to 30 ft at 14th level.

Aspect of Eucalyptus (5th): You can subsist without food. Spending an hour outside in bright sunlight while in this aspect replaces one meal (of three). In overcast conditions, the time requirements are doubled. From 14th level, while in this aspect you regain lost hit points equal to your level for every 5 minutes spent outside in bright sunlight (per 10 minutes in overcast conditions). Other than the frequency at which hit points are regained, this functions as the Fast Healing ability.

Aspect of Oak (5th): You grow two branches, giving you two primary slam attacks which do 1d8 + Str bonus damage. When making a full attack, you may combine the natural attacks with attacks with manufactured weapons you wield, but in this case the slam attacks become secondary as usual (taking a -5 penalty to attack rolls and gaining only half Strength bonus to damage). The slam attacks benefit from a +2 enhancement bonus, increasing to +3 at 9th, +4 at 13th, and +5 at 17th.

Aspect of Bonsai (8th): You gain the effect of a Reduce Person spell (even if you are of a type that the spell would not normally affect).

Aspect of Redwood (14th): You gain the effect of a Enlarge Person spell (even if you are of a type that the spell would not normally affect).

Aspect of the Trees is a supernatural polymorph effect, but the new form is largely the same as the Captain of the Sylvan Guard's natural form, with the addition of a few largely-cosmetic plant-like features (and the branches and size changes where applicable) – a partial polymorph. Therefore, the Captain's gear does not merge into the new form. Someone observing the Captain can tell that they are in an Aspect of the Trees by making a DC 15 Knowledge (Nature) check; if the knowledge check meets a DC of 15 + the minimum level of the aspect in question, they also learn which one(s).

Note that a Captain of the Sylvan Guard still counts as having the Combat Leader ability from fourth level for the purposes of feats and other effects that rely on its radius, but it gives no bonus on its own until 7th level.

This ability replaces Bonus Feats and modifies Combat Leader and Improved Combat Leader.

Aspect of the Forest: From 17th level, you can maintain two Aspects of the Trees at once. You can enter, change, or leave two aspects with a single swift action, or change one while maintaining the other.

Inspiring Word: The third usage of Inspiring Word is delayed to 19th level. This modifies Inspiring Word 3/day.