

# OFFICER

*We stand together or we fall together, so hold that line!*

## CLASS TRAITS:

**Role:** Leader

**Power Source:** Destiny

**Key Abilities:** Wisdom, Charisma, Constitution

**Armor Proficiencies:** Aramid Fiber Suit, Aramid Fiber Vest, Cerametal Vest, Space Suit

**Weapon Proficiencies:** Military melee, Simple melee, Simple ranged

**Bonuses to Defense:** +1 Fortitude, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Intimidate. From the class skills list below, choose 3 more trained skills at 1st level.

**Class Skills:** Bluff, Diplomacy, Heal, Insight, Science, Space-faring

**Class Features:** Commanding Word, Bolstering Presence, Checkmate, Leadership

Officers are adventurers with an instinct for tactics and teamwork. Whether they hold rank or not, they know how to inspire their teammates and how to keep them alive. An officer holds the respect of all of his companions, though it may be grudging in some cases. Officers are commonly well-educated, though a good leader can arise from any background.

As an officer, you understand the battlefield and how to move through it, as well as how to get your allies safely out of harm's way. You can help them heal by granting them respite in the heat of battle, but you specialize in combination strikes that end the battle more quickly.

## CLASS FEATURES

### COMMANDING WORD

You gain the Commanding Word feature power.

### BOLSTERING PRESENCE

All allies within 10 squares of you who can either see or hear you gain a +2 circumstance bonus to Endurance checks. Additionally, each ally adjacent to you who can either see or hear you gains +1 to his or her Will defense.

### LEADERSHIP

Choose one of the following leadership styles. Your choice will give you the benefit described, as well as augmenting some Officer powers, as detailed by those powers.

### CHECKMATE

You gain the Checkmate feature power.

**Aggressive Leader:** As long as you remain adjacent to at least one ally, you gain a +1 class bonus to all damage rolls.



**Stalwart Leader:** As long as you remain adjacent to at least one ally, you gain a +1 class bonus to all saves.

## OFFICER POWERS

### CLASS FEATURES

**CHECKMATE** *Officer Feature*

*Trusting that you know what you're doing, your ally slips into place like a piece on the chess board.*

**At-Will \* Destiny**

**Minor Action** **Ranged 10**

**Target:** One willing ally

**Effect:** You slide the target one square.

**COMMANDING WORD** *Officer Feature*

*You order an ally to move into position, inspiring confidence and renewing their strength.*

**Encounter \* Destiny**

**Minor Action** **Close burst 5**

**Target:** You or one ally in burst

**Effect:** The target can spend a healing surge and shift one square. At 11th level, the target may shift 2 squares, and at 21st level the target may shift 3 squares.

**Level 6:** 1d6 additional hit points.

**Level 11:** 2d6 additional hit points.

**Level 16:** 3d6 additional hit points.

**Level 21:** 4d6 additional hit points.

**Level 26:** 5d6 additional hit points.

**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use Commanding Word three times per encounter.

## LEVEL 1 AT-WILL POWERS

WORK IN TANDEM Officer Attack 1

*You nod to your ally, who uses your attack to secure a better position.*

**At-Will \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wisdom modifier damage, and you and one ally within 5 squares gain a +1 power bonus to AC until the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

CONCENTRATE FIRE Officer Attack 1

*You attack your enemy in concert with an ally.*

**At-Will \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wisdom modifier damage and an ally of your choice adds your Wisdom modifier to the next attack he makes at that target before the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

FAKE OUT Officer Attack 1

*Your diversionary attack lets an ally catch his breath.*

**At-Will \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. Will

**Hit:** 1[W] + Wisdom modifier damage, and one ally adjacent to the target gains temporary hit points equal to your Charisma modifier. Increase damage to 2[W] + Wisdom modifier at 21st level.

WIDE OPEN Officer Attack 1

*Your shot leaves the enemy vulnerable if he moves.*

**At-Will \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wisdom modifier damage, and one ally adjacent to the target can make an opportunity attack if the target shifts before the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21st level.

## LEVEL 1 ENCOUNTER POWERS

INSPIRING CALL Officer Attack 1

*As you shoot, you call out words of encouragement to your ally.*

**Encounter \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and an ally adjacent to you or the target gains temporary hit points equal to your Wisdom modifier.

**Stalwart Leader:** Your ally gains additional temporary hit points equal to one half your level.

HIDDEN SIGNAL Officer Attack 1

*You signal to your ally, who moves into place before your attack.*

**Encounter \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage.

**Effect:** One ally you can see may shift 2 before the attack.

CORNER THE PREY Officer Attack 1

*In concert, you and your allies move to take down this foe.*

**Encounter \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and one ally within 10 squares may add your Wisdom modifier as a bonus to his movement speed on his next turn.

**Aggressive Leader:** The next ally who attacks the target before the end of your next turn adds your Charisma modifier as a bonus to his damage roll.

CALMING WORD Officer Attack 1

*Your attack allows your ally to focus on what's important.*

**Encounter \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and one ally within 5 squares makes a save.

## LEVEL 1 DAILY POWERS

NOT ON MY WATCH Officer Attack 1

*You come to the aid of a beleaguered ally.*

**Daily \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and one ally adjacent to the target may spend a healing surge.

**Miss:** Half damage, and your ally regains hit points equal to your Wisdom modifier.

CALCULATED BURST Officer Attack 1

*You push your weapon to its limits in order to blind your enemies.*

**Daily \* Destiny**

**Standard Action**

**Area burst 1 within 10 squares**

**Target:** Each creature in burst

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wisdom modifier damage

**Effect:** Enemies in the burst are blinded until the end of your next turn.

HOT POTATO Officer Attack 1

*Your clockwork tactics convince your target that your attacks are coming from anywhere but you.*

**Daily \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and the target is marked by an ally within 5 squares of you that you choose.

**Miss:** Half damage

**Effect:** Until the end of the encounter, you may choose a new ally to mark the target once per round as a free action.

INSPIRING CRY Officer Attack 1

*Your battle cry revitalizes your allies.*

**Daily \* Destiny**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and allies within 5 squares of you regain hit points equal to your Wisdom modifier.

## LEVEL 2 UTILITY POWERS

SYNCHRONIZE Officer Utility 2

*You and your ally synchronize your movements to make up for your slow reaction.*

**Encounter \* Destiny**

**Immediate Reaction** **Ranged 10**

**Trigger:** You or an ally rolls an initiative roll you do not like.

**Target:** You or one ally

**Effect:** The target may reroll initiative, keeping the new result.

DEFENSIVE FORMATION Officer Utility 2

*You and your allies fall into formation, tightening up your defense.*

**Daily \* Destiny**

**Minor Action** **Close burst 3**

**Target:** You and each ally in burst

**Effect:** The target gains +1 AC.

**Sustain Minor:** You sustain the effect.

OFFENSIVE FORMATION Officer Utility 2

*You and your allies fall into formation, tightening up your offense.*

**Daily \* Destiny**

**Minor Action** **Close burst 3**

**Target:** You and each ally in burst

**Effect:** The target gains +1 to attack rolls.

**Sustain Minor:** You sustain the effect.

INSPIRE CONFIDENCE Officer Utility 2

*Your words of encouragement help your ally to succeed.*

**Daily \* Destiny**

**Immediate Reaction** **Ranged 10**

**Trigger:** The target rolls a skill check

**Target:** One ally who can hear you

**Effect:** The target adds +5 to his skill check.

## LEVEL 3 ENCOUNTER POWERS

GROUNDING PLOY Officer Attack 3

*You set up the shot, and your ally grounds the target in place.*

**Encounter \* Destiny**

**Standard Action** **Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and if the target is hit by an ally before the end of your next turn, he is immobilized (save ends).

**Miss:** Target is slowed.

LEAVE NO SURVIVORS Officer Attack 3

*You make a last-ditch effort to finish off your target.*

**Encounter \* Destiny**

**Standard Action** **Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and the next ally to hit the target before the end of your next turn adds 1[W] to their damage roll.

**Aggressive Leader:** Your ally does additional damage to the target equal to your Charisma modifier.

RUN FOR COVER Officer Attack 3

*You force your target to retreat, or convince an ally to move to a better position.*

**Encounter \* Destiny**

**Standard Action** **Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 1[W] + Wisdom modifier damage and you push your target 5 squares or allow one ally to shift up to 5 squares.

**Stalwart Leader:** You may also shift a number of squares equal to your Constitution modifier.

IMBALANCE Officer Attack 3

*Your attack leaves your enemy off-balance, making it easier for your allies to counterattack.*

**Encounter \* Destiny**

**Standard Action** **Ranged weapon**

**Target:** One creature

**Attack:** Wisdom vs. AC

**Hit:** 2[W] + Wisdom modifier damage and the next ally to be attacked by the target may make an opportunity attack.

“Officer Class Preview” is part of the  
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