

## Captain

*The Captain is a masterful leader, a commanding presence who strengthens allies, but is also skilled in the use of arms. Their battle cries strike fear into the hearts of their enemies, while their allies rally to their banners of war.*

The captain is an archetype of the knight class.

**Call to Arms: Herald (Su):** Starting at 1st level, the captain can summon an outsider called a herald (a hume in appearance). There are three different heralds the captain can summon (listed below).

Once chosen, the herald forms a link with the captain. A herald has the same alignment as the captain that calls it and can speak all of his languages. The herald is treated as a summoned creature, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. The captain may only have one pact with a specific herald.

A captain can summon his herald in a ritual that takes 1 minute to perform. When summoned in this way, the herald's hit points are unchanged from the last time it was summoned. The only exception to this is if the herald was slain, in which case it returns with half its normal hit points. If the herald is sent back to its home plane due to death, it cannot be summoned again until the following day. The herald remains until dismissed by the captain (a standard action). If the captain is unconscious, asleep, or killed, his herald is immediately banished. The herald's Hit Dice, saving throws, skills, feats, and abilities are tied to the captain's class level and increase as the knight gains levels. In addition, each herald receives improvements, based on the captain's level.

The herald and the captain must remain within 100 feet of one another for the herald to remain at full strength. If the herald is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the herald is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the herald is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the herald gets closer to its captain, but its maximum hit point total does return to normal.

### *Call to Arms: Herald of Hope*

#### Starting Statistics

**Size:** Medium; **Speed:** 30 ft.; **AC:** +4 armor (chain shirt); **Attack:** 1 longsword (1d8+2); **Ability Scores:** Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 14; **Special Qualities:** Banner of Hope.

*Banner of Hope (Ex):* The herald of hope displays a banner that grants all allies within 30 feet a +1 morale bonus to all saving throws plus an additional +1 bonus per four knight levels after 1st.

### *Call to Arms: Herald of Victory*

#### Starting Statistics

**Size:** Medium; **Speed:** 20 ft.; **AC:** +6 armor (breastplate); **Attack:** 1 knight sword (1d10+3); **Ability Scores:** Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 14; **Special Qualities:** Banner of Victory.

*Banner of Victory (Ex):* The herald of victory displays a banner that grants all allies within 30 feet a +1 morale bonus to attack rolls plus an additional +1 bonus per four knight levels after 1st.

### *Call to Arms: Herald of War*

#### Starting Statistics

**Size:** Medium; **Speed:** 20 ft.; **AC:** +7 armor (banded mail); **Attack:** 1 greatsword (2d6+6); **Ability Scores:** Str 18, Dex 10, Con 14, Int 10, Wis 12, Cha 12; **Special Qualities:** Banner of War.

*Banner of War (Ex):* The herald of war displays a banner that grants all allies within 30 feet a +1 morale bonus to damage rolls plus an additional +1 bonus per four knight levels after 1st.

The heralds are summoned with armor and weapons as listed above. The armor and weapons of the heralds can be enchanted as normal.

<b>Table: Call to Arms: Herald Base Statistics</b>									
<b>Class Level</b>	<b>HD</b>	<b>BAB</b>	<b>Fort</b>	<b>Ref</b>	<b>Will</b>	<b>Skills</b>	<b>Feats</b>	<b>Armor Bonus</b>	<b>Special</b>
1 <sup>st</sup>	1	+1	+2	+2	+0	4	1	+0	Link
2 <sup>nd</sup>	2	+2	+3	+3	+0	8	1	+2	Evasion
3 <sup>rd</sup>	3	+3	+3	+3	+1	12	2	+2	—
4 <sup>th</sup>	3	+3	+3	+3	+1	12	2	+2	
5 <sup>th</sup>	4	+4	+4	+4	+1	16	2	+4	Ability score increase
6 <sup>th</sup>	5	+5	+4	+4	+1	20	3	+4	Devotion
7 <sup>th</sup>	6	+6	+5	+5	+2	24	3	+6	—
8 <sup>th</sup>	6	+6	+5	+5	+2	24	3	+6	—
9 <sup>th</sup>	7	+7	+5	+5	+2	28	4	+6	—
10 <sup>th</sup>	8	+8	+6	+6	+2	32	4	+8	Ability score increase
11 <sup>th</sup>	9	+9	+6	+6	+3	36	5	+8	—
12 <sup>th</sup>	9	+9	+6	+6	+3	36	5	+10	—
13 <sup>th</sup>	10	+10	+7	+7	+3	40	5	+10	—
14 <sup>th</sup>	11	+11	+7	+7	+3	44	6	+10	Improved evasion
15 <sup>th</sup>	12	+12	+8	+8	+4	48	6	+12	Ability score increase
16 <sup>th</sup>	12	+12	+8	+8	+4	48	6	+12	—
17 <sup>th</sup>	13	+13	+8	+8	+4	52	7	+14	—
18 <sup>th</sup>	14	+14	+9	+9	+4	56	7	+14	—
19 <sup>th</sup>	15	+15	+9	+9	+5	60	8	+14	—
20 <sup>th</sup>	15	+15	+9	+9	+5	60	8	+16	—

- *Class Level:* This is the character's knight level.
- *HD:* This is the total number of 10-sided (d10) Hit Dice the herald possesses, each of which gains a Constitution modifier, as normal.
- *BAB:* This is the herald's base attack bonus. A herald's base attack bonus is equal to its Hit Dice.
- *Fort/Ref/Will:* These are the herald's base saving throw bonuses. A herald has good Fortitude and Reflex saves.
- *Skills:* This lists the herald's total skill ranks. A herald can assign skill ranks to any skill. Heralds with Intelligence scores above the base value modify these totals as normal (a herald receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). A herald cannot have more ranks in a skill than it has Hit Dice. Herald skill ranks are set once chosen.

The following skills are class skills for heralds: Acrobatics (Str), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (royalty) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the captain can choose 2 additional skills to be class skills for his herald.

- *Feats:* This is the total number of feats possessed by a herald. Heralds can select any feat that they qualify for. Herald feats are set once chosen.
- *Armor Bonus:* The number noted here is the herald's base total armor bonus. This bonus is their a natural armor bonus.

*Special:* This includes a number of abilities gained by all heralds as they increase in power. Each of these bonuses is described below.

- *Ability Score Increase (Ex):* The herald adds +1 to one of its ability scores.
- *Link (Ex):* A captain and his herald share a mental link allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the captain to give orders to his herald at any time. In addition, magic items interfere with the captain's connection to his herald. As a result, the captain and his herald share magic item slots. For example, if the captain is wearing a ring, his herald can wear no more than one ring. In case of a conflict, the items worn by the captain remain active, and those used by the herald become dormant.
- *Evasion (Ex):* If a herald is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.
- *Devotion (Ex):* A herald gains a +4 morale bonus on Will saves against charm spells and effects.
- *Improved Evasion (Ex):* When subjected to an attack that allows a Reflex saving throw for half damage, a herald takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

This ability replaces defensive stance, improved defensive stance, tireless stance, and superior defensive stance.

**Captain Talents (Ex/Su):** At 2nd level and every two knight levels thereafter, a captain gains a knight talent or a captain talent. The captain loses access to talents that require defensive stance but gains access to the talents below.

*Battle Shout (Su):* The captain unleashes a devastating shout that ripples through a targeted enemy within 30 feet. The target takes 1d6 points of non-elemental damage plus an additional 1d6 per two knight levels after 2nd, with a Fortitude save (DC 10 + half of the knight's level + his Charisma modifier) to reduce the damage by half. The captain can use this ability a number of times per day equal to 3 + his Charisma modifier.

*Blade-Brother (Su):* As a swift action, the captain marks an ally within 30 feet to be his blade-brother. That ally gains a +1 competence bonus on attack rolls and damage rolls. These bonuses increase by 1 per four knight levels after 2nd. The ally must remain within 30 feet of the captain to gain these bonuses. The captain can only have 1 shield-brother or blade-brother at a time.

*Escape from Darkness (Su):* The captain rouses an ally from death, as if casting *Raise*. The captain can use this ability a number of times per day equal to 3 + his Charisma modifier. **Prerequisite:** The captain must be at least 8th level to select this talent.

*Improved Motivating Speech (Su):* In addition to granting temporary hit points, all allies are granted a +1 morale bonus to all saving throws, plus an additional +1 bonus per four knight levels after 2nd.

*Make Haste (Ex):* All allies within 30 feet of the captain's herald's banner move a bit faster, gaining a +10 bonus to base movement speed.

*Motivating Speech (Su):* As a standard action, the captain gives a rousing speech of encouragement to all allies within 30 feet, granting them a number of temporary hit points equal to the captain's level + his Charisma modifier. The captain can use this ability a number of times per day equal to 3 + his Charisma modifier. **Prerequisite:** The captain must have the words of courage captain talent to select this talent.

*Muster Courage (Su):* The captain offers some words to a targeted ally within 30 feet, cleansing that ally of any disease, poison, or fear effects. The captain can use this ability a number of times per day equal to 3 + his Charisma modifier.

***Rallying Cry (Su):*** As a move action, the captain unleashes a cry that heals nearby allies within 15 feet. All allies (including the captain) within the area of effect heals for 1d6 points of damage plus an additional 1d6 per four knight levels after 2nd. In addition, all allies within the area of effect gain Fast Healing 1 for 5 rounds. This Fast Healing effect increases by 1 per four knight levels after 2nd. If rallying cry is used after the captain slays an enemy, the healing and fast healing effect is instead increased by every two knight levels after 2nd. The captain can use this ability a number of times per day equal to 3 + his Charisma modifier.

***Routing Cry (Su):*** The captain unleashes a devastating cry that ripples through nearby enemies within 15 feet. Enemies within the area of effect take 1d6 points of non-elemental damage plus an additional 1d6 per four knight levels after 2nd, with a Reflex save (DC 10 + half of the knight's level + his Charisma modifier) to reduce the damage by half. If routing cry is used after the captain slays an enemy, the damage is instead increased by every two knight levels after 2nd. The captain can use this ability a number of times per day equal to 3 + his Charisma modifier.

***Shield-Brother (Su):*** As a swift action, the captain marks an ally within 30 feet to be his shield-brother. That ally gains a +1 deflection bonus to AC and damage reduction of 1/-. These bonuses increase by 1 per four knight levels after 2nd. The ally must remain within 30 feet of the captain to gain these bonuses. The captain can only have 1 shield-brother or blade-brother at a time.

***To Arms! (Ex):*** As a swift action, the captain cries out to his shield-brother or blade brother within 30 feet, empowering them. An ally affected by shield-brother reduces physical damage by half and increase healing done by the captain by half until the end of the ally's next turn. An ally affected by blade-brother increases physical damage by half until the end of the ally's next turn. The captain can use this ability a number of times per day equal to 3 + his Charisma modifier. **Prerequisites:** The captain must be at least 6th level and have the blade-brother or shield-brother captain talent to select this talent.

***Words of Courage (Su):*** As a swift action, the captain gives a brief but rousing speech of courage to a targeted ally within 30 feet, granting them a number of temporary hit points equal to the captain's level + his Charisma modifier. The captain can use this ability a number of times per day equal to 3 + his Charisma modifier.

These abilities may replace knight talents and advanced knight talents.

**Banner (Ex):** At 4th level, the captain's banner becomes a symbol of inspiration to his allies and companions. The banner must be at least Small or larger and must be carried or displayed by the captain or planted into the ground as a stationary object.

- **Fleet Standard (Ex):** An ally who benefits from this standard increases her land speed by 5 feet and gains a +1 dodge bonus to AC during any round in which she moved at least 10 feet. This increase to land speed is an enhancement bonus. At 10th level and every five knight levels thereafter, the bonus to speed increases by 5 feet. At 16th level, an ally benefiting from this banner also gains a +2 morale bonus on Reflex saving throws against effects that target an area, such as fireball or breath weapons. When the captain waves this standard as a standard action, each ally within 60 feet can move up to her speed as an immediate action.
- **Inspiring Standard (Ex):** As long as the captain's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear. At 10th level and every five knight levels thereafter, this bonus increases by +1. At 16th level, an ally benefiting from this banner also gains a number of temporary hit points equal to the knight's level + his Charisma modifier. When the knight waves this standard as a standard action, a number of allies equal to the captain's Charisma modifier (minimum 1) within 60 feet can immediately make a new saving throw to end a status effect inflicting them.

- **Knave Standard (Ex):** An ally who benefits from this standard gains a +2 dodge bonus to AC against attacks of opportunity provoked by movement and a +1 morale bonus on attack rolls that benefit from flanking. At 10th level and every five knight levels thereafter, the bonus to AC increases by 1. At 16th level, an ally benefiting from the banner gains sneak attack +1d6; this stacks with other sources of sneak attack. When the captain waves this standard as a standard action, a number of allies equal to the knight's Charisma modifier (minimum 1) within 60 feet can each attempt a feint against a foe she threatens as an immediate action.
- **Stalwart Standard (Ex):** An ally who benefits from this standard gains a +2 morale bonus to CMD and a +1 morale bonus on attack rolls to creatures threatening an ally. At 10th level and every five knight levels thereafter, the bonus to CMD increases by +1. At 16th level, an ally benefiting from the banner is treated as one size category larger for the purposes of determining which creatures can affect him with combat maneuvers. When the captain waves this standard as a standard action, each ally within 60 feet can move up to 10 feet without provoking attacks of opportunities and ignoring difficult terrain as an immediate action.

This ability replaces bulwark.