

RANGER POWERS

Your powers are bold exploits derived from your relentless training in archery and swordplay. At higher levels, you have access to special stance powers (see “Keyword Categories,” page 55).

LEVEL 1 AT-WILL EXPLOITS

Careful Attack Ranger Attack 1

You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.

At-Will ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding two melee weapons or a ranged weapon.

Target: One creature

Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Hit: 1[W] damage (melee) or 1[W] damage (ranged).

Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.

Hit and Run Ranger Attack 1

Let the fighter stand toe to toe with the monster. You prefer to make your attack, then withdraw to safer ground.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Increase damage to 2[W] + Strength modifier at 21st level.

Effect: If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Nimble Strike Ranger Attack 1

You slink past your enemy’s guard to make your attack, or you make your attack and then withdraw to a more advantageous position.

At-Will ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Special: Shift 1 square before or after you attack

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Twin Strike Ranger Attack 1

If the first attack doesn’t kill it, the second one might.

At-Will ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding two melee weapons or a ranged weapon.

Targets: One or two creatures

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] damage per attack.

Increase damage to 2[W] at 21st level.

LEVEL 1 ENCOUNTER EXPLOITS

Dire Wolverine Strike Ranger Attack 1

Enemies surround you—much to their chagrin, as you slash them to pieces with the ferocity of a wounded dire wolverine.

Encounter ♦ Martial, Weapon

Standard Action **Close burst 1**

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Evasive Strike Ranger Attack 1

You confound enemies by weaving through the battlefield unscathed as you make your attacks.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Special: You can shift a number of squares equal to 1 + your Wisdom modifier either before or after the attack.

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).

Fox’s Cunning Ranger Attack 1

Using the momentum from your enemy’s blow to fall back or slip to one side, you make a sudden retaliatory attack as he stumbles to regain his composure.

Encounter ♦ Martial, Weapon

Immediate Reaction **Melee or Ranged weapon**

Trigger: An enemy makes a melee attack against you

Attack: You can shift 1 square, then make a basic attack against the enemy.

Special: Gain a power bonus to your basic attack roll equal to your Wisdom modifier.

Two-Fanged Strike Ranger Attack 1

You sink two arrows or both of your blades into the flesh of your enemy, causing it to howl in pain.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding two melee weapons or a ranged weapon.

Target: One creature

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.

LEVEL 1 DAILY EXPLOITS

Hunter's Bear Trap

Ranger Attack 1

A well-placed shot to the leg leaves your enemy hobbled and bleeding.

Daily ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged), and the target is slowed and takes ongoing 5 damage (save ends both).

Miss: Half damage, no ongoing damage, and the target is slowed until the end of your next turn.

Jaws of the Wolf

Ranger Attack 1

You use your weapons to hedge in your foe and trick him into exposing a weak spot, at which point you strike.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Strength modifier damage per attack.

Miss: Half damage per attack.

Split the Tree

Ranger Attack 1

You fire two arrows at once, which separate in mid-flight to strike two different targets.

Daily ♦ Martial, Weapon

Standard Action **Ranged weapon**

Targets: Two creatures within 3 squares of each other

Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.

Hit: 2[W] + Dexterity modifier damage.

Sudden Strike

Ranger Attack 1

You hold your weapons blade-down and slash your foe across the face with one of them. As he spins away and drops his guard, you roll to one side, spring to your feet, and plunge your other blade into his back.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] damage (off-hand weapon).

Effect: You shift 1 square and make a secondary attack against the target.

Secondary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage (main weapon), and the target is weakened until the end of your next turn.

LEVEL 2 UTILITY EXPLOITS

Crucial Advice

Ranger Utility 2

You are wise in all things. The sooner your friends realize this, the safer and better off they'll be.

Encounter ♦ Martial

Immediate Reaction **Ranged 5**

Trigger: An ally within range that you can see or hear makes a skill check using a skill in which you're trained

Effect: Grant the ally the ability to reroll the skill check, with a power bonus equal to your Wisdom modifier.

Unbalancing Parry

Ranger Utility 2

You deftly block your enemy's strike and turn his momentum against him, causing him to stumble to the side.

Encounter ♦ Martial, Weapon

Immediate Reaction **Melee 1**

Trigger: An enemy misses you with a melee attack

Effect: Slide the enemy into a square adjacent to you and gain combat advantage against it until the end of your next turn.

Yield Ground

Ranger Utility 2

Even as your foe connects, you leap backward, out of the way of further harm.

Encounter ♦ Martial

Immediate Reaction **Personal**

Trigger: An enemy damages you with a melee attack

Effect: You can shift a number of squares equal to your Wisdom modifier. Gain a +2 power bonus to all defenses until the end of your next turn.

LEVEL 3 ENCOUNTER EXPLOITS

Cut and Run

Ranger Attack 3

You attack twice while maneuvering yourself into the most advantageous position possible.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding two melee weapons or a ranged weapon.

Target: One or two creatures

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Special: After the first or the second attack, you can shift a number of squares equal to 1 + your Wisdom modifier.

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack.

Disruptive Strike

Ranger Attack 3

You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.

Encounter ♦ Martial, Weapon

Immediate Interrupt **Melee or Ranged weapon**

Trigger: You or an ally is attacked by a creature

Target: The attacking creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier.

Shadow Wasp Strike

Ranger Attack 3

You strike quickly, like a shadow wasp flying out of the darkness, hitting where your foe is most vulnerable.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature that is your quarry

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).

Thundertusk Boar Strike

Ranger Attack 3

You attack twice, causing your foes to stagger backward.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding two melee weapons or a ranged weapon.

Targets: One or two creatures

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wisdom modifier.

LEVEL 5 DAILY EXPLOITS

Excruciating Shot

Ranger Attack 5

One well-placed arrow leaves your enemy hunched over and howling in pain.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is weakened (save ends).

Miss: Half damage, and the target is not weakened.

Frenzied Skirmish

Ranger Attack 5

You leap into the fray and unleash a torrent of steel upon your unsuspecting foes, staggering them with the ferocity of your attacks.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Targets: One or two creatures

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Special: Before or after these attacks, you can move your speed without provoking opportunity attacks.

Hit: 1[W] + Strength modifier damage per attack. If an attack hits, the target is dazed until the end of your next turn. If both attacks hit the same target, it is dazed and slowed until the end of your next turn.

Splintering Shot

Ranger Attack 5

Your arrow burrows into flesh and shatters, sending splinters of wood deep into the wound.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of the encounter.

Miss: Half damage, and the target takes a -1 penalty to attack rolls until the end of the encounter.

Two-Wolf Pounce

Ranger Attack 5

You set upon a foe with weapons bared, then weave to the side and deal a wound to another adversary.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Special: You can shift 2 squares before making this attack.

Primary Target: One creature

Attack: Strength vs. AC, two attacks (main weapon and off-hand weapon)

Hit: 2[W] + Strength modifier damage (main weapon) and 1[W] + Strength modifier damage (off-hand weapon).

Effect: After attacking the primary target, you can shift 2 squares and make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] damage (off-hand weapon).

LEVEL 6 UTILITY EXPLOITS

Evade Ambush

Ranger Utility 6

You are the eyes and ears of the group, always alert for the telltale signs of an ambush.

Daily ♦ Martial

No Action Ranged sight

Effect: At the start of a surprise round in which any allies are surprised, use this power to allow a number of allies equal to your Wisdom modifier to avoid being surprised.

Skilled Companion

Ranger Utility 6

Your allies benefit from the things that you have learned.

Daily ♦ Martial

Minor Action Ranged 10

Target: One ally

Effect: Any ally within 10 squares of you who attempts an untrained check with a skill in which you are trained gains a power bonus to checks with a single skill of your choice equal to your Wisdom modifier. The ally must be able to see or hear you to gain this bonus. The benefit lasts until the end of the encounter or for 5 minutes.

Weave through the Fray

Ranger Utility 6

You dodge through the thick of the fight, denying your foes a chance to pin you down in one spot.

Encounter ♦ Martial

Immediate Interrupt Personal

Trigger: An enemy moves adjacent to you

Effect: You can shift a number of squares equal to your Wisdom modifier.

LEVEL 7 ENCOUNTER EXPLOITS

Claws of the Griffon

Ranger Attack 7

Your steel blades flash menacingly as you taunt your foes with parries and cut deep wounds into their flesh.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Strength modifier damage (main weapon) and 1[W] + Strength modifier damage (off-hand weapon).

Hawk's Talon

Ranger Attack 7

Like the hawk, you strike with calculated precision.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged). Gain a power bonus to this attack equal to your Wisdom modifier. Ignore any penalties from cover or concealment (but not superior cover or total concealment).

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).

Spikes of the Manticore

Ranger Attack 7

You unleash two arrows in rapid succession.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One or two creatures

Attack: Dexterity vs. AC, one attack per target

Hit: 2[W] + Dexterity modifier damage (first shot) and 1[W] + Dexterity modifier damage (second shot).

Sweeping Whirlwind

Ranger Attack 7

You slash and stab at surrounding foes with unbound fury, knocking them off balance with thrusts and leg sweeps.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier and it is knocked prone.

LEVEL 9 DAILY EXPLOITS

Attacks on the Run

Ranger Attack 9

Without breaking stride, you make two attacks against a single foe or two different targets.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One or two creatures

Attack: You can move your speed. At any point during your move, you can make two Strength vs. AC attacks with a melee weapon or two Dexterity vs. AC attacks with a ranged weapon.

Hit: 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged) per attack.

Miss: Half damage per attack.

Close Quarters Shot

Ranger Attack 9

Though menaced by fangs and claws, you calmly unload an arrow into the creature's gaping maw—mere inches from your outstretched arm.

Daily ♦ Martial, Weapon

Standard Action Ranged 1

Target: One adjacent enemy

Attack: Dexterity vs. AC. This attack does not provoke opportunity attacks.

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Spray of Arrows

Ranger Attack 9

You fire repeatedly with a short draw, showering arrows at each enemy in front of you.

Daily ♦ Martial, Weapon

Standard Action Close blast 3

Requirement: You must be wielding a ranged weapon.

Target: Each enemy in blast you can see

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

Swirling Leaves of Steel

Ranger Attack 9

You spin around with blades outstretched, using momentum and skill to slice through enemy defenses.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Strength vs. AC, one attack per target

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

LEVEL 10 UTILITY EXPLOITS

Expeditious Stride

Ranger Utility 10

Like a gazelle, you startle allies and enemies alike with your sudden swiftness.

Encounter ♦ Martial

Minor Action Personal

Effect: Until the end of your next turn, your speed increases by 4, and when you shift, you can shift 1 additional square.

Open the Range Ranger Utility 10

You keep your distance from an approaching adversary, backpedaling easily away from him.

Daily ♦ Martial

Immediate Interrupt **Personal**

Trigger: An enemy moves adjacent to you

Effect: You can shift 1 square and then move a number of squares equal to 1 + your Wisdom modifier. You can't end your move adjacent to the triggering enemy.

Undaunted Stride Ranger Utility 10

You expertly navigate through difficult terrain.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Your movement is not hindered by difficult terrain.

LEVEL 13 ENCOUNTER EXPLOITS

Armor Splinter Ranger Attack 13

You attack the weak spots in your opponent's armor, not only dealing damage but also leaving your prey vulnerable to later attacks.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Strength modifier damage per attack. If one attack hits, the target takes a penalty to AC equal to your Wisdom modifier until the end of your next turn. If both attacks hit, the target takes a penalty to AC equal to 2 + your Wisdom modifier until the end of your next turn.

Knockdown Shot Ranger Attack 13

One shot topples your foe.

Encounter ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature of your size or smaller

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target is knocked prone.

Nimble Defense Ranger Attack 13

Between strikes, you use both of your weapons to deflect incoming blows.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Strength modifier damage per attack. If you hit with either attack, you gain a power bonus to AC equal to 2 + your Wisdom modifier until the end of your next turn.

Pinning Strike Ranger Attack 13

With a well-aimed attack, you pin your foe to the ground or to a nearby wall.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding two melee weapons or a ranged weapon.

Targets: One or two creatures

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. The target is immobilized until the start of your next turn.

LEVEL 15 DAILY EXPLOITS

Blade Cascade Ranger Attack 15

Time seems to slow down as your weapons fall upon your hapless foes like rain from an ominous sky.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Targets: One or more creatures

Attack: Strength vs. AC. Alternate main and off-hand weapon attacks until you miss. As soon as an attack misses, this attack ends.

Hit: 2[W] + Strength modifier damage per attack.

Bleeding Wounds Ranger Attack 15

Your arrows puncture flesh, and from these wounds blood flows in crimson streams.

Daily ♦ Martial, Weapon

Standard Action **Ranged weapon**

Targets: One, two, or three creatures

Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage per attack, and ongoing 5 damage (save ends). A target hit twice takes ongoing 10 damage (save ends). A target hit three times takes ongoing 15 damage (save ends).

Miss: Half damage per attack, and no ongoing damage.

Confounding Arrows Ranger Attack 15

Your targets won't know what hit them.

Daily ♦ Martial, Weapon

Standard Action **Ranged weapon**

Targets: One, two, or three creatures

Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage per attack. A target hit once is dazed (save ends). A target hit twice is stunned (save ends). A target hit three times is stunned (save ends) and takes +2[W] damage.

Miss: The target is dazed (save ends).



Stunning Steel

Ranger Attack 15

You fight past your enemies' shields and armor and deal nasty cuts that leave them reeling and unable to react.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Strength vs. Fortitude (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Strength modifier damage per attack. If one attack hits, the target is stunned (save ends). If both attacks hit, the target is stunned and immobilized (save ends both).

Miss: Half damage per attack, and the target is not stunned or immobilized.

Cheetah's Rake

Ranger Attack 17

You whirl around with blades outstretched, slashing your foes across the legs and causing them to fall to the ground in mewling heaps.

Encounter ♦ Martial, Weapon

Standard Action **Close burst 1**

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is immobilized and knocked prone until the end of your next turn.

LEVEL 16 UTILITY EXPLOITS

Evade the Blow

Ranger Utility 16

When your enemy launches his attack, you leap out of the way, leaving your foe to hit nothing but air.

Daily ♦ Martial

Immediate Interrupt **Personal**

Trigger: An enemy hits you with a melee attack

Effect: Shift 1 square away from the enemy.

Longstrider

Ranger Utility 16

You have an uncanny knack for being in the right place at the right time.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Your speed increases by 2.

Momentary Respite

Ranger Utility 16

Amid the chaos of combat, you're able to calm yourself for an instant and recover from a harmful effect.

Daily ♦ Martial

Standard Action **Personal**

Effect: Shift a number of squares equal to your Wisdom modifier and make a saving throw. You are no longer marked by any enemy.

LEVEL 17 ENCOUNTER EXPLOITS

Arrow of Vengeance

Ranger Attack 17

You point your bow at the villain who just wounded your friend and loose a vengeful arrow.

Encounter ♦ Martial, Weapon

Immediate Reaction **Ranged weapon**

Trigger: A creature within range attacks your ally

Target: The attacking creature

Attack: Dexterity vs. AC, and gain a power bonus to this attack equal to your Wisdom modifier.

Hit: 2[W] + Dexterity modifier damage.



ZOLTAN BOROS & GABOR SZIKSZAI

Triple Shot

Ranger Attack 17

You launch a volley of three arrows, which streak across the battlefield with whispering threats of oblivion.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Targets: One, two, or three creatures

Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage per attack.

Two-Weapon Eviscerate

Ranger Attack 17

You swing your blades in lethal arcs, dousing the battlefield in your enemy's blood.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 1[W] + Strength modifier damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is weakened until the end of your next turn.

LEVEL 19 DAILY EXPLOITS

Cruel Cage of Steel

Ranger Attack 19

You move swiftly around your enemies, weaving back and forth and delivering a vicious slash with each soft step.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Targets: One, two, or three creatures

Attack: Strength + 2 vs. AC, three attacks

Hit: 2[W] + Strength modifier damage (first attack; main), 2[W] + Strength modifier damage (second attack; off-hand), and 1[W] + Strength modifier (third attack; main). A target hit once is dazed until the end of your next turn.

A target hit twice is stunned until the end of your next turn. A target hit three times is weakened and stunned until the end of your next turn.

Miss: Half damage per attack, and the target is not dazed, stunned, or weakened.

Effect: After the first attack and after the second attack, you can shift 1 square.

Great Ram Arrow

Ranger Attack 19

You loose an arrow that pierces your foe, hurls him back, and knocks him off his feet.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. In addition, you push the target a number of squares equal to your Strength modifier, and it is knocked prone.

Miss: Half damage, and you push the target 1 square and it is knocked prone.

Two-in-One Shot

Ranger Attack 19

The first shot is always the toughest.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC, two attacks. If the first attack hits, you gain a +5 bonus to the attack roll for the second attack. If the first attack misses, make the second attack normally.

Hit: 2[W] + Dexterity modifier damage per attack.

Miss: Half damage per attack.

Wounding Whirlwind

Ranger Attack 19

Crimson droplets splatter as you slash into all nearby foes.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks per target

Hit: 1[W] + Strength modifier damage per attack. If you hit a target with one weapon, it takes ongoing 5 damage (save ends). If you hit a target with both weapons, it takes ongoing 10 damage (save ends).

Miss: Half damage per attack, and no ongoing damage.

LEVEL 22 UTILITY EXPLOITS

Forest Ghost

Ranger Utility 22

You vanish into your surroundings with such speed and skill that your enemies can't even begin to guess where you might be.

Daily ♦ Illusion, Martial

Standard Action Personal

Effect: When it is not your turn, enemies treat you as invisible if you have cover or concealment from them. An enemy still knows the square you occupy if it saw you in that square at any point during a round. This effect lasts until the end of the encounter or for 5 minutes.

Hit the Dirt

Ranger Utility 22

You throw yourself to the ground, tumble a safe distance, and spring to your feet no worse for wear.

Daily ♦ Martial

Immediate Interrupt Personal

Trigger: You are hit by an area attack or a close attack

Effect: Shift a number of squares equal to your Wisdom modifier.

Master of the Hunt

Ranger Utility 22

You take careful aim with every shot.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: You gain a bonus to damage rolls equal to your Wisdom modifier.

Safe Stride

Ranger Utility 22

You deftly maneuver around your foes as the battle rages on.

Encounter ♦ Martial

Move Action Personal

Effect: Shift a number of squares equal to your Wisdom modifier.

LEVEL 23 ENCOUNTER EXPLOITS

Blade Ward Ranger Attack 23

Your enemy strikes, and as you defend yourself with one blade, you drive the other deep into his gullet.

Encounter ♦ Martial, Weapon

Immediate Interrupt **Melee weapon**

Trigger: A creature makes a melee attack against you

Target: The attacking creature

Attack: Strength vs. AC

Hit: [W] + Strength modifier damage.

Effect: Until the end of your next turn, the target's attack rolls against you take a penalty equal to your Wisdom modifier.

Cloak of Thorns Ranger Attack 23

You stab and slash enemies that come close to you.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One or two creatures

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Strength modifier damage per attack. If one attack hits, the target takes a -2 penalty to attack rolls until the end of your next turn. If both attacks hit the same target, this penalty worsens to -4.

Effect: If any adjacent creature makes an attack against you and misses before the start of your next turn, make a melee basic attack against it with both your main weapon and your off-hand weapon as an immediate reaction.

Hammer Shot Ranger Attack 23

You test the strength of your bowstring as you pull an arrow back as far as it will go and unleash it upon your unsuspecting foe.

Encounter ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 4[W] + Dexterity modifier damage, and you push the target a number of squares equal to 2 + your Wisdom modifier.

Manticore's Volley Ranger Attack 23

You pepper your foe with arrows.

Encounter ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage per attack. If two attacks hit, deal an extra 1[W] damage. If all three attacks hit, deal an extra 2[W] damage.

LEVEL 25 DAILY EXPLOITS

Bloodstorm Ranger Attack 25

With bow or blades, you rain a series of deadly blows on your opponent.

Daily ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding two melee weapons or a ranged weapon.

Target: One creature

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged) per attack.

Miss: Half damage per attack.

Effect: After making these attacks, you can shift a number of squares equal to your Wisdom modifier.

Tiger's Reflex Ranger Attack 25

You counter your opponent's attack with a ferocious strike of your own.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: You can make a basic attack against an enemy you choose as an immediate interrupt if it attacks you.

Unstoppable Arrows Ranger Attack 25

You loose a volley of arrows with such force that they skewer several nearby enemies.

Daily ♦ Martial, Weapon

Standard Action **Close blast 5**

Requirement: You must be wielding a ranged weapon.

Target: Each enemy in blast

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

LEVEL 27 ENCOUNTER EXPLOITS

Death Rend Ranger Attack 27

You plunge your blades into your opponent and rip them out with the ferocity of a tiger, leaving your prey gasping for life.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks

Hit: 2[W] + Strength modifier damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is stunned until the end of your next turn.

Hail of Arrows

Ranger Attack 27

You launch a barrage of arrows that strike all enemies before you.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Target: Each enemy in range

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Lightning Shot

Ranger Attack 27

As an enemy reels from a terrible wound, you quickly loose an arrow to finish him off.

Encounter ♦ Martial, Weapon

Immediate Reaction Ranged weapon

Trigger: One creature you can see has just taken damage

Target: The creature that took damage

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, or 3[W] + Dexterity modifier damage if the target is bloodied.

Wandering Tornado

Ranger Attack 27

You strike your enemies in all directions. Then, like a tornado, you weave through the battlefield and unleash a second onslaught of whirling steel.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: You can shift a number of squares equal to 1 + your Wisdom modifier, and make another close burst 1 attack (as above).

LEVEL 29 DAILY EXPLOITS

Follow-up Blow

Ranger Attack 29

You follow every strike with a backhanded swipe that breaks through your enemy's defenses.

Daily ♦ Martial, Stance, Weapon

Minor Action Personal

Requirement: You must be wielding two melee weapons.

Effect: You can use your off-hand weapon to make a melee basic attack with a -2 penalty against each enemy you hit using a melee attack power.

Three-in-One Shot

Ranger Attack 29

If you can hit with the first arrow, the others will follow.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC, three attacks. If the first attack hits, you gain a +5 bonus to the second and third attack rolls. If the first attack misses, roll the second and third attacks normally.

Hit: 2[W] + Dexterity modifier damage per attack.

Miss: Half damage per attack.

Weave a Web of Steel

Ranger Attack 29

Crossing your blades, you form a defense as solid as a mighty shield, ready to riposte if your enemy isn't lucky.

Daily ♦ Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: An enemy hits you with a melee attack

Requirement: You must be wielding two melee weapons.

Target: The triggering enemy

Attack: Strength vs. AC, two attacks (main weapon and off-hand weapon)

Hit: 3[W] + Strength modifier damage (main weapon) and 1[W] + Strength modifier damage (off-hand weapon). If both attacks hit, the target's attack misses.

Miss: Half damage with your main weapon, and no damage with your off-hand weapon.

PARAGON PATHS

4

BATTLEFIELD ARCHER

"There's no target I can't hit, no matter how far, no matter how small."

Prerequisite: Ranger class, archer fighting style

You become a paragon of marksmanship, an unrivaled archer who remains cool and collected in even the most intense battlefield situations. Your experience and skill show through with every projectile you loose on a target, and every battle goes just a little bit smoother with you in the field.

BATTLEFIELD ARCHER PATH FEATURES

Archer's Action (11th level): You can spend an action point to reroll one ranged attack roll or ranged damage roll, instead of taking an extra action.

Battlefield Experience (11th level): You can designate more than one creature as your quarry at a time, up to a number equal to your Wisdom modifier. In addition, any attack made against a quarry receives a +1 bonus to attack rolls.

Battle Surge (16th level): When you spend an action point to take an extra action or to gain the benefit of your Archer's Action, you also gain a +5 bonus to AC against opportunity attacks until the end of the encounter.

BATTLEFIELD ARCHER EXPLOITS

Combined Fire

Battlefield Archer Attack 11

You combine fire with one of your allies to take down a troublesome foe.

Encounter ♦ Martial, Weapon

Immediate Reaction **Ranged weapon**

Trigger: An ally makes a ranged attack or an area attack

Target: One creature attacked by your ally

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Archer's Glory

Battlefield Archer Utility 12

One enemy falls, and those that remain are about to learn what heroism is all about.

Encounter ♦ Martial

Free Action **Personal**

Trigger: One of your ranged attacks drops an enemy to 0 hit points or fewer

Effect: You gain an action point that you must spend before the end of your next turn.

Quarry's Bane

Battlefield Archer Attack 20

You have multiple quarries in your sights, so you unleash a deadly volley of shots at each of them.

Daily ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: Each enemy designated as your quarry

Attack: Dexterity vs. AC

Hit: 3[W] damage.

Miss: The target is knocked prone as it dodges your attack.

BEAST STALKER

"I am the hunter. You are my prey."

Prerequisite: Ranger class, archer fighting style

You become the ultimate hunter of beasts or magical beasts, stalking your chosen prey with deliberate cunning and amazing ease. Against your chosen prey, each arrow hits its mark with unerring accuracy and punishing velocity.

BEAST STALKER PATH FEATURES

Beast Stalker's Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls against your quarry until the start of your next turn.

Chosen Prey (11th level): Choose one of the following keywords: beast or magical beast. Your Hunter's Quarry class feature deals an extra 2 damage against creatures of the chosen kind.

Action Shift (16th level): After you spend an action point to take an extra action, you can shift as a minor action until the end of the encounter.

BEAST STALKER EXPLOITS

Pinpointing Arrow

Beast Stalker Attack 11

Your shot is undeterred by obstructions and magical veils.

Encounter ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature designated as your quarry

Special: Ignore penalties for cover (but not superior cover), concealment, and total concealment. You can attack an invisible target as if it wasn't invisible.

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Hunter's Grace

Beast Stalker Utility 12

Even as your allies take stock of the enemies pouring in around them, you move into position and set your plans into motion.

Daily ♦ Martial

No Action **Personal**

Effect: Make a Stealth check and use that as your initiative check result. If you get the first turn in the encounter, you can shift up to your speed as a free action before taking any other actions.

Beast Stalker's Target

Beast Stalker Attack 20

"This foe is my prey!"

Daily ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Effect: The target is designated as your quarry until the end of the encounter, and you can designate one additional creature as a quarry following the normal Hunter's Quarry rules.

PATHFINDER

"I can find us a path through that maze of horror, and I can safely lead us to the other end."

Prerequisite: Ranger class, two-blade fighting style

You become the ultimate scout, finding a way through any situation. Sometimes you find the best path, but other times you have to carve that path out of the wilderness with your two blades singing through the air.

PATHFINDER PATH FEATURES

Battlehoned (11th level): You gain two extra healing surges per day.

Pathfinder's Action (11th level): When you spend an action point to take an extra action, you also gain a move action.

Cruel Recovery (16th level): When you hit an enemy and it takes damage from Hunter's Quarry, you gain temporary hit points equal to the amount of damage you dealt from Hunter's Quarry + your Wisdom modifier.

PATHFINDER EXPLOITS

Wrong Step

Pathfinder Attack 11

Your enemy steps unwittingly into your trap, and you catch him by surprise with a sudden, paralyzing thrust.

Encounter ♦ Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: An adjacent enemy shifts or moves

Target: The enemy

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

Act Together

Pathfinder Utility 12

You find it within yourself to capitalize on your comrade's latest act of daring.

Daily ♦ Martial

Immediate Reaction Personal

Trigger: An ally spends an action point to take an extra action

Effect: You gain an action point that you must spend before the end of your next turn.

Slasher's Mark

Pathfinder Attack 20

You fortify yourself, raise your weapons, and carve scarring wounds into the flesh of your enemies.

Daily ♦ Healing, Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Special: You can spend a healing surge before attacking.

Primary Target: One creature

Attack: Strength vs. AC (main weapon)

Hit: 3[W] + Strength modifier damage (main weapon).

Effect: The target is marked until the end of the encounter. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Strength modifier damage (off-hand weapon).

Effect: The target is marked until the end of the encounter.

STORMWARDEN

"I have accepted the burden of the stormwardens of the Feywild, and this region is under my protection."

Prerequisite: Ranger class, two-blade fighting style

Your role as a warden and defender of the wild takes on new heights as you learn the ancient ways of the stormwardens of the Feywild. These techniques turn your whirling blades into a storm of destruction that rains down punishing blows on your enemies. With each slash of your weapon, the wind howls in anticipation of the coming storm.

STORMWARDEN PATH FEATURES

Blade Storm (11th level): As long as you are armed with a melee weapon and are capable of making an opportunity attack, one adjacent enemy (your choice) takes damage equal to your Dexterity modifier at the end of your turn.

Stormstep Action (11th level): When you spend an action point to take an extra action, you can teleport 3 squares either before or after you use the extra action.

Twin-Blade Storm (16th level): As long as you are armed with a melee weapon and are capable of making an opportunity attack, two adjacent enemies (your choice) take lightning damage equal to your Dexterity modifier at the end of your turn.

STORMWARDEN EXPLOITS

Clearing the Ground

Stormwarden Attack 11

You sweep your blades in mighty arcs around you, cutting foes that get too close and thrusting them back.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square.

Throw Caution to the Wind

Stormwarden Utility 12

Aw, what the hell. You only live once.

Encounter ♦ Martial, Stance

Minor Action Personal

Effect: You take a -2 penalty to all defenses and gain a +2 bonus to attack rolls.

Cold Steel Hurricane

Stormwarden Attack 20

You rush into the midst of your enemies and, like a freezing wind, flay them alive.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Special: Before you attack, shift a number of squares equal to your Wisdom modifier.

Target: Each enemy in burst you can see

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks per target

Hit: 1[W] + Strength modifier damage per attack.

Effect: You regain your second wind if you have already used it during this encounter.