

## Ranger

**Role:** Leader

**Power Source:** Martial and Primal

**Key Abilities:** Dexterity and Wisdom

**Armor Proficiency:** Cloth, leather, hide

**Implements:** Ki focus

**Weapon Proficiency:** Simple melee, simple ranged, military ranged

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

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

**Bonus Hit Points per Level:** 5

**Healing Surges per Day:** 6 + Constitution Modifier

**Trained Skills:** Choose five from your list of class skills.

**Class Skills:** Acrobatics (Dex), Athletics (Str), Endurance (Con),

Heal (Wis), Nature (Wis), Perception (Wis), Stealth (Dex).

**Class Features:** Beast Mastery, Beast Strike, Call Beast Companion, Energizing Wind, Heroic Beast, Maiming Strike

### Level 1:

#### BEAST MASTERY

When you use a move action to walk, run, or shift, you can move your beast companion a number of spaces equal to your speed. Your beast companion is unaffected by the slowed, immobilized, and restrained conditions.

#### BEAST STRIKE

You gain the beast strike power.

### Beast Strike [Martial, Beast, Implement]

**Standard action**                      **Melee 1**

**Target:** One creature                      **Attack:** Dexterity vs. Reflex

**Hit:** 1d10 + Dexterity modifier damage. If your attack interrupts a moving target, the target's movement immediately ends.

Level 21: 2d10 + Dexterity modifier damage.

**Special:** You can use this power as an opportunity attack against an enemy that leaves a square adjacent to your beast companion without shifting.

## CALL BEAST COMPANION

You gain the **call beast companion** power.

### Call Beast Companion [Martial, Primal]

**Minor action**                                      **Close burst 5**

**Requirement:** You must use this power during an extended rest.

**Effect:** You call forth your beast companion in an unoccupied square in the burst. Your companion appears in the form of an animal appropriate to the climate and region, and persists until you dismiss it as a minor action or you use this power again. Your companion occupies 1 square and can flank with your allies. Enemies cannot enter its space.

Your beast companion is treated as a creature during combat but lacks actions and hit points of its own. Your companion uses your defenses when it is the target of an attack, but does not take damage and is not affected by conditions. Your companion can be subject to forced movement.

You can use your beast companion to determine line of sight and line of effect for any power with the **beast** keyword.

## ENERGIZING WIND

You gain the **energizing wind** power.

### Energizing Wind [Primal]

**Minor action**                                      **Close burst 5**  
Level 11: burst 10  
Level 21: burst 15

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

**Effect:** The target can use their second wind as a free action, or if the target has already used second wind, it recharges and they can use it immediately.

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

## HEROIC BEAST

You and your allies gain a bonus to damage rolls against enemies adjacent to your beast companion. The bonus is equal to your Wisdom modifier.

## MAIMING STRIKE

You gain the **maiming strike** power.

<b>Maiming Strike</b>	<b>[Martial, Beast, Implement]</b>
<b>Standard action</b>	<b>Melee 1</b>
<b>Target:</b> One creature	<b>Attack:</b> Dexterity vs. Reflex
<b>Hit:</b> 1d8 + Dexterity modifier damage, and the target is slowed (save ends). Level 17: 2d8 + Dexterity modifier damage. Level 27: 3d8 + Dexterity modifier damage.	
<b>Special:</b> You can use this power as an opportunity action when an enemy leaves a square adjacent to your beast companion without shifting.	

### Level 2:

#### PRIME TARGET

You gain a +1 power bonus to the attack and damage rolls made against enemies adjacent to your beast companion.

### Level 3:

#### LEVEL 3 EXTRA MAIMING STRIKE

You gain an additional use of maiming strike per encounter.

### Level 5:

#### MIGHTY BEAST

The bonus to damage rolls granted by your heroic beast class feature increases to 2 + your Wisdom modifier.

### Level 6:

#### ENDURE ELEMENTS

You gain resist cold and fire equal to 5 + one-half your character level. In addition, when an ally within 5 squares uses second wind or total defense, you can extend the benefits of this class feature to them as an immediate reaction, and the effect persists until the start of their next turn.

### Level 7:

#### LEVEL 7 EXTRA MAIMING STRIKE

You gain an additional use of maiming strike per encounter.

### Level 9:

#### BLOOD HOUND

Bloodied enemies adjacent to your beast companion grant combat advantage to you and your allies.

### Level 10:

#### PRIMAL BEAST

Allies adjacent to your beast companion gain a +1 power bonus to defenses.