

## Stalker (Ranger)

**Role:** Striker

**Power Source:** Martial and Primal

**Key Abilities:** Dexterity and Wisdom

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

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

**Defense Bonus:** +1 Reflex, +1 Will

**Base Hit Points:** 12 + Constitution Score

**Bonus Hit Points:** +5 per level gained

**Healing Surges:** 6 + Constitution Modifier

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

**Class Skills:** Acrobatics (Dex), Dungeon (Wis), Heal (Wis), Insight (Wis), Nature (Wis), Perception (Wis), Stealth (Dex), Thievery (Dex).

**Class Features:** Bloodhound, hidden blade, hurling charge, primal stalker, stalker's cunning, weapon finesse

### Level 1:

#### BLOODHOUND

When you reduce an enemy to 0 hit points with a weapon attack, you gain a bonus to the next damage roll you make with a weapon attack before the end of the encounter. The bonus is equal to your Wisdom modifier.

#### HIDDEN BLADE

Once per turn, you can draw or sheathe a dagger as a free action. In addition, when you make a basic attack with a dagger against an enemy within 5 squares of you, you gain combat advantage for the attack.

#### HURLING CHARGE

You gain the **hurling charge** power.

#### Hurling Charge

[Martial, Weapon]

**No action**

**Personal**

**Trigger:** You hit an enemy with a thrown weapon attack.

**Effect:** You charge an enemy you can see within 5 squares.

**Special:** You can use this power only once per round.

## PRIMAL STALKER

When you walk, run, or shift as a move action, you gain concealment until the end of your next turn.

## STALKER'S CUNNING

You gain the **stalker's cunning** power.

#### Stalker's Cunning

[Martial]

**Immediate reaction**

**Personal**

**Trigger:** An enemy ends their turn in a square adjacent to you.

**Effect:** Shift up to 3 squares and make a basic attack against the triggering enemy. The attack deals 1 [W] extra damage.

Level 17: 2 [W] extra damage.

Level 27: 3 [W] extra damage.

## WEAPON FINESSE

When you make a basic attack with a one-handed weapon, you apply your Dexterity modifier to the attack and damage rolls instead of your Strength modifier. This includes weapons with the heavy thrown property.

**Level 2:**

**SHATTER BONDS**

If you are slowed, immobilized, or restrained at the start of your turn, you can make a saving throw against each such condition affecting you. If the save fails, you can still make a saving throw at the end of your turn.

**Level 3:**

**LEVEL 3 EXTRA STALKER'S CUNNING**

You gain an additional use of stalker's cunning per encounter.

**Level 5:**

**HEROIC BLOODHOUND**

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

**Level 6:**

**CALL OF THE WILD**

Once per turn when an enemy misses an ally within 5 squares of you with an attack, you can slide the ally 1 square as an opportunity action.

**Level 7:**

**LEVEL 7 EXTRA STALKER'S CUNNING**

You gain an additional use of stalker's cunning per encounter.

**Level 9:**

**LION'S POUNCE**

When you score a critical hit with a charge attack, you can make a melee basic attack against the same target as a free action.

**Level 10:**

**FREEDOM RINGS**

When you save against the slowed, immobilized, or restrained conditions, you can spend a healing surge.