

Archer (Ranger)

Combat Role: Striker and Defender

Power Source: Primal and Martial

Key Abilities: Dexterity and Wisdom

Armor Proficiency: Cloth, leather, hide.

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

Defense Bonus: +2 Reflex

Base Hit Points: 12 + Constitution score

Bonus Hit Points: +5 per level gained

Healing Surges: 6 + Constitution modifier

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

Class Skills: Acrobatics (Dex), Athletics (Str), Dungeon (Wis), Endurance (Con), Heal (Wis), Nature (Wis), Perception (Wis), Stealth (Dex).

Class Features: archer combat style, disruptive strike, escape artist, hunter's quarry, split the tree, woodland stride.

Level 1:

ARCHER COMBAT STYLE

You gain a class bonus to all defenses against opportunity attacks equal to your Wisdom modifier.

DISRUPTIVE STRIKE

You gain the **disruptive strike** power.

Disruptive Strike

[Weapon, Interrupt]

Immediate interrupt * Encounter **Ranged** weapon

Trigger: An enemy within range attacks an ally.

Target: The triggering enemy. **Attack:** Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target takes a penalty to attack rolls with the triggering attack equal to 1 + your Wisdom modifier.

Level 7: 2[W] + Dexterity modifier damage.

Level 17: 3[W] + Dexterity modifier damage.

Level 27: 4[W] + Dexterity modifier damage.

ESCAPE ARTIST

You make saving throws against the slowed and immobilized conditions at the start of your turn instead of the end of your turn. In addition, you can attempt to escape a grab as a minor action instead of a move action.

HUNTER'S QUARRY

When you hit an enemy with a ranged basic attack while you have no allies adjacent to the enemy, the attack deals 1d6 extra damage. The extra damage increases to 2d6 at 11th level, and 3d6 at 21st level.

SPLIT THE TREE

You gain the **split the tree** power.

Split the Tree

[Primal]

No action * At-will

Personal

Trigger: You miss an enemy with a ranged basic attack during your turn.

Effect: You make the triggering attack against a different enemy within 3 squares of the original target. You don't need line of sight to the new target.

Special: You can use the power only once per turn.

WOODLAND STRIDE

You gain the **woodland stride** power.

Woodland Stride

[Stance]

Minor action * At-will

Personal

Effect: Until the stance ends, you ignore difficult terrain.

Special: You can use only one stance per turn. The effect persists until the end of the encounter, you fall unconscious, or you use another stance.

Level 2:
FOX'S CUNNING

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

Fox's Cunning	[Stance]
Minor action * At-will	Personal
Effect: Until the stance ends, when an enemy ends its turn adjacent to you, you can shift 1 square as an immediate reaction.	
Special: You can use only one stance per turn. The effect persists until the end of the encounter, you fall unconscious, or you use another stance.	

Level 3:
LEVEL 3 EXTRA DISRUPTIVE STRIKE

You gain an additional use of disruptive strike per encounter.

Level 5:
PRECISE HUNTER

When you score a critical hit against an enemy with a ranged attack, the enemy takes a -2 penalty to AC until the end of your next turn.

Level 6:
SPITTING COBRA

You gain the **spitting cobra** power.

Spitting Cobra	[Stance]
Minor action * At-will	Personal
Effect: Until the stance ends, when a charging enemy enters a square within 3 squares of you, you can make a ranged basic attack against the enemy as an immediate reaction.	
Special: You can use only one stance per turn. The effect persists until the end of the encounter, you fall unconscious, or you use another stance.	

Level 7:
LEVEL 7 EXTRA DISRUPTIVE STRIKE

You gain an additional use of disruptive strike per encounter.

Level 9:
CAMOUFLAGE

You have concealment against enemies more than 5 squares away from you.

Level 10:
PORCUPINE'S QUILLS

You gain the **porcupine's quills** power.

Porcupine's Quills	[Stance]
Minor action * At-will	Personal
Effect: Until the stance ends, when you make a ranged basic attack against an enemy adjacent to you, the attack deals 1[W] extra damage. Level 21: 2[W] extra damage	
Special: You can use only one stance per turn. The effect persists until the end of the encounter, you fall unconscious, or you use another stance.	