

RANGER POWER CARDS (Heroic)

CAREFUL ATTACK

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



AT-WILL POWER

RANGER ATTACK 1

Standard
Action

Melee/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.

MARTIAL, WEAPON

HIT AND RUN

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



AT-WILL POWER

RANGER ATTACK 1

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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

NIMBLE STRIKE

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 POWER

RANGER ATTACK 1

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.

MARTIAL, WEAPON

TWIN STRIKE

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



AT-WILL POWER

RANGER ATTACK 1

Standard Action

Melee/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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

DIRE WOLVERINE STRIKE

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



ENCOUNTER POWER

RANGER ATTACK 1

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.

MARTIAL, WEAPON

EVASIVE STRIKE

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



ENCOUNTER POWER

RANGER ATTACK 1

Standard Action **Melee/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).

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

FOX'S CUNNING

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 POWER

RANGER ATTACK 1

Immediate
Reaction

Melee/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.

MARTIAL, WEAPON

TWO-FANGED STRIKE

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



ENCOUNTER POWER

RANGER ATTACK 1

Standard
Action

Melee/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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

HUNTER'S BEAR TRAP

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



DAILY POWER

RANGER ATTACK 1

Standard Action Melee/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.

MARTIAL, WEAPON

JAWS OF THE WOLF

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



DAILY POWER

RANGER ATTACK 1

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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

SPLIT THE TREE

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



DAILY POWER

RANGER ATTACK 1

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.

MARTIAL, WEAPON

SUDDEN STRIKE

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 POWER

RANGER ATTACK 1

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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

CRUCIAL ADVICE

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



ENCOUNTER POWER

RANGER UTILITY 2

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.

MARTIAL

UNBALANCING PARRY

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



ENCOUNTER POWER

RANGER UTILITY 2

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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

YIELD GROUND

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



ENCOUNTER POWER

RANGER UTILITY 2


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.

MARTIAL

CUT AND RUN

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



ENCOUNTER POWER

RANGER ATTACK 3

Standard Action **Melee/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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

DISRUPTIVE STRIKE

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



ENCOUNTER POWER

RANGER ATTACK 3

Immediate
Interrupt

Melee/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.

MARTIAL, WEAPON

SHADOW WASP STRIKE

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



ENCOUNTER POWER

RANGER ATTACK 3

Standard
Action

Melee/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).

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

THUNDERTUSK BOAR STRIKE

You attack twice, causing your foes to stagger backward.



ENCOUNTER POWER

RANGER ATTACK 3

Standard Action **Melee/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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

EXCRUCIATING SHOT

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



DAILY POWER

RANGER ATTACK 5

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.

MARTIAL, WEAPON

FRENZIED SKIRMISH

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



DAILY POWER

RANGER ATTACK 5

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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

SPLINTERING SHOT

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



DAILY POWER

RANGER ATTACK 5

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.

MARTIAL, WEAPON

TWO-WOLF POUNCE

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



DAILY POWER

RANGER ATTACK 5

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 offhand 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).

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

EVADE AMBUSH

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



DAILY POWER

RANGER UTILITY 6

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.

MARTIAL

SKILLED COMPANION

Your allies benefit from the things that you have learned.



DAILY POWER

RANGER UTILITY 6

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.

MARTIAL

RANGER POWER CARDS (Heroic)

WEAVE THROUGH THE FRAY

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



ENCOUNTER POWER

RANGER UTILITY 6

Immediate Interrupt **Personal**

Trigger: An enemy moves adjacent to you
Effect: You can shift a number of squares equal to your Wisdom modifier.

MARTIAL

CLAWS OF THE GRIFFON

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



ENCOUNTER POWER

RANGER ATTACK 7

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).

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

HAWK'S TALON

Like the hawk, you strike with calculated precision.



ENCOUNTER POWER

RANGER ATTACK 7

Standard Action

Melee/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).

MARTIAL, WEAPON

SPIKES OF THE MANTICORE

You unleash two arrows in rapid succession.



ENCOUNTER POWER

RANGER ATTACK 7

Standard Action

Ranged 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).

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

SWEEPING WHIRLWIND

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



ENCOUNTER POWER

RANGER ATTACK 7

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.

MARTIAL, WEAPON

ATTACKS ON THE RUN

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



DAILY POWER

RANGER ATTACK 9

Standard Action **Melee/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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

CLOSE QUARTERS SHOT

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



DAILY POWER

RANGER ATTACK 9

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.

MARTIAL, WEAPON

SPRAY OF ARROWS

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



DAILY POWER

RANGER ATTACK 9

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.

MARTIAL, WEAPON

RANGER POWER CARDS (Heroic)

SWIRLING LEAVES OF STEEL

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



DAILY POWER

RANGER ATTACK 9


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.

MARTIAL, WEAPON

EXPEDITIOUS STRIDE

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



ENCOUNTER POWER

RANGER UTILITY 10

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.

MARTIAL

RANGER POWER CARDS (Heroic)

OPEN THE RANGE

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



DAILY POWER

RANGER UTILITY 10

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.

MARTIAL

UNDAUNTED STRIDE

You expertly navigate through difficult terrain.



DAILY POWER

RANGER UTILITY 10

Minor Action **Personal**

Effect: Your movement is not hindered by difficult terrain.

MARTIAL, STANCE