

HUGE NERD GAMES
PRESENTS

THE RANGED BARBARIAN

A BARBARIAN BUILD FOR D&D 4TH EDITION



Ranged Barbarian

HUGE NERD GAMES

Words and Layout ♦ Brian Stinson

Art ♦ Anthony Cournoyer

Version 1.2

Special thanks to all the huge nerds who playtested and sent feedback!
We couldn't have done it without you.



RANGED BARBARIAN

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SWIFTKIN SKIRMISH

When you choose your Feral Might, you can choose Swiftkin Skirmish instead of another option, such as the ones in *Player's Handbook 2* or *Primal Power*.

Swiftkin Skirmish: You gain the *swift instinct* power.

Whenever you use a simple, martial, or superior weapon with the heavy thrown property, increase the weapon's damage die by two sizes. When you make an attack by throwing a weapon with which you have proficiency, the weapon returns to your hand after the attack.

Whenever you would make a melee basic attack granted by your Rampage class feature, or whenever a power would allow you to charge, you may make a ranged basic attack instead.

In addition, whenever you bloody an enemy, you may shift up to a number of squares equal to your Dexterity modifier as a free action.

Swift Instinct Barbarian Feature

The blood of your foe fills your nostrils, clearing your mind and sharpening your reflexes.

Encounter ◆ Primal

Free Action **Personal**

Trigger: Your attack reduces an enemy to 0 hit points

Effect: As an immediate interrupt, you may make a basic attack against the first enemy within range that moves or shifts before the end of the encounter.

LEVEL 1 AT-WILL EVOCATIONS

Dual Throw Barbarian Attack 1

Twice your foes shall bleed.

At-Will ◆ Primal, Weapon

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One or two creatures

Attack: Strength vs. AC

Hit: 1[W] damage. If you are raging, one attack that hits deals extra damage equal to your Dexterity modifier.

Level 11: Damage equal to 1d6 + your Dexterity modifier while raging.

Level 21: 2[W] damage, and damage equal to 2d6 + your Dexterity modifier while raging.

Powerful Toss Barbarian Attack 1

Your foe reels from the impact of your weapon.

At-Will ◆ Primal, Weapon

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square. If you are raging, the target is also knocked prone.

Effect: Before or after the attack, you can shift 1 square.

Level 21: 2[W] + Strength modifier damage.

Savage Throw Barbarian Attack 1

Your primal instincts know just where to strike.

At-Will ◆ Primal, Weapon

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC, or Strength + 2 vs. AC if you are raging

Hit: 1[W] + 1d6 damage + Strength modifier.

Level 11: 1[W] + 2d6 + Strength modifier damage.

Level 21: 1[W] + 3d6 + Strength modifier damage.

LEVEL 1 ENCOUNTER EVOCATIONS

Running Start **Barbarian Attack 1**

Grunting with effort, you give this throw your all to hit a distant target.

Encounter ◆ Primal, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a heavy thrown weapon.

Special: Before the attack, you can move two squares toward the target. If you do, you ignore the penalty to attack rolls for making a ranged weapon attack at long range.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is pushed 3 squares.

Swiftkin Skirmish: The attack deals extra damage equal to your Dexterity modifier.

Swift Distraction **Barbarian Attack 1**

A moment before the attack hits home, your foe finds your weapon cutting into its arm.

Encounter ◆ Primal, Weapon

Immediate Interrupt Ranged weapon

Requirement: You must be wielding a heavy thrown weapon.

Trigger: An enemy within range targets you or an ally with an attack

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target takes a -2 penalty to the triggering attack roll.

Swiftkin Skirmish: The penalty equals your Dexterity modifier.

LEVEL 1 DAILY EVOCATIONS

Grasping Vines Rage **Barbarian Attack 1**

Your arms and weapons become wrapped in vines, letting you whip enemies you've impaled around like ragdolls.

Daily ◆ Primal, Rage, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you slide the target up to 3 squares.

Miss: Half damage, and you slide the target 1 square.

Effect: You enter the rage of the grasping vines. Until the rage ends, whenever you hit with a ranged weapon attack, you can slide each target of the attack 1 square.

Reckless Hawk Rage **Barbarian Attack 1**

The spirit of the hawk sets your heart ablaze, the feathers of your tomahawks fluttering as you dive into the fray.

Daily ◆ Primal, Rage, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One or two creatures

Attack: Strength vs. AC, two attacks

Special: If an attack you make with this power provokes an opportunity attack from an enemy, you gain temporary hit points equal to your Strength modifier before the attack.

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

Miss: Half damage.

Effect: You enter the rage of the reckless hawk. Until the rage ends, whenever one of your attacks would provoke an opportunity attack from an enemy, you gain a bonus to all defenses and damage rolls against that enemy equal to your Dexterity modifier for the duration of the attack.

LEVEL 2 UTILITY EVOCATIONS

Frightening Snarl Barbarian Utility 2

A glare and a growl convince your enemy to turn its attention elsewhere.

Encounter ◆ **Fear, Primal**

Minor Action **Close burst 3**

Target: One enemy in the burst

Effect: The target takes a penalty to attack rolls against you equal to your Strength modifier until the end of your next turn.

Primal Senses Barbarian Utility 2

Your nose smells trouble long before your eyes can see it.

Daily ◆ **Primal**

No Action **Personal**

Requirement: You must be trained in Perception.

Trigger: You roll Initiative.

Effect: You can make two initiative rolls and take the higher result. Also, you can take an extra move action during the first round of combat (or during the surprise round, if you are allowed to act during that round).

LEVEL 3 ENCOUNTER EVOCATIONS

Close Combat Barbarian Attack 3

Your foe thinks he has you cornered. He's wrong.

Encounter ◆ **Primal, Weapon**

Immediate Reaction **Melee or Ranged weapon**

Requirement: You must be wielding a melee weapon or a heavy thrown weapon.

Trigger: An enemy willingly enters a square adjacent to you.

Special: Before the attack, you can shift 2 squares. You can move through the target's space during the shift, but you can't end there.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Hammer Bounce Barbarian Attack 3

The momentum from your throw causes your weapon to ricochet into another unsuspecting enemy.

Encounter ◆ **Primal, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding a heavy thrown weapon.

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Make a secondary attack.

Secondary Target: One creature within 5 squares of the primary target

Secondary Attack: Strength + 2 vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Your weapon returns to your hand.

LEVEL 5 DAILY EVOCATIONS

Scouring Sands Rage Barbarian Attack 5

The desert sand that whips around your weapons tears at the flesh of your enemies.

Daily ◆ **Primal, Rage, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a melee weapon or a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target and each enemy adjacent to the target take ongoing 5 damage (save ends).

Miss: Half damage, and the target takes ongoing 5 damage (save ends).

Effect: You enter the rage of the scouring sands. Until the rage ends, once per round when you hit with an attack, one target of the attack and one enemy adjacent to that target take ongoing 2 damage (save ends). If the target is already taking ongoing damage from this power, the ongoing damage is instead increased by 2.

Totem Spear Rage **Barbarian Attack 5**

You are strengthened by the great totem spear, passed down by primal leaders since before time began.

Daily ◆ **Primal, Rage, Weapon**

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a spear.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the totem spear. Until the rage ends, while you are wielding a spear, whenever an attack hits you, you can spend an immediate reaction to allow you or an ally within 5 squares can make a basic attack against the triggering enemy.

LEVEL 6 UTILITY EVOCATIONS**Devastating Landing** **Barbarian Utility 6**

For a barbarian, a drop is never a worry; the ground will catch your fall.

Daily ◆ **Primal**

Free Action **Personal**

Trigger: You take falling damage

Effect: You take half damage, and your square and each square adjacent to you becomes difficult terrain until the end of your next turn.

Face Your Fear **Barbarian Utility 6**

Nothing can stop you from your goals.

Daily ◆ **Primal**

No Action **Personal**

Trigger: You begin your turn stunned, dazed, or suffering from a fear effect

Effect: You make a saving throw against the triggering effect. If you save against being stunned or dazed, you can act normally on your turn.

LEVEL 7 ENCOUNTER EVOCATIONS**Crushing Boulder** **Barbarian Attack 7**

Spirits of the earth turn a simple thrown weapon into a crushing weight.

Encounter ◆ **Primal, Weapon**

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is knocked prone. The target takes an additional 1[W] damage if it stands up before the end of your next turn.

Swiftkin Skirmish: The target instead takes damage equal to 1[W] + your Dexterity modifier.

Reckless Toss **Barbarian Attack 7**

For you, the threat of reprisal is part of the thrill.

Encounter ◆ **Primal, Weapon**

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Swiftkin Skirmish: Before the attack, you can move 2 squares.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, or 3[W] + Strength modifier damage if you provoked an opportunity attack with this power.

LEVEL 9 DAILY EVOCATIONS

Blustering Storm Rage **Barbarian Attack 9**

The crashing winds that surround you have turned you into the eye of the storm.

Daily ♦ **Primal, Rage, Weapon**

Standard Action **Close** burst 5

Requirement: You must be wielding a heavy thrown weapon.

Effect: You make a ranged basic attack against up to 3 enemies in the burst. Then, you enter the range of the blustering storm. Until the rage ends, at the start of each of your turns, you may push each creature adjacent to you 2 squares as a free action.

Venomtooth Drake Rage **Barbarian Attack 9**

The mouth of the venomtooth drake is filled with virulent toxins, and so is the bite of your blade.

Daily ♦ **Poison, Primal, Rage, Weapon**

Standard Action **Melee** or **Ranged** weapon

Requirement: You must be wielding a melee weapon or a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

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

Miss: Half damage.

Effect: You enter the rage of the venomtooth drake. Until the rage ends, whenever you hit or miss an enemy with an attack, that enemy takes poison damage equal to your Strength modifier.

LEVEL 10 UTILITY EVOCATIONS

Spirit Surge **Barbarian Utility 10**

Whether through finesse, stamina, or just sheer force of will, the primal spirits grant you the strength to do the impossible.

Encounter ♦ **Primal**

Minor Action **Personal**

Effect: Until the end of your next turn, you add your Charisma, Constitution, or Dexterity modifier to Athletics checks.

Razor Climb **Barbarian Utility 10**

You find your weapons make admirable climbing tools as you slash and stab your way to the top.

Daily ♦ **Primal, Weapon**

Free Action **Personal**

Requirement: You must be wielding a one-handed weapon in each hand.

Effect: You gain a climb speed equal to your speed for 5 minutes or until the end of the encounter, with a power bonus equal to the combined enhancement bonus of each weapon you're wielding. If you stop wielding a one-handed weapon in each hand, you temporarily lose the power bonus until you are wielding two weapons again.

MELEE OR RANGED WEAPON?

A few of the powers listed here, such as *venomtooth drake rage*, can be used as melee attacks or as ranged attacks. Why, when this build is specifically for “Ranged Barbarians”? Sometimes, the concept for an attack is broad enough that it can encompass not just thrown weapon wielders, but any barbarian. Keep in mind that these attacks are *melee* or *ranged*; making them more flexible for any barbarian to use (or a swiftkin barbarian who doesn't want to provoke opportunity attacks) doesn't limit their capacity to be used from afar.

LEVEL 13 ENCOUNTER EVOCATIONS

Cleave the Sky **Barbarian Attack 13**

With careful aim, you throw your weapon so high that it seems to disappear into the air. A few moments later, it comes crashing back to earth.

Encounter ◆ **Primal, Weapon**

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One square in range

Effect: You throw your weapon into the air. At the start of your next turn, you make the following attack without spending an action. If there are no secondary targets, your weapon returns to your hand and this power is not expended.

Secondary Target: One creature in the target square

Attack: Strength + 4 vs. AC

Hit: 4[W] + Strength modifier damage, and the target is knocked prone.

Effect: Your weapon returns to your hand.

Running Barrage **Barbarian Attack 13**

You dart quickly to a more advantageous position, covering your movement with precision strikes.

Encounter ◆ **Primal, Weapon**

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Effect: You shift a number of squares equal to your Dexterity modifier. Three times during the shift, you can make a ranged basic attack against an enemy within range.

LEVEL 15 DAILY EVOCATIONS

Diving Kingfisher Rage **Barbarian Attack 15**

Your swift maneuvers are enhanced by the avian spirits that sweep around you and the weapons you throw.

Daily ◆ **Primal, Rage, Weapon**

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Special: Before the attack you can shift your speed.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the diving kingfisher. Until the rage ends, whenever you attack, you can shift 3 squares before and after the attack.

Sudden Eclipse Rage **Barbarian Attack 15**

The Spirit of the Shadow Moon pulls your body upward like the tides, and your bounding form blots out the sun.

Daily ◆ **Primal, Rage, Weapon**

Standard Action **Melee** or **Ranged** weapon

Requirement: You must be wielding a melee weapon or a heavy thrown weapon.

Effect: You jump your speed + 2. You make the following attack at any point during the jump.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is blinded until the end of your next turn.

Miss: Half damage, and you and your allies gain concealment against the target until the end of your next turn.

Effect: You enter the rage of the sudden eclipse. Until the rage ends, you gain a +10 power bonus to Acrobatics and Athletics checks, and whenever you hit a creature with an attack, you and your allies gain concealment against that creature until the end of your next turn.



LEVEL 16 UTILITY EVOCATIONS

Impossible Agility **Barbarian Utility 16**

You are a blur, your movements too fast for your enemies to react to.

Encounter ◆ Primal

Minor Action **Personal**

Effect: You don't provoke opportunity attacks until the end of your next turn.

Lightning Precision **Barbarian Utility 16**

Spirits of the storm sharpen your senses, and the scent of ozone fills the air.

Encounter ◆ Lightning, Primal

Minor Action **Personal**

Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls, and the first ranged attack that hits before the end of your next turn deals an extra 5 lightning damage.

LEVEL 17 ENCOUNTER EVOCATIONS

Brightest Sun Strike **Barbarian Attack 17**

The Spirit of the Desert Sun turns a simple attack into a flash of burning light.

Encounter ◆ Primal, Radiant, Weapon

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a melee weapon or a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and each enemy within 2 squares of the target takes 5 radiant damage.

Terrorizing Throw **Barbarian Attack 17**

Your attacks are relentless, your weapons filling the air with deadly promises. Will the next be the killing blow? The question grips your target with fear.

Encounter ◆ Fear, Primal, Weapon

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

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

Swiftkin Skirmish: The penalty instead equals your Dexterity modifier.

LEVEL 19 DAILY EVOCATIONS

Burning Sky Rage **Barbarian Attack 19**

You herald a tremendous gout of fire that descends from the sky, which fills you with a burning aura to punish the foolish.

Daily ◆ Fire, Primal, Rage, Weapon

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier fire damage, and each enemy within 5 squares of the target takes fire damage equal to your Strength modifier.

Miss: Half damage, and each enemy within 5 squares of the target takes fire damage equal to one-half your Strength modifier.

Effect: You enter the rage of the burning sky. Until the rage ends, enemies that start or end their turn adjacent to you take 5 fire damage.

Biting Cold Rage **Barbarian Attack 19**

The icicles that adorn your weapon turn to jagged teeth that refuse to release their targets.

Daily ◆ **Cold, Primal, Rage, Weapon**
Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a melee weapon or a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target takes ongoing 5 cold damage and cannot shift (save ends both).

Miss: Half damage, and the target cannot shift until the end of your next turn.

Effect: You enter the rage of the biting cold. Until the rage ends, whenever you hit or miss an enemy with an attack, that enemy takes cold damage equal to 5 + your Strength modifier the first time it moves or shifts before the start of your next turn.

LEVEL 22 UTILITY EVOCATIONS**Blade Shield** **Barbarian Utility 22**

Your foe's deadly strike is reduced to nothing but a clatter of metal upon metal thanks to your quick reflexes.

Encounter ◆ **Primal**

Immediate Interrupt **Personal**

Requirement: You must be wielding a weapon.

Trigger: You take damage from an attack

Effect: The triggering damage is reduced by an amount equal to 1[W] + your Strength modifier. If you are wielding two weapons, the damage is instead reduced by 1[W] (main hand) + 1[W] (off-hand) + your Strength modifier.

Windborne Stride **Barbarian Utility 22**

With the primal spirits of air on your side, the sky is your battlefield.

Encounter ◆ **Primal**

Move Action **Personal**

Effect: You fly your speed. You gain a fly speed equal to your speed until the end of your next turn.

LEVEL 23 ENCOUNTER EVOCATIONS**Excruciating Wound** **Barbarian Attack 23**

Your victim's bloodcurdling scream lets the world know that you are the deadliest foe alive. They will learn to respect you or die.

Encounter ◆ **Fear, Primal, Weapon**

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a melee weapon or a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and the target and each enemy within 5 squares that can hear the target grants combat advantage until the end of your next turn.

Swiftkin Skirmish: The target is also knocked prone.

Hailstone Gale **Barbarian Attack 23**

Your weapon splinters into hundreds of shards, spirits of ice and rain transforming them into a pounding hailstorm.

Encounter ◆ **Cold, Primal, Weapon**

Standard Action **Close** blast 3

Swiftkin Skirmish: Increase the size of the blast by 1.

Requirement: You must be wielding a heavy thrown weapon.

Target: Each creature in the blast

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier cold damage, and you push the target 1 square.

LEVEL 25 DAILY EVOCATIONS

Hunting Bat Rage **Barbarian Attack 25**

Your eyes dim. Your ears sharpen. Your smile grows. Your enemies cower.

Daily ♦ **Primal, Rage, Weapon**

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Effect: You enter the rage of the hunting bat. Until the rage ends, you gain blindsense 10. In addition, enemies that would normally have cover, concealment, superior cover, or total concealment against you instead grant combat advantage to you. Then, you make the following attack as a free action.

Target: One creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage, and the target takes a -4 penalty to all defenses (save ends). Until the target saves, you and your allies consider the target to be bloodied regardless of its current hit points.

Miss: Half damage, and the target takes a -4 penalty to all defenses until the end of your next turn.

Spirit Swarm Rage **Barbarian Attack 25**

A horde of minor primal spirits manifest at your command. Individually they are weak, but together they make your rage unstoppable.

Daily ♦ **Primal, Rage, Varies, Weapon**

Standard Action **Close** burst 1

Swiftkin Skirmish: If you are wielding a heavy thrown weapon, the range is instead area burst 1 within weapon range.

Target: Each enemy in the burst

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is knocked prone.

Miss: Half damage.

Effect: You enter the rage of the spirit swarm. Until the rage ends, you gain a +2 power bonus to AC and Fortitude. In addition, choose two damage types from the following list: cold, fire, lightning, poison, thunder. You gain resist 10 to each chosen damage types.

LEVEL 27 ENCOUNTER EVOCATIONS

Spirit Rend **Barbarian Attack 27**

Your attack cleaves through armor, flesh, bone, and even soul.

Encounter ♦ **Necrotic, Primal, Weapon**

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a melee weapon or a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier necrotic damage, and the target takes a -4 penalty to AC and Will defense until the end of your next turn.

Shattering Pierce **Barbarian Attack 27**

Your throws are deadly to your enemies, and anyone else who dares to get in your way.

Encounter ♦ **Primal, Weapon**

Standard Action **Ranged** weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and each enemy providing cover to the target takes 2[W] damage.

Swiftkin Skirmish: Each enemy providing cover to the target takes additional damage equal to your Dexterity modifier.

LEVEL 29 DAILY EVOCATIONS

Grasping Souls Rage **Barbarian Attack 29**

Every enemy you've slain, every opponent you've conquered, every soul you've laid to rest; the spirits of the dead have arrived at your command to drag away the living.

Daily ◆ **Necrotic, Primal, Rage, Weapon**
Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a melee weapon or a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and the target is haunted (save ends). While haunted, the target takes ongoing 10 necrotic damage, and at the start of each of the target's turns you can slide the target 5 squares.

Miss: Half damage, and you slide the target 5 squares.

Effect: You enter the rage of the grasping souls. Until the rage ends, whenever you hit a target with an attack, you can slide the target 2 squares and knock the target prone after resolving the effects of the attack.

Thunderbird Rage **Barbarian Attack 29**

With a booming crash of lightning, you have been possessed by the thunderbird, a primal spirit whose incredible might helped bring an end to the Dawn War.

Daily ◆ **Lightning, Primal, Rage, Thunder, Weapon**

Standard Action **Close burst 2**

Target: Each enemy in the burst

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier lightning and thunder damage, and the target is pushed 2 squares.

Miss: Half damage, and the target is pushed 1 square.

Effect: You enter the rage of the thunderbird. Until the rage ends, once per round when you hit a target with an attack, at the start of the target's next turn, the target and each enemy adjacent to the target takes 10 thunder damage.

FEATS

Simple But Brutal

Benefit: When you are wielding a one-handed weapon with the heavy thrown property, you can reroll any weapon die that displays a 1 when making an attack. If the weapon has the off-hand property, you can also reroll any weapon die that displays a 2.

Swift Step

Prerequisite: Barbarian, *swift instinct* class feature

Benefit: When you make the attack granted by your *swift instinct* class feature, you can shift 1 square before or after the attack.

Threatening Instincts

Prerequisite: 11th level, barbarian, *swift instinct* class feature

Benefit: You can use an unaugmented at-will attack power in place of the basic attack granted by your *swift instinct* class feature.

EAGLE WARRIOR

"I am the predator. You are the prey."

Prerequisite: Barbarian class, *swiftkin skirmish* class feature

The eagle is the symbol of power and competition, and you wear it proudly. The eagle warrior is the final stage of the *swiftkin* fighting style, a prestigious rite of passage for warriors who wish to master their chosen path. Trained in the art of a deadly throwing weapon, such as the spear or the handaxe, you are as swift and deadly as the predator you represent.

Your training has been grueling and fierce: direct contest with other potentials was at the forefront, forcing you against rivals and allies alike to claim your mantle. For your final test, you combated a great totem primal spirit that, when defeated, infused you with the strength, speed, and vision you need to use your newfound powers. Now, wearing your feathers proudly, you are ready to begin the path you fought so savagely to claim.

PARAGON PATH PATH FEATURES

Farsight of the Eagle (11th Level): Whenever you wield a weapon with the Heavy Thrown property, its range increases by 5 and its long range increases by 10. In addition, you become trained in Perception. If you were already trained in Perception, you may immediately retrain that skill.

Raptor's Action (11th Level): When you spend an action point to make an attack, you gain an extra use of your *swift instinct* power during this encounter. If the attack hits, you may immediately use your *swift instinct* power.

Cry of Triumph (16th Level): Whenever you score a critical hit, you gain a bonus to damage rolls equal to your Dexterity modifier until the end of your next turn.

EAGLE WARRIOR EVOCATIONS

Swooping Weapon Eagle Warrior Attack 11

Your weapon dives from the sky like a starving raptor; if its first prey does not sate its hunger, a second might.

Encounter ◆ Primal, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a heavy thrown weapon.

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength + 2 vs. AC

Hit: 2[W] + Strength modifier damage.

Eagle's Flight Eagle Warrior Utility 12

Splendorous feathered wings sprout from your back for a short time.

Encounter ◆ Polymorph, Primal

Minor Action Personal

Effect: You gain a fly speed equal to your speed until the end of your next turn. If you haven't landed by the end of your next turn, you float safely to the ground.

Eagle's Prey Rage Eagle Warrior Attack 20

Your talons leave hideous gashes across your foe's body, marking it your prey. Your relentless attacks ensure that the wound will never heal.

Daily ◆ Primal, Rage, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage and ongoing 10 damage (save ends).

Miss: Half damage.

Effect: You enter the rage of the sudden storm. Until the rage ends, whenever you hit with an attack, the target cannot save against an effect of your choice before, during, and at the end of its next turn.

SKYBORNE

"The rain falls. Soon, so shall you."

Prerequisite: Barbarian class

The deadly master of wind and rain, you have embraced the path of the skyborne. Whenever the booming lightning strikes, you are bringing devastation to your enemies. Whenever the howling wind blows, you are racing to your next challenge. Whenever the thunder clouds surge to new heights, so do you. Infused with the primal spirits of the storm, you are an unstoppable force on the battlefield and a frightening sight to behold.

SKYBORNE PATH FEATURES

Chilling Action (11th Level): When you spend an action point to make an attack, the first target hit by the attack is immobilized (save ends).

Deadly Skies (11th Level): Your barbarian and skyborne attack powers with the Cold, Lightning, or Thunder keywords can score critical hits on rolls of 19-20.

Rage of the Heavens (16th Level): Whenever you use a power with the Rage keyword, choose one of the following keywords. While you are raging, your barbarian and skyborne attack powers gain that keyword, and you gain the following additional effect:

- **Cold:** Whenever you hit with a barbarian or skyborne attack power, one target of the attack is slowed until the end of your next turn.
- **Lightning:** Whenever you hit with a barbarian or skyborne attack power, one creature within 5 squares of one target of the attack takes lightning damage equal to your Strength modifier.
- **Thunder:** Whenever you hit with a barbarian or skyborne attack power, one target of the attack is pushed 1 square after resolving the effects of the attack.

SKYBORNE EVOCATIONS

Driving Rains Skyborne Attack 11

Your weapon unleashes a torrent of freezing rain and howling winds that drive your opponents just where you want them.

Encounter ♦ **Cold, Primal, Thunder, Weapon**

Standard Action Close blast 3

Target: Each creature in the blast

Attack: Strength vs. AC

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

Deflecting Winds Skyborne Utility 12

The tempest that surrounds you easily redirects your foe's feeble attack.

Daily ♦ **Primal**

Immediate Interrupt Personal

Trigger: A creature targets you with a ranged attack

Effect: The triggering attack instead targets a creature of your choice within 5 squares of you. The triggering attacker does not need line of effect to the new target, but you do. If no other creatures can be targeted by the attack, or if the new target is already targeted by the triggering attack, you can't use this power.

Sudden Storm Rage Skyborne Attack 20

The sky erupts, spewing forth lightning and thunder almost as deadly as your rage.

Daily ♦ **Lightning, Primal, Rage, Thunder, Weapon**

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier lightning and thunder damage, and the target is pushed a number of squares equal to your Strength modifier and knocked prone.

Miss: Half damage, and the target is pushed 1 square.

Effect: You enter the rage of the sudden storm. Until the rage ends, enemies that start their turn adjacent to you are pushed 1 square.

HULKING HURLER

“Everything I touch becomes a deadly weapon. This axe. That chair. This stone. Even you.”

Prerequisite: Barbarian class, trained in Athletics

Finesse? Skill? Crutches for those who lack true strength. You are the strongest warrior who ever lived, and you intend to prove it through the loudest and rowdiest means possible. With surging power like yours everything is a weapon, from the smallest rock thrown with deadly force to the largest club swung with crushing weight to the heaviest foe tossed like a ragdoll into his allies. You are the purest exemplar of the brute, and there’s nothing you’d rather be.

HULKING HURLER PATH FEATURES

Hulking Action (11th Level): When you spend an action point to make a ranged attack with a heavy thrown weapon and hit, one target of the attack and each enemy adjacent to that target are knocked prone.

Improved Improvisation (11th Level): Whenever you wield a one-handed improvised weapon, it gains a +2 proficiency bonus, the Heavy Thrown property, a range of 5/10, and its damage die increases to 1d8. In addition, you gain a +3 enhancement bonus to attack and damage rolls with unenchanted weapons, and critical hits with them deal an extra 1d8 times this bonus. This enhancement bonus increases to +4 at 16th level, +5 at 21st level, and +6 at 26th level.

Giant’s Grasp (16th Level): You can draw or pick up an object or weapon as part of the same action used to attack with the weapon or use the object.

Hurl Anything (16th Level): You gain proficiency with the two-handed improvised ranged weapon. This weapon has a +2 proficiency bonus, a 1d12 damage die, the Heavy Thrown and Small properties, and a range of 5/10. Any non-creature object up to a heavy load is considered a two-handed improvised weapon.

HULKING HURLER EVOCATIONS

Tumble and Fall **Hulking Hurler Attack 11**

Your toss is powerful enough to sweep its target off its feet, and it stumbles backwards into its allies.

Encounter ◆ **Primal, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target 3 squares. If the target ends the push adjacent to an enemy, the target and one enemy adjacent to the target are knocked prone.

Aerial Assistance **Hulking Hurler Utility 12**

Your brute strength is useful not only against your enemies, but for your allies as well.

At-Will ◆ **Primal**

Move Action **Melee 1**

Target: One ally

Special: If any ally enters a square adjacent to you, you may use this power as an opportunity action.

Effect: The target flies 5 squares. If the target cannot fly, it must land at the end of this movement.

Hurler's Rage **Hulking Hurler Attack 20**

To your allies, they are foes that must be defeated. To you, they are ammunition waiting to be launched.

Daily ♦ **Primal, Rage, Weapon**

Minor Action **Melee 1**

Target: One creature

Attack: Strength + 4 vs. Reflex

Hit: The target is grabbed.

Effect: You enter the rage of the hurler. Until the rage ends, you can grab as a minor action with a +4 bonus to the roll. In addition, any grabbed creature of your size category can be used as a two-handed improvised weapon, and any smaller creature can be used as a one-handed improvised weapon. Any attack that deals damage using a grabbed creature as an improvised weapon splits the damage evenly between the grabbed creature and the target. If the attack is a melee attack, you slide the grabbed creature into the closest unoccupied square to the target after the attack is resolved. If the attack is a ranged attack, you do not provoke opportunity attacks from the grabbed creature, and the grabbed creature falls prone in the target's space after the attack is resolved.

Once during this encounter while raging, you can make the following attack as a melee or ranged basic attack.

Secondary Target: One creature

Secondary Attack: Strength vs. Reflex

Hit: 6[W] + Strength modifier damage.

Miss: Half damage.

EPIC DESTINY: SCION OF THE THUNDERBIRD

"A storm is coming, can you hear it? A storm that will wash away the filth, burn the old growth, and leave only the strongest still standing."

Prerequisite: 21st level, any primal class

While the Dawn War raged, the world was ravaged by the battles between the Gods and the Primordials. Caught up in the conflict were the creations that both sides had worked so hard to create: the mortals. Seeming to manifest from the very world itself, the Primal Spirits arose as protectors and warriors. With strength to rival both sides, these spirits put an end to the senseless destruction and pushed the warring parties back to the planes, where they wait to this day.

The most famous of these spirits was the Thunderbird, lord of the skies and storms. In these troubled times, the Thunderbird has chosen you to be its heir, to take up the task of safeguarding the natural world from incursions of the elemental and the divine alike. Slowly, you are filled with the strength of blustering wind and the speed of quickest lightning, and in time you find yourself ready to take up the mantle of the world's mightiest protector.

When immortality comes for you it will do so with greatest fanfare, for the storms themselves will arrive to herald your ascension. Filled with thunderous might and eternal purpose, you will become a creature of pure primal energy and take flight, ready to rule the skies.

SCION OF THE THUNDERBIRD FEATURES

Swift and Powerful (21st Level): Your Dexterity and Strength scores increase by 2.

Lord of the Storm (24th Level): Your attack powers with the lightning keyword and the thunder keyword ignore resist lightning and resist thunder, respectively. In addition, you can choose one encounter power; if that power does not already have the lightning or thunder keyword, it gains it. If that power deals damage of a certain type, then the power instead deals either lightning or thunder and that type of damage. After a short rest, you can choose a different encounter power to gain this benefit.

Thunderblooded (30th Level): The first time you become bloodied during each encounter, each enemy within 5 squares of you takes lightning and thunder damage equal to your level + your Dexterity or Strength modifier and you can teleport 5 squares.

SCION OF THE THUNDERBIRD POWERS

Strike Twice

Scion of the Thunderbird Utility 26

Your lightning reflexes allow you to fill the air with attacks, striking down foes two at a time.

Daily ♦ Primal

Minor Action

Personal

Effect: Once per round until the end of the encounter, when you hit with an attack, you can use an at-will primal attack power as a free action against an enemy other than the primary target.

THEME: SKIRMISHER

You are swift, and you are deadly. Following the ways of the skirmisher, you prefer to keep your battles on your own terms, hitting on the run and leaving your enemies unsure of where you'll strike next. You are unafraid to leap into the fray, and your ability to keep your enemies on edge is your greatest asset.

Weapon-wielding characters are the most likely to take up the ways of the skirmisher, as they often find themselves in the thick of battle, but any class that would prefer to fight on the run can benefit from becoming a skirmisher. Though skirmishing itself is primarily a martial style, primal, psionic, and even arcane or divine characters find themselves drawn to its utility.

STARTING FEATURE

Strike hard, strike fast, and move fast. These are the tenants of the skirmisher. With the wind at your back and your weapon or implement in your hand, your deadliness knows no limit.

Benefit: You gain a +2 power bonus to Initiative checks.

You also gain the *skirmishing strike* power.

Skirmishing Strike Skirmisher Attack

You dart to a more advantageous position, using your attack as cover.

Encounter ♦ **Martial**

Standard Action **Personal**

Effect: You can shift up to your speed. At any point during this movement, you can use an unaugmented at-will attack power of your choice against an enemy within range.

ADDITIONAL FEATURES

LEVEL 5 FEATURE

Light on your feet as always, your skirmishing training has made you stronger and quicker than most. You use your abilities to your advantage in new and interesting ways.

Benefit: You gain a +2 power bonus to Athletics checks and Acrobatics checks.

LEVEL 10 FEATURE

Nothing can slow you down for long. You're a practiced runner, and your speed is your greatest advantage; extracting yourself from snares and traps is a wise skill to have.

Benefit: You gain a +2 power bonus to saving throws against the slowed, immobilized, and restrained conditions.

OPTIONAL POWERS

LEVEL 2 UTILITY POWER A skirmisher is never cornered. Utilizing speed, skill, and a little bit of misdirection, your opponent finds themselves without an easy target as you break away from a dangerous situation.

Disengage Skirmisher Utility 2

You distract your foe with a feint, then step back suddenly out of range.

Encounter ♦ **Martial**

Minor Action **Melee 1**

Target: One adjacent enemy

Effect: The target takes a -2 penalty to attack rolls against you until the end of your next turn. Then, you shift 1 square.

LEVEL 6 UTILITY POWER When enemies take the fight to you, you know just how to slip around their defenses and strike back. With astonishing swiftness, your counterattack leaves them reeling.

Return Fire Skirmisher Utility 6

The momentum of your enemy's attack is expertly redirected to a strike of your own.

Daily ♦ Martial

Immediate Reaction Personal

Trigger: You take damage from an attack

Effect: You shift up to your speed, then make a basic attack against the triggering enemy. If the attack hits, it deals an extra 2d6 damage.

LEVEL 10 UTILITY POWER Your agility is unmatched, even on the ground. With a single movement, you leap from prone to standing to just where you need to be.

Leap and Step Skirmisher Utility 10

A quick jump is all the momentum you need to bring you up and back into the fight.

At-Will ♦ Martial

Move Action Personal

Effect: You stand up and shift 1 square.