

# ARTILLERIST

*"I'll lay down suppressing fire...you get the one that's still standing when I'm done."*

## CLASS TRAITS

**Role:** Controller. You exert control through ranged weapon attacks that hinder enemies and clear pathways for allies.

**Power Source:** Martial. Your prowess with ranged weaponry is a testament to intense training, confidence, and natural proficiency.

**Key Abilities:** Dexterity, Strength, Wisdom

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple ranged, military ranged, superior ranged, simple melee

**Bonus to Defense:** +2 Reflex

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

**Hit Points per Level Gained:** 5

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

**Trained Skills:** Perception. From the class skills list below, choose three more trained skills at 1st level.

**Class Skills:** Athletics (Str), Dungeoneering (Wis), Insight (Wis), Nature (Int), Perception (Wis)

**Build Options:** Control Artillerist, Sniper Artillerist

**Class Features:** Fighting Style, First Blood, Marksman's Prey, Artillerist Weapon Talent

Artillerists are masters of ranged combat. They excel at laying down fire on a battlefield to aid their allies or pinpointing specific enemies to eliminate them. While they tend to stay near the rear of the battle, their actions can drastically alter the flow of combat.

As an artillerist, you have a masterful understanding of ranged weapons, and know exactly how to get the most out of them in combat. Always wary, you have a keen eye for danger and are very aware of your surroundings.

When you bead down on your target, will you pepper the ground to distract them while your allies tear them apart, or will you take the critical shot, eliminating your foe from afar?

## Creating an Artillerist

Artillerists depend on Dexterity, Strength, and Wisdom for most of their powers. The two artillerist builds presented here are the control artillerist and the sniper artillerist.



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## Control Artillerist

You prefer to aid your allies by keeping your enemies on their toes. You prefer to sacrifice high damage to one target for less damage to multiple targets. Since you specialize in ranged attacks, Dexterity should be your primary ability. Because the ranks get broken from time to time, you might find yourself in melee combat, so Strength would make a good secondary ability. Because it can aid your Will defense, Wisdom is a good tertiary ability.

**Suggested Feat:** Quick Draw (Human feat: Human Perseverance)

**Suggested Skills:** Athletics, Insight, Nature, Perception

**Suggested At-Will Powers:** Double death, shower of arrows

**Suggested Encounter Power:** Sparrow's thorns

**Suggested Daily Power:** Run and gun

## Sniper Artillerist

You prefer to focus your attacks on individual targets, delivering higher damage but sacrificing the chance to hit multiple foes. Since you specialize in ranged attacks, Dexterity should be your primary ability. Because the ranks get broken from time to time, you might find yourself in melee combat, so Strength would make a good secondary ability. Because it can aid your Will defense, Wisdom is a good tertiary ability.

**Suggested Feat:** Far Shot (Human feat: Human Perseverance)

**Suggested Skills:** Athletics, Insight, Nature, Perception

**Suggested At-Will Powers:** Cautious shot, fleet shot

**Suggested Encounter Power:** Double wasp sting

**Suggested Daily Power:** Wounding bolt

## Artillerist Class Features

Your class features depend largely on the build and fighting style you choose.

### Fighting Style

Choose one of the following fighting styles and gain its benefit.

**Control Artillerist:** Because of your ally's reliance on your covering attacks, you gain Improved Initiative as a bonus feat.

**Sniper Artillerist:** Because of your prowess against single targets, you gain Unwavering Sniper (new feat) as a bonus feat.

### Marksman's Prey

Once per turn as a minor action, you can designate one enemy in range of your weapon as your prey.

Once per round, you deal extra damage to your prey. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled.

The marksman's prey effect remains active until the end of the encounter, until the prey is defeated, or until you designate a different target as your prey.

You can designate one enemy as your prey at a time.

Level	Marksman's Prey Extra Damage
1st–10th	+1d6
11th–20th	+2d6
21st–30th	+3d6

## First Blood

If you are the first among your allies to damage a target, you receive a +1 bonus to ranged attack rolls against that target.

## Artillerist Weapon Talent

Choose either bows or crossbows. When using a weapon of your chosen style, you gain a +1 bonus to attack rolls.

## Artillerist Overview

**Characteristics:** You are the power from the back. Your precision and talent aid your allies and demoralize your enemies. You rain down arrows in swift, deadly measure.

**Religion:** Artillerists favor deities of nature and of the hunt. They often revere Kord, Melora, or the Raven Queen. Evil or chaotic evil artillerists usually worship Gruumsh or Zehir.

**Races:** Elves are ideal artillerists, as are Eladrin for their fey-step ability.

## Artillerist Powers

Your powers are derived from your extensive training and thrill of the hunt.

### Level 1 At-Will Exploits

#### Cautious Shot Artillerist (Sniper) Attack 1

*You draw down carefully, not taking the shot until you're sure you can inflict as much damage as possible.*

**At-Will** ♦ **Martial, Weapon**

**Standard Action**

**Ranged** weapon

**Target:** One creature

**Attack:** Dexterity + 2 vs. AC

**Hit:** 1[W] damage

Increase damage to 2[W] at 21<sup>st</sup> level.

#### Double Death Artillerist (Control) Attack 1

*You single out two targets, letting both of them feel your fury from a distance.*

**At-Will** ♦ **Martial, Weapon**

**Standard Action**

**Ranged** weapon

**Target:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 1[W] damage per attack.

Increase damage to 2[W] at 21<sup>st</sup> level.

#### Fleet Shot Artillerist (Sniper) Attack 1

*You take your shot, then vanish before the enemy can spot you.*

**At-Will** ♦ **Martial, Weapon**

**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 21<sup>st</sup> level.

**Shower of Arrows** Artillerist (Control) Attack 1

*The enemies look up, only to see several arrows bearing down on them.*

**At-Will** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** Up to 4 creatures

**Attack:** Dexterity -2 vs. AC

**Hit:** 1[W] damage per target

Increase attack to Dexterity -1 vs AC at 21<sup>st</sup> level

Increase damage to 2[W] at 21<sup>st</sup> level.

### Level 1 Encounter Exploits

**Sparrow's Thorns** Artillerist Attack 1

*You cut loose a barrage of arrows. Your enemies won't know where to run next.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** Area Blast 1 within weapon range

**Target:** Each enemy in blast you can see

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage per target

**Swift Shadow** Artillerist Attack 1

*Your enemies lose sight of you as you dart through the trees and blend in with your surroundings.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** 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:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage

**Elusive Shift** Artillerist Attack 1

*As your enemy strikes out, you evade the blow and vanish into the wilderness.*

**Encounter** ♦ **Martial, Weapon**

**Immediate Reaction** Ranged weapon

**Trigger:** An enemy makes a melee attack against you

**Target:** One creature

**Attack:** You can shift one square, then make a basic attack against the enemy.

**Special:** Gain a power bonus to your basic attack roll equal to your Wisdom modifier.

**Double Wasp Sting** Artillerist Attack 1

*You sink two arrows into your foe, causing them to howl in pain.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 1[W] + Dexterity modifier damage per attack; if both attacks hit, you deal extra damage equal to your Wisdom modifier.

### Level 1 Daily Exploits

**Wounding Bolt** Artillerist Attack 1

*A precise shot leaves your enemy crippled with pain.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage 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.

**Distracting Shot** Artillerist Attack 1

*As your enemy focuses on the arrow you just fired, one he doesn't see bites into him deeply.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, two attacks

**Hit:** First Shot: 1[W] damage. Second Shot: 2[W] + Dexterity modifier damage.

**Miss:** Half damage per attack.

**Trick Shot** Artillerist Attack 1

*Two arrows sail out, splitting in two to hit two targets.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** Two creatures within 3 squares of each other.

**Attack:** Dexterity vs. AC. Make 2 attack rolls. Take the higher result and apply it to both targets.

**Hit:** 2[W] + Dexterity modifier damage

**Run and Gun** Artillerist Attack 1

*You make an attack, duck around a tree, then fire again.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage

**Effect:** You can shift one square and make a secondary attack against the same target.

**Secondary Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and the target is stunned (save ends).

## Level 2 Utility Exploits

### Look Again Artillerist Utility 2

*Something catches your eye, so look back more intensely than the first glance.*

**Encounter ♦ Martial**

**Free Action**

**Personal**

**Trigger:** You roll a Perception check and don't like the result

**Prerequisite:** You must be trained in Perception

**Effect:** Reroll the Perception check. You must take the second result, even if it is lower.

### Early Warning Artillerist Utility 2

*You spot something, and shout out a warning to your friend to help them see it.*

**Encounter ♦ Martial**

**Immediate Reaction**

**Ranged 5**

**Trigger:** An ally within range has to make a Perception check that you succeeded on.

**Prerequisite:** You must have succeeded on a Perception check before your ally's turn.

**Effect:** Your ally can add your Wisdom modifier to their Perception check roll.

### Painful Retreat Artillerist Utility 2

*You just got hit with a sword attack, so you maneuver your way into a more advantageous position.*

**Encounter ♦ Martial**

**Immediate Reaction**

**Personal**

**Trigger:** An enemy damages you with a melee attack.

**Effect:** You can shift up to 3 squares, and gain a +2 power bonus to all defenses until the end of your next turn.

## Level 3 Encounter Exploits

### Ettin's Head Strike Artillerist Attack 3

*You deliver two attacks, causing your enemy to stagger back in pain.*

**Encounter ♦ Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Target:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 1[W] + Dexterity modifier damage per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target 3 squares.

### Deadly Tracking Artillerist Attack 3

*You keep a pinpoint on your foe, then deliver an excruciating attack when the time is right.*

**Encounter ♦ Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Target:** One creature that is your prey

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage.

### Painful Interruption Artillerist Attack 3

*As your foe brings his weapon down, you deliver a painful attack, disrupting its attack before it hits.*

**Encounter ♦ Martial, Weapon**

**Immediate Interrupt**

**Ranged weapon**

**Trigger:** You or an ally is attacked by a creature

**Target:** The attacking creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage, and the target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier.

### Duck and Cover Artillerist Attack 3

*You deliver two attacks, causing your enemy to stagger back in pain.*

**Encounter ♦ Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Target:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks

**Special:** After the first or the second attack, you can shift up to 4 squares.

**Hit:** 1[W] + Dexterity modifier damage per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target 3 squares.

## Level 5 Daily Exploits

### Gift of Pain Artillerist Attack 5

*A precise shot leaves your enemy shocked at your prowess.*

**Daily ♦ Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, and the target is stunned (save ends).

**Miss:** Half damage and the target is not stunned.

### Expeditious Attack Artillerist Attack 5

*You take two tactical shots, moving swiftly between each one.*

**Daily ♦ Martial, Weapon**

**Standard Action**

**Ranged weapon**

**Target:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks.

**Special:** You can move your speed without provoking opportunity attacks before or after the first or second attack.

**Hit:** 1[W] + Dexterity modifier damage, and the target is dazed (save ends). If both attacks hit the same target, the target is dazed and weakened until the end of your next turn.

**Painful Accuracy** Artillerist Attack 5

*A trained shot targets the attack capabilities of your enemy, leaving lasting effects.*

**Daily** ♦ **Martial, Weapon**

**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 (save ends).

*First failed save:* The target now takes a -3 penalty to its attack rolls until the end of the encounter.

**Miss:** Half damage and the target takes a -1 penalty to attack rolls (save ends). *First failed save:* the target now takes a -2 penalty to attack rolls until the end of the encounter.

**Twin Talon Strike** Artillerist Attack 5

*You target two enemies, moving swiftly between shots.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Special:** You can shift one-half your Dexterity modifier before making this attack.

**Primary Target:** One creature

**Attack:** Dexterity vs. AC, two attacks.

**Hit:** 2[W] + Dexterity modifier damage, and 1[W] + Dexterity modifier damage.

**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:** Dexterity vs AC

**Hit:** 2[W] damage.

## Level 6 Utility Exploits

**Eagle Eye** Artillerist Utility 6

*The enemy attempts to ambush you, but you see it coming.*

**Daily** ♦ **Martial**

**No Action** **Personal**

**Effect:** At the start of a surprise round, use this power to avoid being surprised.

**Show 'em the Ropes** Artillerist Utility 6

*You aid your allies by lending your expertise to the situation.*

**Daily** ♦ **Martial**

**Minor Action** **Ranged** 10

**Effect:** All allies within 10 squares of you that attempt a skill check using a skill you are trained in gain your skill check bonus to their skill check roll.

**Sudden Movement** Artillerist Utility 6

*Before your enemy can get into a good position, you work your way to safety.*

**Encounter** ♦ **Martial**

**Immediate Interrupt** **Personal**

**Trigger:** An enemy moves into or out of a square adjacent to you.

**Effect:** You shift a number of squares equal to your Wisdom modifier.

## Level 7 Encounter Exploits

**Fangs of the Viper** Artillerist Attack 7

*You let two bolts fly, one hitting hard, the other adding to the pain.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 2[W] + Dexterity modifier damage (first attack), and 1[W] + Dexterity modifier damage (second attack).

**See Through the Fog** Artillerist Attack 7

*The enemy attempts to hide, but you see them anyway.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One creature

**Attack:** Dexterity +2 vs. AC. Ignore any penalties from cover and concealment.

**Hit:** 2[W] + Dexterity modifier damage

**Fierce Volley** Artillerist Attack 7

*You let loose a barrage of arrows, hitting several foes at once from a distance.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** **Area** blast 1 within weapon range

**Target:** Each creature in the blast

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage

**Three-Point Strike** Artillerist Attack 7

*You loose a lightning-fast volley of three arrows.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One, two, or three creatures

**Attack:** Dexterity vs. AC, three attacks

**Hit:** 1[W] damage per attack.

## Level 9 Daily Exploits

**Footman's Shot** Artillerist Attack 9

*You make two precise shots while making your way to a better vantage point.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One or two creatures

**Attack:** You can move up to your speed. At any point during this move, you can make two Dexterity vs. AC attacks.

**Hit:** 3[W] + Dexterity modifier damage per attack.

**Miss:** Half damage per attack.

**Sniper's Delight** Artillerist Attack 9

*You've waited until the time is perfect. You fire a single, deadly shot into your enemy.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity +2 vs. AC

**Hit:** 4[W] + Dexterity modifier damage

**Miss:** Half damage.

**Steel Rain** Artillerist Attack 9

*You fire a heavy spray of bolts, piercing all enemies near you.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** Close blast 3

**Target:** Each creature in the blast that you can see.

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage

**Miss:** Half damage.

**Staggering Shot** Artillerist Attack 9

*Your precise shot hits deep, sending the enemy reeling back in agony.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

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

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

## Level 10 Utility Exploits

**Find Firm Ground** Artillerist Utility 10

*Even in the thickest bog, you move with trained elegance.*

**Daily** ♦ **Martial, Stance**

**Minor Action** Personal

**Effect:** Your movement is not hindered by difficult terrain.

**Gazelle Stride** Artillerist Utility 10

*As the enemy closes in, you bolt with swiftness.*

**Daily** ♦ **Martial**

**Immediate Interrupt** Personal

**Trigger:** An enemy moves adjacent to you.

**Effect:** You shift up to one-half your normal speed allowance. You can't end your shift adjacent to the triggering enemy.

**Hasty Retreat** Artillerist Utility 10

*They've surrounded you. You have to get out of here now!*

**Encounter** ♦ **Martial**

**Minor Action** Personal

**Effect:** Until the end of your next turn, you can make 2 separate full move actions. Opportunity attacks made because of this movement are made at a -1 penalty.

## Level 13 Encounter Exploits

**Pierce the Veil** Artillerist Attack 13

*You spot the weakest point in your foe's armor before taking your shot.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and the target takes a penalty to Armor Class equal to your Wisdom modifier until the end of your next turn.

**Pugilist's Arrow** Artillerist Attack 13

*A well-placed shot knocks your foe to the ground.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature your size or smaller

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage, and the target is knocked prone.

**Elusive Counterstrike** Artillerist Attack 13

*After you take your shot, you use your own weapon to aid in your defense.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage. If you hit, you gain a bonus to AC equal to your Wisdom modifier until the end of your next turn.

**Halting Double Shot** Artillerist Attack 13

*Your first shot stops your foe while your second shot bites into them deeply.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, two attacks

**Hit:** First shot: 1[W] + Dexterity modifier damage, and the target is immobilized until the start of your next turn. Second Shot: 2[W] + Dexterity modifier damage.

## Level 15 Daily Exploits

**Rapid Fire** Artillerist Attack 15

*In a frenzy of shots, you riddle your foe with arrows.*

**Daily** ♦ **Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, attack until you miss. As soon as an attack misses, this attack ends.

**Hit:** 2[W] + Dexterity modifier damage per attack.

**Puncturing Bolts** Artillerist Attack 15*Careful aiming results in severe, bleeding wounds.***Daily** ♦ **Martial, Weapon****Standard Action** Ranged weapon**Target:** One, two, or three creatures**Attack:** Dexterity vs. AC, three attacks.**Hit:** 1[W] + Dexterity modifier damage per attack, and ongoing 5 damage (save ends). A target hit twice takes ongoing 10 damage (save ends). A target hit three times takes ongoing 15 damage (save ends).**Miss:** Half damage and no ongoing damage.**Confusing Barrage** Artillerist Attack 15*You confound your enemy with a vicious volley of shots.***Daily** ♦ **Martial, Weapon****Standard Action** Ranged weapon**Target:** One, two, or three creatures**Attack:** Dexterity vs. AC, three attacks**Hit:** 1[W] + Dexterity modifier damage per attack and the target is dazed (save ends). A target hit twice is stunned (save ends). A target hit three times is stunned (save ends), and takes +2[W] damage.**Miss:** The target is dazed (save ends).**Bleeding Remorse** Artillerist Attack 15*You first shot confuses the target while the second hits a vital area exposed by the distraction.***Daily** ♦ **Martial, Weapon****Standard Action** Ranged weapon**Target:** One or two creatures**Attack:** Dexterity vs. AC, two attacks**Hit:** 1[W] + Dexterity modifier damage per attack. If one attack hits, the target is dazed (save ends). If both attacks hit the same target, the target also takes ongoing 10 damage (save ends).**Miss:** Half damage and no ongoing conditions.

## Level 16 Utility Exploits

**Vanish From Sight** Artillerist Utility 16*They thought they had you in their sights, then you were gone in a flash.***Daily** ♦ **Martial****Immediate Interrupt** Personal**Trigger:** An enemy hits you with a melee or ranged attack.**Effect:** You shift 1 square away from the enemy that made the attack.**Swift Gate** Artillerist Utility 16*You evade detection with a fast jaunt through the thick woodland.***Daily** ♦ **Martial, Stance****Minor Action** Personal**Effect:** Your speed increases by 2, and you ignore the effects of difficult terrain.**Reassess the Situation** Artillerist Utility 16*You get a chance to catch your breath and take care of a few pesky wounds.***Daily** ♦ **Martial, Stance****Standard Action** Personal**Effect:** Shift a number of squares equal to your Wisdom modifier and make a saving throw. If you succeed, you are no longer affected by any ongoing conditions that a save can end.

## Level 17 Encounter Exploits

**Critical Mistake** Artillerist Attack 17*Your foe takes his eyes off of you to attack your friend. This is a mistake it won't want to make again.***Encounter** ♦ **Martial, Weapon****Immediate Reaction** Ranged weapon**Trigger:** A creature within range attacks your ally.**Target:** The attacking creature**Attack:** Dexterity vs. AC, and gain a bonus to this attack equal to your Wisdom modifier.**Hit:** 2[W] + Dexterity modifier damage.**Bloody Trifecta** Artillerist Attack 17*Three arrows sail with deadly accuracy from your hidden location.***Encounter** ♦ **Martial, Weapon****Standard Action** Ranged weapon**Target:** One, two, or three creatures.**Attack:** Dexterity vs. AC, three attacks.**Hit:** 1[W] + Dexterity modifier damage per attack.**Vital Puncture** Artillerist Attack 17*You loose two perfectly aimed shots, piercing vital areas of your enemy.***Encounter** ♦ **Martial, Weapon****Standard Action** Ranged weapon**Target:** One creature**Attack:** Dexterity vs. AC, two attacks.**Hit:** 1[W] + Dexterity modifier damage per attack. If both attacks hit, the target takes ongoing 10 damage and is stunned (save ends both).

## Level 19 Daily Exploits

### Triple Split Arrow Artillerist Attack 19

*Three arrows sail out, each one more damaging than the last.*

**Daily ♦ Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One, two, or three creatures

**Attack:** Dexterity vs. AC, three attacks

**Hit:** 2[W] + Dexterity modifier damage (first attack). 2[W] + Dexterity modifier damage and the target is stunned (second attack). 2[W] + Dexterity modifier damage and the target takes ongoing 10 damage (save ends). If one creature is hit with two attacks, they take 2[W] + Dexterity modifier damage per attack and are stunned and take ongoing 10 damage (save ends both).

**Miss:** Half damage per attack, and the target is not dazed or takes ongoing damage.

### Charging Bull Shot Artillerist Attack 19

*You pinpoint a target, piercing their flesh and sending them to the ground.*

**Daily ♦ Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage and the target is pushed a number of squares equal to your Wisdom modifier and knocked prone.

**Miss:** Half damage and the target is pushed 1 square and knocked prone.

### Focused Double Shot Artillerist Attack 19

*You shoot, realign your sights, and then take another shot.*

**Daily ♦ Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, two attacks. If the first attack hits, you gain a +5 bonus to the attack roll to the second shot. If the first attack misses, make the second attack normally.

**Hit:** 2[W] + Dexterity modifier damage per attack.

**Miss:** Half damage per attack.

### Hell From Above Artillerist Attack 19

*You fill the sky with a flurry of arrows, raining death down on your enemies.*

**Daily ♦ Martial, Weapon**

**Standard Action** **Area burst** 1 within weapon range

**Target:** Each enemy in the burst you can see.

**Attack:** Dexterity vs. AC, one attack per target.

**Hit:** 2[W] + Dexterity modifier damage per attack.

**Miss:** Half damage per attack.

## Level 22 Utility Exploits

### Dust in the Wind Artillerist Utility 22

*You vanish so quickly, your enemies are at a total loss.*

**Daily ♦ Illusion, Martial**

**Standard Action**

**Personal**

**Effect:** When it is not your turn, enemies treat you as invisible if you have cover or concealment from them. An enemy still knows the square you occupy if it saw you in that square at any point during a round. This effect lasts until the end of the encounter or for 5 minutes.

### Low Crawl Artillerist Utility 22

*You have just enough time to hit the ground before the explosion.*

**Daily ♦ Martial**

**Immediate Interrupt**

**Personal**

**Trigger:** You are hit by a close attack or an area attack.

**Effect:** Shift a number of squares equal to your Wisdom modifier.

### See the Unseen Artillerist Utility 22

*Your enemies think their hidden...until they scream in pain from the fury of your shot.*

**Daily ♦ Martial, Stance**

**Minor Action**

**Personal**

**Effect:** Your attacks ignore cover and concealment, but not total concealment.

### Easy Maneuver Artillerist Utility 22

*You slink through the combat without taking so much as a scratch.*

**Encounter ♦ Martial**

**Move Action**

**Personal**

**Effect:** Shift a number of squares equal to your Wisdom modifier.

## Level 23 Encounter Exploits

### Defensive Bolt Artillerist Attack 23

*Your enemy might have hit you, but he'll have to work to do it again.*

**Encounter ♦ Martial, Weapon**

**Standard Action**

**Ranged** weapon

**Trigger:** A creature makes a melee attack against you.

**Target:** The attacking creature

**Attack:** Dexterity vs. AC, this attack does not provoke opportunity attacks.

**Hit:** 2[W] + Dexterity modifier damage.

**Effect:** Until the end of your next turn, the target's attack rolls against you take a penalty equal to your Wisdom modifier.



**Shielding Shots** Artillerist Attack 23

*Your shots hit precisely, making your enemies suffer penalties when they try to hit you.*

**Encounter ♦ Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One or two creatures

**Attack:** Dexterity vs. AC, two attacks.

**Hit:** 2[W] + Dexterity modifier damage per attack. If one attack hits, the target takes a -2 penalty to attack rolls until the end of your next turn. If both attacks hit the same target, the penalty grows to -4.

**Effect:** If any adjacent creature makes an attack against you and misses before the start of your next turn, make a basic ranged attack against it as an immediate reaction. This attack does not provoke opportunity attacks.

**Battering Bolt** Artillerist Attack 23

*Your shot hits so hard that your enemy reels back in pain.*

**Encounter ♦ Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 4[W] + Dexterity modifier damage and you push the target a number of squares equal to 2 + your Wisdom modifier.

**Needling Swarm** Artillerist Attack 23

*Your enemy tastes the sting of your arrows.*

**Encounter ♦ Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, three attacks.

**Hit:** 1[W] + Dexterity modifier damage per attack. If 2 attacks hit, deal an extra 1[W] damage. If all 3 attacks hit, deal an extra 2[W] damage.

## Level 25 Daily Exploits

**Swift Agony** Artillerist Attack 25

*You fire two shots in rapid succession, burying them deeply in your foe, then you vanish into the undergrowth.*

**Daily ♦ Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, two attacks.

**Hit:** 2[W] + Dexterity modifier damage per attack.

**Miss:** Half damage per attack.

**Effect:** After making these attacks, you can shift a number of squares equal to your Wisdom modifier.

**Furious Counter** Artillerist Attack 25

*They hit hard, but you hit harder.*

**Daily ♦ Martial, Stance**

**Minor Action** Personal

**Effect:** You can make a basic attack against any enemy you choose as an immediate interrupt if it attacks you. This attack does not provoke opportunity attacks.

**Agonizing Shower** Artillerist Attack 25

*A fierce volley of arrows rains down brutally on your enemies.*

**Daily ♦ Martial, Weapon**

**Standard Action** Close blast 5

**Target:** Each enemy in blast

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage

**Miss:** Half damage

## Level 27 Encounter Exploits

**Arterial Shots** Artillerist Attack 27

*Your shots open a deep wound that continues to gush blood long after you're gone.*

**Encounter ♦ Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, two attacks

**Hit:** 2[W] + Dexterity modifier damage per attack. If both attacks hit, the target takes an extra 1d10 damage and ongoing 10 damage (save ends).

**Needlefang Drake Strike** Artillerist Attack 27

*You loose a cloud of arrows that rain down on every enemy within your range.*

**Encounter ♦ Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** Each enemy in range

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

**Additional Misery** Artillerist Attack 27

*Your friend hits the enemy hard, then you add to your enemy's misery by burying a bolt in the same wound.*

**Encounter ♦ Martial, Weapon**

**Immediate Reaction** Ranged weapon

**Target:** One creature you can see that has just taken damage from an ally.

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage and the target is stunned (save ends).

**Rolling Thunder** Artillerist Attack 27

*You fire a volley of arrows onto your enemies, move to a different location, then loose another volley.*

**Encounter ♦ Martial, Weapon**

**Standard Action** Close burst 1

**Target:** All enemies in the burst you can see

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage

**Effect:** You can shift a number of squares equal to your Wisdom modifier and make another Close burst 1 attack (as above).

## Level 29 Exploits

### Twice the Pain Artillerist Attack 29

*You take the opportunity to make a second vicious attack against an enemy you just hit.*

**Daily** ♦ **Martial, Weapon**

**Minor Action**

**Personal**

**Requirement:** You must have damaged an enemy prior to making this attack.

**Effect:** You make a second basic ranged attack against the same target with a -1 penalty. If the second attack hits, the target takes 2[W] damage and ongoing 10 damage (save ends).

### Three-Eyed Viper Shot Artillerist Attack 29

*Three arrows hit their mark with increasing accuracy.*

**Daily** ♦ **Martial, Weapon**

**Standard Action**

**Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, three attacks. If the first attack hits, you get a +5 bonus to the second and third attack rolls. If the first attack misses, take the second and third attacks normally.

**Hit:** 2[W] + Dexterity modifier damage per attack.

**Miss:** Half damage per attack.

### Commander's Sorrow Artillerist Attack 29

*You deliver a devastating volley of arrows, demoralizing the enemy leader.*

**Daily** ♦ **Martial, Weapon**

**Standard Action**

**Ranged** weapon

**Target:** One, two, or three creatures

**Attack:** Dexterity vs. AC, three attacks.

**Hit:** 3[W] + Dexterity modifier damage per attack. If one target is hit twice, they take ongoing 10 damage (save ends). If one target is hit three times, they take ongoing 15 damage (save ends) and are stunned (save ends).

**Miss:** Half damage per attack and no ongoing damage or stunned.

## PARAGON PATHS

### EXPERT CONTROLLER

*"If I see them, I can hit them...and I see them all."*

**Prerequisite:** Artillerist class, controller fighting style

You become the true fury from the rear of the battle. Your enemies won't know where to run next. Your prowess and marksmanship easily clear paths for your allies and demoralize your enemies.

## Expert Controller Path Features

**Trained Reroll (11<sup>th</sup> Level):** You can spend an action point to reroll one ranged attack roll or ranged damage roll, instead of taking an extra action.

**Encompassing Prey (11<sup>th</sup> Level):** You can designate more than one creature as your prey at a time, up to a number equal to your Wisdom modifier. In addition, any attack made against your prey receives a +1 bonus to attack rolls.

**Warding Action (16<sup>th</sup> Level):** When you spend an action point to take an extra action or to gain the benefit of your Trained Reroll, you also gain a +5 bonus to AC until the end of your next turn.

## Expert Controller Exploits

### Ally's Support Expert Controller Attack 11

*You and an ally fire at the same time to deliver massive damage to a powerful enemy.*

**Encounter** ♦ **Martial, Weapon**

**Immediate Reaction**

**Ranged** weapon

**Trigger:** An ally makes a ranged attack or area attack.

**Target:** One creature attacked by your ally.

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage.

### Trained Confidence Expert Controller Utility 12

*You're so sure of your abilities that you sacrifice defense in order to get a better shot in.*

**Encounter** ♦ **Martial, Stance**

**Minor Action**

**Personal**

**Effect:** You take a -2 penalty to all defenses, but gain a +2 bonus to all attacks.

### Compounded Misery Expert Controller Attack 20

*Your prey has gathered near, and you send a rain of fury down on them all.*

**Daily** ♦ **Martial, Weapon**

**Standard Action**

**Ranged** weapon

**Target:** Each enemy designated as your prey

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage and the target is knocked prone.

### VICIOUS SNIPER

*"Nobody gets away once I've put my sights on them...nobody"*

**Prerequisite:** Artillerist class, sniper fighting style

Your shots hit with the power of a life-long military sniper. You leave misery and bloodshed in your wake. You hit like a ballista, and vanish like a puff of smoke in the wind.

## Vicious Sniper Path Features

**Sniper's Action (11<sup>th</sup> Level):** When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls against your prey until the start of your next turn.

**Self-Reliance (11<sup>th</sup> Level):** You gain a +5 power bonus to healing surges.

**Life From Death (16<sup>th</sup> Level):** When you hit an enemy and it takes damage from Marksman's Prey, you gain temporary hit points equal to the amount of damage you dealt from Marksman's Prey + your Wisdom modifier.

## Vicious Sniper Exploits

### Track the Prey Vicious Sniper Attack 11

*They think they're unseen...it is a painful misjudgment.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One creature designated as your prey.

**Special:** Ignore penalties for cover (but not superior cover), concealment, and total concealment. You can attack an invisible target as if it wasn't invisible.

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage.

### Revel In the Misery Vicious Sniper Utility 12

*You get an invigorating rush as you see your enemy fall.*

**Encounter** ♦ **Martial**

**Free Action** **Personal**

**Trigger:** One of your attacks drops an enemy to 0 hit points or fewer.

**Effect:** You gain an action point that you must spend before the end of your next turn.

### Duplicate Prey Vicious Sniper Attack 20

*There's always room for one more...*

**Daily** ♦ **Martial, Weapon**

**Standard Action** **Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. AC.

**Hit:** 4[W] + Dexterity modifier damage.

**Effect:** The target is designated as your prey until the end of the encounter, and you can designate one additional creature as prey following the normal Marksman's Prey rules.

## ARTILLERIST FEATS (Heroic Tier)

### IMPROVED MARKSMAN (ARTILLERIST)

**Prerequisite:** Artillerist, Marksman's Prey class feature

**Benefit:** The extra damage dice from your Marksman's Prey class feature increase to d8s.

### ELUSIVE MARKSMAN (ARTILLERIST)

**Prerequisite:** Artillerist, Marksman's Prey class feature

**Benefit:** When you score a critical hit with an attack against the target of your Marksman's Prey, you can shift as a free action, and the enemy takes a -2 penalty on attack rolls against you until the end of your next turn.

### EXACTING MARKSMAN (ARTILLERIST)

**Prerequisite:** Artillerist, Marksman's Prey class feature

**Benefit:** When you score a critical hit against the target of your Marksman's Prey, your allies gain a +1 bonus to attack rolls against that target until the start of your next turn.

## ARTILLERIST FEATS (Paragon Tier)

### ONE WITH THE BOW (ARTILLERIST)

**Prerequisite:** Artillerist, Wis 15

**Benefit:** If you miss with a ranged attack with a bow and you wouldn't otherwise still deal damage on the miss, you deal damage to your original target equal to your Wisdom modifier. This damage receives no modifiers or other benefits you normally gain to weapon damage.

## ARTILLERIST FEATS (Epic Tier)

### MARTIAL MASTERY (ARTILLERIST)

**Prerequisite:** Artillerist

**Benefit:** Once per encounter, you can spend an action point to regain the use of a daily artillerist power you've already used today, instead of taking an extra action.

## MULTICLASS FEAT

### ADEPT OF ARTILLERY

(MULTICLASS ARTILLERIST)

**Prerequisite:** Dex 13 or Wis 13

**Benefit:** You gain training in one skill from the artillerist's class skill list.

Once per encounter, you can use the artillerist's Marksman's Prey class feature. The target you designate as your prey remains your prey until the end of your next turn.