

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

GUNSLINGER

Gunslingers are feared gunmen of the west, a master of the brutal and imprecise firearms of the day. Possessing extraordinary aim and a lightning trigger finger, the best gunmen have many enemies, and are often little more than mysterious strangers to those they meet as they wander.

BONUS PROFICIENCIES

Beginning at 3rd level when you select this archetype, you become proficient with the revolver. At 7th level, you gain proficiency with the shotgun, and at 11th level, the hunting rifle.

Additionally, when you make an attack adjacent to your target with a revolver, you do not have disadvantage on the attack roll.

QUICK DRAW

At 3rd level, when you draw a firearm, you may make an attack with it as a bonus action. You may use this once per weapon, and regain all expended uses after completing a short or long rest.

GRIT

At 7th level, you can aim for critical parts of your target's body. When you make an attack with a firearm you are proficient with on your turn, you can choose to aim for the target's arm, head, leg, or torso. If you successfully hit your target, the target must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity modifier, and on a failed save, suffers the following effect:

Arm. Your target drops any item it is holding in the hand that you choose, and can hold no item in that hand for the next 3 rounds.

Head. Your target is stunned for 1 round.

Leg. Your target may only move at half speed and has disadvantage on Dexterity saving throws for 1d6 + 1 rounds.

Torso. Your target bleeds excessively, taking an additional 1d4 damage at the beginning of each of its turns for the next 3 rounds.

You may use this feature a number of times equal to your Dexterity modifier. You regain all expended uses when you complete a long rest.

DEADSHOT

At 11th level, your firearm attacks score a critical hit on a roll of 19 or 20.

PIERCING SHOT

At 15th level, when you hit a creature with a firearm attack, your shot pierces through and continues onward, possibly hitting other targets. When you make a firearm attack, trace the path of your attack as a spell with a line effect. On a hit, you also attack the first creature in the line, to a distance of 20 feet, comparing the same attack roll against the second creature's armor class. If this attack also hits, roll damage separately for each attack.

