

RANGER ARCHETYPE

The ideal of the ranger can have many expressions.

MASTER THROWER

Master throwers, as is often joked, rely on a fighting style that clearly involves disarming themselves. In truth, someone who can bury a dagger or a handaxe in your skull from across the room is never a force to be underestimated. True master throwers depend on quick reflexes, good planning, and, of course, deadly aim to survive in a world that values brute force over clever tactics.

KEEN VISION

Beginning when you choose this archetype 3rd level, you possess extraordinarily precise sight. You gain proficiency in the Perception skill, if you did not have it already, and you can add twice your proficiency modifier to Wisdom (Perception) checks you make that rely on sight.

DEADEYE

At 3rd level, your uncanny aim grants you the following features:

- When you take the Attack action on your turn, you can use a bonus action to make a ranged attack with a thrown weapon.
- When you make a ranged weapon attack, you can draw the weapon as part of the attack. You can draw any number of weapons in this fashion each round.
- The short and long ranges of your thrown weapons doubles.

PINNING TOSS

Starting at 7th level, you can launch a thrown weapon with such force you embed it into the wall. To do so, you make a ranged weapon attack with a thrown weapon as a bonus action. On a hit, you can gain a variety of benefits, depending on your target:

Targeting a Creature. If you target a creature, you can pin its armor or clothing to a wall or to the floor, halving the creature's speed the next time it moves.

Targeting an Object. If you target a Tiny or smaller unattended object, it is considered to have an AC of 10. Objects that are being worn or carried are considered to have the same AC of the creature that is carrying it. On a hit, you can choose to break it (if it is nonmagical) or fling it up to 15 feet away. If appropriate, you can also pin this object to a wall, if there is one behind the object.



Other Targets. With DM permission, you can target other things a thrown weapon to perform certain tasks, such as pinning daggers in a wall to make an impromptu handhold for climbing. The AC for other objects is decided by the DM before you make the attack.

LETHAL THROW

By 11th level, your mastery of thrown weapons has grown extensive. Choose one of the following features:

Bullseye. When you make a ranged weapon attack with a thrown weapon, you have a +1 bonus to its attack and damage rolls.

Double Throw. When you take the Attack action on your turn, you can use a bonus action to make two ranged attacks with thrown weapons, rather than one. Each of these attacks must target a separate creature.

Throw Anything. You can treat any weapon you're proficient with that you can wield with one hand as a thrown weapon with a range of 20/60 feet, and you can use your Dexterity modifier for attacks and damage rolls when you throw it.

INTERCEPTING SHOT

Starting at 15th level, as a reaction when an attacker you can see makes an attack roll against you, you can throw a weapon you are holding to deflect the strike. Make an attack roll. If your attack roll is higher than the attacker's, the attack targeting you has disadvantage. You must use this feature before you know the outcome of the roll.

NEW MARTIAL WEAPON

The following weapon is available to all characters.

Weapon	Cost	Damage	Weight	Properties
Bolas	5 gp	—	3 lb.	Special, thrown (range 20/60)

WEAPON DESCRIPTION

Bolas. A pair of weights connected by a length of cord. When swung about and thrown at a target's legs, they can entangle it, knocking it down for an easy kill.

SPECIAL PROPERTY

Bolas. A creature hit by a bolas falls prone until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect and destroying the bolas. You can only throw one bolas on your turn.

