

A woman with blonde hair, wearing a dark cowboy hat with a badge and a red cape, is pointing a silver revolver directly at the viewer. She has a serious expression. The background is a bright, hazy blue sky with some light clouds. The overall style is painterly and dramatic.

The Ranger Archetype

BOUNTY HUNTER

Stop at nothing to track down
and bring your marks in dead
or alive.

A Bounty Hunter, though deemed more civilized than traditional rangers, still operates outside the norms of society. Their independence is evident as they are summoned by either the state or the rebellion to pursue specific individuals and collect bounties, whether dead or alive. Driven by a sense of satisfaction in the pursuit, these Rangers exhibit quick thinking and even quicker reflexes. They assess the odds, relying on grit and determination to forge a path towards their target. While most bounty hunters exude intimidation, the most notorious among them boast reputations capable of instilling fear in those unfortunate enough to cross their paths.



KEY FEATURE

STRIKE FIRST

3rd-level Bounty Hunter feature

“Survival often comes down to who is quickest on the draw”

You have developed a keen eye for combat and a trigger happy demeanour. When you take the attack action on your first round of combat you can attack up to your proficiency bonus' worth of additional targets. Targeting different creatures, roll to attack normally dealing Strike First Damage as your weapon type. The targets must be within range of you at the start of your turn and your weapon must be able to attack as many times as required.

Additionally can choose to disarm your targets, instead of dealing additional damage. On a successful hit you instead force them to make a Strength saving throw vs your spell

save DC. On a failure the target/s drop their weapons unless unable to. On a success they do not lose grip of their weapon.

Ranger level	Damage dice
3	1d4
5	1d6
6	1d8
13	1d10
17	1d12

FAVOURED PROFESSION

3rd-level Bounty Hunter feature

“It’s amazing how similar people are when they are trying to be unique.”

Hunting beasts is one thing, hunting people is another. Swap out favoured enemy for a favoured profession that you are skilled in tracking. These could be: nobles, warriors, mages, thieves, commoners, merchants, etc.

You gain advantage on (INT) Investigation checks to learn more about your target, as well as on Wisdom checks to deduce their daily routines. You also gain proficiency in a tool that the profession uses if they do use one.

Choose one additional favoured profession at 6th and 14th level instead of a favoured enemy. As you gain levels your choices should reflect the types of professions you have encountered.

PARTICULAR SET OF SKILLS

3rd-level Bounty Hunter feature

“You got to adapt to the situation, lest you find yourself in a stick spot.”

Choose between a set of skills that many Bounty Hunters specialise in. Select one from the table below, you can change your set of skills to another at level 7, 11 or 15.

Skill Archetype	Description
Vanguard	<i>You can wear heavy armour at no penalty and gain +1 AC when wearing it.</i>
Sniper	<i>When you attack a creature at over 120ft you deal an additional dice of damage equal to your Strike First dice. Once per round.</i>
Bruiser	<i>When you attack a creature within reach you deal an additional dice of damage equal to your Strike First dice. Once per round.</i>
Duelist	<i>When against a single enemy in combat you can deal 1 additional Strike First action against them.</i>
Quick Draw	<i>If you are first in initiative order then you can make one additional Strike First attack against a target</i>
Executioner	<i>When an enemy is below 15% HP you deal an additional dice of attack damage.</i>

GLORY OF THE HUNT

7th-level Bounty Hunter feature

“Oh I do love it when they run!”

Nothing can escape for long. You can mark a target of your favoured profession within 120ft line of sight as your quarry. As long as they are on the same plane of existence, you gain the following benefits. You gain advantage on Perception, Insight and Intimidation ability checks when tracking or learning more information about your target. This mark ends when you discover the target is dead or you have turned them into whoever posted a bounty on them. You can then use this ability at the next dawn. Ending the hunt early cause you to have to wait 7 days before using the ability again. Casting Hunter’s Mark on your quarry deals 2d10 damage. When you are within 10ft of the quarry you can deal instead 1d10 damage to a non-marked target once per round.

I LIKE THOSE ODDS

11th-level Bounty Hunter feature

“Finally, a worthy challenge!”

Experience has left you better equipped to take on greater odds. When you enter initiative, add up the total number of party members present in the fight and the number of enemies you are facing. If the total number of enemies outnumbered your party by 2 at the start of the round then you and any allies are considered ‘Outnumbered.’ Refer to the table below to see what bonuses you receive.

Outnumbered	Bonus
+2	<i>Add 1 bonus Strike First dice to an attack. Once per round</i>
+4	<i>Double your Strike First dice on your first round of combat.</i>
x5	<i>Party members can add a dice equal to your Strike First dice on one attack rolls each round. You can add this damage to each attack you make.</i>

PROCEEDING REPUTATION

15th-level Bounty Hunter feature

“I’m sure you’ve heard of me, so lets make this easy and you hand yourself in”

You have obtained a reputation that few haven’t heard of. Creatures that can see or hear makes a Contested Wisdom Saving Throw against your Intimidation Ability Check. If they fail they become frightened of you and you are now able to land a Critical hit on a 19 or 20 and your Strike First does maximum damage to them.

You can intimidate an amount of people this way equal to your proficiency bonus. This ability lasts for 10 minutes. This can be used once per day, resetting on a long rest.