

THE FALCONER

A NEW RANGER ARCHETYPE

V 1.0



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WELCOME TO AN EXENDIA PRODUCTION!



ello there, Adventurer! this is one of the document made by Exendia, aka *Andrea Bergamelli*. Thank you for showing interest in this new ruleset!

Feel free to send any comment on the content, formatting and images of this document at exendia@gmail.com

THIS IS MALLEABLE MATERIAL

What does this mean?

It means that, over time, this document may be updated, mostly after playtest reports and revisions. Although i'll try to warn all users of these document every time a major change happens, keep an eye on the version number of the document from time to time!

Also, if you want to be the cause of such changes, please send me a playtest report! i'll be glad to read it and do some considerations about it.

THIS IS GREAT! CAN I USE IT FREELY?

Well, you can use it as you like! but may I ask you a couple of favours?

- If you use this document in a open-to-public game, like at a convention or game night, please let me know! a simple e-mail will do.
- If you want to include this ruleset in your paid publication...please don't. At least, send me an e-mail before doing it!

ARTS WANTED!

Like what you're reading? are you able to draw stuff more complicated and eye-pleasing than a stickman with a smile face like me? then contact me! I like adding arts, and i'm willing to find payment solutions!

FALCONER ARCHETYPE

FEATURES

COMBAT FALCONRY

When you choose this archetype at 3rd level you establish an empathic link with a Falcon, a flying winged creature of Small Size or smaller that perches on your shoulder or flies staying within 5 feet of you, up in the air. it doesn't occupy a square, and can share the same square as you.

The Falcon loses all in-game statistics, like Strength, Carrying capacity or Proficiency bonus, and does not take any actions of its own. It does not roll for initiative.

The Falcon has **Armor Class** 25 and no Hit points; instead, every time the Falcon should take damage, it takes a **Wound** . The falcon is immune to the Blinded, Charmed, Deafened, Fatigued, Frightened Paralyzed, Petrified and Poisoned conditions.

The Falcon can take up to 3 **Wounds** . if the Falcon get its maximum **Wounds** , it flies away or gets knocked down (your choice), and cannot be called or issued any order until it recovers from at least one **Wound** .

During a short rest you can spend one or more Hit Die to empathically remove an equal number of **Wounds** from the Falcon. this can happen even if the Falcon is not present.

At the end of a Long rest, the Falcon regain half of its total **Wound** , rounded up.

should the Falcon be captured or killed, you can obtain another one by spending 8 hours magically bonding with another flying winged creature that isn't hostile to you, either the same type of creature as before or a different one of Small or smaller size.

FALCON ORDERS

Beginning at 3rd level, You can issue the following telepathic orders to your Falcon, as long as you are on the same Plane of existence.

- **Hinder!** - As a bonus action the Falcon flies up to a target within 60 feet and distracts him. You or a creature of your choice adds 1d4 on the first attack roll made against that creature. If such die rolls a 1, the Falcon takes a Wound.
- **Fetch!** - As a bonus action the Falcon flies up to 60 feet, and snatches an unattended object that weighs less than 5 Kg (10 pounds) bringing it back to you. If weighs more, but less than 10 Kg (20 pounds), The falcon can still carry it but takes a Wound.
- **Snatch!** - As a bonus action the Falcon flies up to 30 feet and tries to disarm or snatch an object weighing less than 2 Kg (5 pounds) from someone's grip that you can see. Make a Wisdom (Handle Animal) check opposed by the target's Dexterity(Sleight Hand) check. If you win, the falcon takes the objects and can carry it to you . if you fail the check, the Falcon takes a Wound. The falcon can snatch something like a brooch from someone's hair, but it cannot take a strapped object like a shield or a helm.
- **Strike!** - As a bonus action the Falcon helps your attacks against one or more creatures within 60 feet. your weapon attacks may deal an additional 1d4 on damage rolls until the start of next turn, but if at least 1 of such die rolls a 1, the Falcon takes a Wound.

EMPATHIC SCOUTING

Also at 3rd level While you're not in combat, as an action you can send your Falcon flying to a point within 400 feet of you, and you can communicate with it telepathically. you can see through your Falcon's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses. Should the Falcon takes any kind of damage, instead it takes a Wound and flies back to you. while the Falcon is away in such a manner, you can use another action to order him to stay still or move up to another 100 feet, but he cannot go farther than 400 feet from you. if such would be the case, or if do not use your action in this manners, the telepathic link breaks and the Falcon flies back to you.

WINGED DEFENSE

At 7th level, the Falcon can take and additional 2 **Wounds** before running away, for a total of 5 Wounds.

You can now issue the following additional telepathic orders to your Falcon, as long as you are on the same Plane of existence.

- **Distract!** - As a reaction made when an enemy you can see attacks you, that enemy gets disadvantage on that attack roll. If that attack still hits, the Falcon takes a Wound.
- **Out!** - As a reaction made when you make a Dexterity, Wisdom or Charisma Saving throw, you add +1d4 on that roll. If such die rolls a 1, the Falcon takes a Wound.



ADVANCED FALCONRY

At 11th level, you can now issue the following additional telepathic orders to your Falcon, as long as you are on the same Plane of existence.

- **Dive!** - As part of your Attack action, the Falcon dives to strike a distant target. Make one ranged attack roll on a target you can see within 60 feet using your Dexterity modifier + your Proficiency Bonus + 2. if the attack hits, the Falcon deals 2d4 + your Dexterity modifier slashing damage. If one of such damage die rolls a 1, the Falcon takes a Wound
- **Burst!** - As part of your Attack Action, the Falcon attacks wildly. Make one melee attack roll against a creature you can see using your Strength modifier + your Proficiency Bonus. if the attack hits, the Falcon deals 2d4 + your Strength modifier bludgeoning damage, and the target cannot take reactions against you until the start of your next turn. If one of such damage die rolls a 1, the Falcon takes a Wound
- **Pick!** - As part of your Attack Action, the Falcon flies toward an enemy to disrupt his supernatural powers. make one ranged spell attack roll on a target within 30 feet you can see using your Wisdom modifier + your Proficiency bonus. if the attack hits, The Falcon deals 2d4 + your Wisdom modifier piercing damage against that target. If one of such damage die rolls a 1, the Falcon takes a Wound. The target hit by this attack has disadvantage on spell attack rolls against you, and you have resistance against saving throws made by the target's spells. Both these effects last until the start of your next turn.

TALLY-HO!

At 15th level, the Falcon can take an additional 2 **Wounds** before running away, for a total of 7 Wounds.

Also whenever you roll a **d4** for a feature of this archetype you may roll a **d6** instead. For example, when you order your Falcon to Dive! you may roll 2d6 instead of 2d4.

NEW MAGIC ITEMS

SHOULDER PERCH

Uncommon Magic Item, Requires Attunement

This shoulder contraption allows a taloned beast to sit comfortably on your shoulder for long periods of time, and offers a vantage point from where such a beast can jump to begin flying.

When a beast starts its turn standing on your shoulder perch, it adds 15 feet to its flying speed, if it has any.

Furthermore, this magic item has three Falconry Die, which are d6. When a beast leaves your Shoulder Perch, you can grant her one of such dice. The creatures can roll it and add its result to any attack roll, damage roll or ability check he makes before returning to the shoulder perch.

The Shoulder perch recharges daily at dawn.

This magic item occupies the same space as a mantle.

If you are a Falconeer Ranger, you can extend the range of your Order by 15 feet and use the Falconry Die on any attack roll, damage roll or ability check made using your Falcon when you issue an order.

BLOOD SATCHEL

Uncommon Magic Item

This crimson velvet satchel is always warm to the touch, and feels like touching a open wound.

As an action, you can fill with satchel with a tasty morsel of meat, roots or other type with food created by your own blood and life force. you lose one Hit die, and you can feed this morsel to a Beast. if you do, roll the Hit die you have used and add your Constitution modifier. the beast regain that amount of Hit points.

you can use the satchel in this way three times. it recharges daily at dawn.

If you feed the Falcon of a Falconeer Ranger, the Falcon instead recovers 1 **Wound** .