

BOUNTY HUNTER

Roguish Archetype

FRONTIER ENFORCERS

Whether it be to enforce the laws of a distant colonizing nation or to punish the enemies of a local crime syndicate, bounty hunters can be found and hired to take down the world's worst. Bounty hunters rely on their honed instincts and fearsome reputations to survive their dangerous profession.

TRICKS OF THE TRADE

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by your sneak attack dice.

Maneuvers. You learn three maneuvers of your choice, which are detailed under “Maneuvers” below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You learn two additional maneuvers of your choice at 9th, 13th, and 17th level. When you gain a level in this class, you can also replace one maneuver you know with a different one.

Using Maneuvers. Whenever you land a Sneak Attack on a creature, you can activate a Maneuver before rolling for damage. To do so, you must forgo two of your Sneak Attack dice, after which any remaining Sneak Attack dice are rolled for damage.

COMBAT READY

At 3rd level, you've expanded your martial capabilities. You become proficient with medium armor and all martial weapons.

IMPOSING PRESENCE

At 9th level, you've learned to leverage your reputation for your benefit. As an action, you can force a creature to make a Wisdom saving throw against your maneuver save DC. The creature must be able to see and hear you, and the two of you must share a language.

On a failure, the creature is charmed or frightened by you (your choice) until the end of your next turn. A hostile creature cannot be charmed, and the effect ends for a charmed creature if it takes any damage.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. The effect ends if the creature can neither see nor hear you.

Once the effect ends, or if the creature succeeds on the initial saving throw, the creature is immune to this effect for the next 24 hours.



LOCK 'EM DOWN

At 13th level, you've become a master at locking down your foes. When you use one of your maneuvers on a creature, you can use a bonus action to attempt to grapple the target.

Additionally, you can use your bonus action to attempt to restrain a creature grappled by you. The creature makes a Dexterity or Strength saving throw against your maneuver DC. On a failure, the creature is restrained until the grapple ends.

MARKED FOR DEATH

Starting at 17th level, when you roll initiative, you can designate one creature within 60 feet of you as your quarry. Attacks you make against your quarry have advantage. You retain this benefit until your quarry dies or you use this ability again.

MANEUVERS

The maneuvers are in alphabetical order.

CONCUSSION

When you hit a creature with a weapon attack, you can attempt to concuss the target. The target must make a Constitution saving throw. On a failed save, it is deafened, has disadvantage on all Wisdom (perception) checks, and has disadvantage on opportunity attacks against you until the end of your next turn.

CONFUSE

When you hit a creature with a weapon attack, you can attempt to confuse it as to what happened. The creature makes a Wisdom (insight) check against your maneuver DC. On a failure, the creature has disadvantage on attacks against you until the end of its next turn.

DISARM

When you hit a creature with a weapon attack, you can attempt to disarm the target, forcing it to drop one item of your choice that it's holding. The target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

DIVERSION

When you hit a creature with a weapon attack, you attempt to grab the creature's attention. The target must make a Wisdom saving throw. On a failed save, the target cannot make opportunity attacks against targets other than you until the end of your next turn.

DISTRACTION

When you hit a creature with a weapon attack, you can attempt to distract the creature, giving your allies an opening. The next attack roll against the target has advantage if the attack is made before the start of your next turn.

ELUDE

When you hit a creature with melee weapon attack, you can take the Disengage action for free immediately following the attack.

INTIMIDATE

When you hit a creature with a weapon attack, attempt to frighten the target. The target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

MAGE BANE

When you hit a creature with a weapon attack, you can attempt to break their concentration. The creature must make a Constitution saving throw. On a failure, they immediately lose concentration. On a success, they still must make the Constitution saving throw to maintain concentration from taking damage.

RAPID STRIKE

When you hit a creature with a weapon attack, you can immediately make another attack against a different creature within 5 feet of the target.

SHOVE

When you hit a creature with a weapon attack, you can attempt to drive the target back. If the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

STAB AND GRAB

When you hit a creature with a melee weapon attack, you can use attempt to grapple the creature hit until the start of your next turn. The creature makes a Strength (Athletics) or Dexterity (Acrobatics) check against your maneuver DC to resist your grapple.

STAGGER

When you hit a creature with a weapon attack, you can attempt to stagger it. The creature must make a Constitution saving throw. On a failure, it can't take reactions until the start of its next turn.

SWARM

When you hit a creature with a weapon attack, you can use your bonus action to direct one of your allies within 5 feet of the target to strike. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack against the target.

TRIP

When you hit a creature with a weapon attack, you can attempt to knock the target down. If the target is Large or smaller, it must make a Strength or Dexterity saving throw. On a failed save, you knock the target prone.

CREDITS

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Art: Deadeye Plunderers by Greg Opalinski

Inspirations:

- *Hyperlanes* by Scrivened, LLC
- *Operative: Gunslinger* from SW5e
- *Scout: Deadeye Technique* from SW5e
- *Ruffian* by u/Jaekbad