

KILLSHOT

A CLASS FOR 5TH EDITION DUNGEONS AND DRAGONS



KILLSHOT

Tucked behind a rock, a lone archer strings his bow. A cold fury lies hidden beneath the still look to his face. He knows the bandits that are headed to the small village—where they are, their numbers, and that none of them will know what hit them once his volley has pierced their heartless chests. Not needing to spot them to line up his shots, he also knows that he has won before the battle even starts.

Arrows flying around her, the wood elf atop a hill remains still. Her eyes pierce through opponents even stronger than her bow. They don't know that she calculates every trajectory before they even fire, and has no worry in her mind other than the prey. As the last one falls, she chuckles to herself with a satisfied smile creeping across her face.

Scaling the cliff face, any onlookers would think that she was crazy, but to her it was a breeze. Equipment and pure skill kept her safe and her foes dead. No one could hit her from her perch, and they looked like ants from up high. As easy to crush too, because with one shot from her crossbow they wouldn't even have a chance to look for her.

These killshots, different as they might be, are defined by their intense focus: an unwavering, intense, and relentless drive that heightens the senses and pushes the physical limits of the body. Focusing on the heat of battle, a skilled killshot is guaranteed to hit its mark; whether this be from letting loose a barrage of projectiles in rapid succession, or firing methodically at a precise moment. Focus may come from an extreme calm and decisiveness, years of practice and experience, or a fury to kill honed into a silent wrath. No matter the underlying emotion or lack thereof, a killshot is always controlling the battle from afar.

A FOCUSED MIND

Every killshot is unique in their own ways—from how they dispatch their enemies to how well they prepare—but all of them are unshakable. Their focus is infallible, calculating trajectories and enemy movements in a matter of seconds. Neither might nor magic can shake them, as years of experience have prepared them for almost every scenario.

Killshots may have many different motivations, whether it be glory, gold, or other personal vendettas, but what separates them from other adventurers is their ability to remain calm. They may or may not have been ready for an ambush, but no one could ever tell the difference. Whether they snipe their enemies from afar or turn them into a walking pincushion, they'll get the job done.

THE UNDAUNTED SOUL

While many killshots find their skills best suited to a life of paid work and other odd jobs, the typical contract killer or hired mercenary isn't a killshot. Killshots are the few and far between, forged by the fires of determination and willpower. Whether the right hand of the king or a peasant who's been wronged, the mental tenacity of a killshot is what separates the weak and the bold.

Just as important as how a killshot learned to wield a weapon is what drove him or her away from the life he or she had. If they had nothing else to turn to but a bow and impeccable aim, went on a job gone wrong, or took a last stand against tyranny, they all have that same spirit that holds true in the face of danger. Some killshots use their talents for treasure and glory, others for justice, but the drive to achieve greatness burns just as bright in each.

QUICK BUILD

You can make a killshot quickly by following these suggestions. First put your highest ability score in Dexterity, followed by Wisdom. Second, choose the soldier background.

CLASS FEATURES

As a killshot, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per killshot level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per killshot level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Charisma, Wisdom

Skills: Choose two from Acrobatics, Athletics, Insight, Investigation, Perception, Survival



THE KILLSHOT

Level	Proficiency Bonus	Features	Focuses	Focus Bonus
1st	+2	Focus, Light Load	2	+1
2nd	+2	Precision Shot, Predictability	2	+1
3rd	+2	Killshot Practice	3	+1
4th	+2	Ability Score Improvement	3	+1
5th	+3	Extra Attack, On Sight Climbing	3	+1
6th	+3	Practice Feature	4	+1
7th	+3	Uninterrupted Focus	4	+1
8th	+3	Ability Score Improvement	4	+1
9th	+4	Improved Critical	4	+2
10th	+4	Practice Feature	4	+2
11th	+4	Honed Focus (1 Enemy)	4	+2
12th	+4	Ability Score Improvement	5	+2
13th	+5	Unending Focus	5	+2
14th	+5	Practice Feature	5	+2
15th	+5	Honed Focus (2 Enemies)	5	+2
16th	+5	Ability Score Improvement	5	+3
17th	+6	High-ground Shooting	6	+3
18th	+6	Consistency	6	+3
19th	+6	Ability Score Improvement	6	+3
20th	+6	Perfect Shot	Unlimited	+3

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a longbow or (b) any martial ranged weapon
- (a) a light crossbow or (b) any simple ranged weapon
- An explorer's pack and two daggers

FOCUS

In battle, you fight with calculated precision. On your turn, you can enter a battle focus as a bonus action if you are wearing light armor.

While focused, you gain the following benefits if you aren't wearing heavy armor or medium armor:

- You have advantage on Wisdom checks and Wisdom Saving Throws.

- When you make a ranged weapon attack using Dexterity, you gain a bonus to hit and damage that increases as you gain levels as a killshot, as shown in the Focus Bonus column of the Killshot table.
- You have resistance to psychic damage.

If you are able to cast spells, you can't cast them or concentrate on them while focused.

Your focus lasts for one minute. It ends early if you are knocked unconscious or if your turn ends and you can no longer clearly perceive the location of the enemy or taken the Dodge action. You can also end your focus on your turn as a bonus action.

Once you have focused the number of times shown for your killshot level in the Focuses column of the Killshot table, you must finish a long rest before you can focus again.

LIGHT LOAD

Without the encumbrance of armor to weigh you down, you can move more swiftly as you weave in and out of the skirmish of battle to find the perfect shot. You gain the following benefits if you aren't wearing any armor:

- Your speed increases by 5 feet.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- You can use your bonus action to take the disengage action.

PRECISION SHOT

Starting at 2nd level, your attacks more reliably hit your opponents closer to their vitals. When you roll a 1 on a damage die for an attack you make with a ranged weapon, you can reroll the die and use the higher of the two rolls.

PREDICTABILITY

At 2nd level, you're a step ahead of potential attackers leading you to be unendingly on your toes in the face of danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

KILLSHOT PRACTICE

At 3rd level, you choose a practice that shapes the tactics of your focus. Choose the Brutal Killer Practice, Mercenary Practice, or Steady Hand Practice; all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once, whenever you take the Attack action on your turn.

ON SIGHT CLIMBING

Starting at 5th level, you gain a climb speed equal to your movement speed.

UNINTERRUPTED FOCUS

At 7th level, your mind is an impenetrable fortress for the duration of your focus. You can no longer be charmed or frightened while focused. Engaging your focus while charmed or frightened breaks the effect until the focus ends.

IMPROVED CRITICAL

Beginning at 9th level, your ranged weapon attacks score a critical hit on a 19 or 20.

HONED FOCUS

Starting at 11th level, you can mark a creature you can see within 100 ft. when you begin your focus or by using a bonus action during a focus. While the targeted creature is within 100 ft. of you, you know its position, and you can roll one additional weapon damage die when determining the extra damage for a critical hit with a ranged attack.

At 15th level, you can mark an additional creature when you enter your focus or use your bonus action to mark a creature, and you can now roll two additional weapon damage dice when determining the extra damage for a critical hit with a ranged attack.

UNENDING FOCUS

Beginning at 13th level, your focus is so intense that it can allow you to brace yourself in the face of intense pain. If you are reduced to 0 hit points while you are focused, you can expend one of your hit dice to set your health equal to the result of rolling the dice + your Constitution modifier. Once you use this feature, you must finish a long rest before you can use it again.

HIGH-GROUND SHOOTING

At 17th level, your mastery of shooting at a distance allows you to rain death from above. When you're 25 ft. above your target, you get advantage on all attack rolls, and any critical hits you score deal an additional 2d6 damage.

CONSISTENCY

Starting at 18th level, if your roll for a Wisdom skill check is less than 10, you can use 10 + the corresponding modifier for the check in its place.

PERFECT SHOT

At 20th level, you are the perfect marksman. Three times a day, after you make an attack roll with a ranged weapon, you can decide that it is a critical hit. This ability replenishes after you take a long rest.

KILLSHOT PRACTICES

Breathing in and out, each killshot possesses an unbreaking focus in every battle, the gentle sea breeze in the eye of the storm. Each killshot finds solace in his or her mental fortitude, but manifests that focus in different fashions. Whether it be an unforgiving torrent of viscous strikes, a prepared repertoire aiding in most any situation, or the unflustered and ever-stable aim that pierces the hearts of enemies.

BRUTAL KILLER PRACTICE

With a focus that's less reliant on careful calculation, the brutal killer can unleash a volley of attacks upon their enemies leaving them broken and bleeding. Every shot let loose by the brutal killer is backed by an unrelenting desire to maim to the fullest extent.

FUELED FURY

Starting when you choose this practice at 3rd level, you can get up close and personal with an enemy to let off your most dangerous strikes. If you make a ranged attack within 10 feet of your target, the attack does maximum damage.

This range increase to 15 feet at 10th level and again to 20 feet at 15th level.

BREAKNECK PACE

Beginning at 6th level, you can utilize your focus on eliminating your targets to fire your weaponry at an immense capacity. While you are focused, your speed increases by 5 feet, and you can use your bonus action to make a ranged weapon attack if you took the attack action on your turn.

TABLE TURNER

Starting at 10th level, you can use the fury of your enemies to fuel your killer instincts as you retaliate. After an enemy lands a critical hit on you, you can use your reaction to make a single ranged attack.



CRIPPLING SHOT

When you reach 14th level, you can fire shots with the intent of lessening your target's capabilities. When you make a critical hit against an enemy, you can choose one of these wounds to inflict on them for a number of rounds equal to your wisdom modifier if they fail a Constitution saving throw (DC 8 + your Wisdom modifier + your proficiency bonus):

Leg Shot. The target of this effect has their movement speed halved and disadvantage on all Dexterity checks and saving throws.

Bleeding Shot. The target of this shot takes 1d8 necrotic damage and has disadvantage on all Constitution saving throws.

Arm Shot. The target of this effect can't score critical hits and has disadvantage on all Strength checks and saving throws.

MERCENARY PRACTICE

Battles may be won in a multitude of ways, but the mercenary knows that a solid strategy and some ingenuity can topple any enemy. While other practices might focus on improving their prowess with their weaponry, the mercenary has broadened their horizons to any and all trades that might prove important to taking out the target, and when all else fails, cleverly made equipment allows them to traverse the battlefield efficiently and effortlessly to pursue any enemies. No matter the circumstances, a mercenary is always prepared to tackle the task at hand.

TACTICAL ARMAMENTS

Beginning when you choose this practice at 3rd level, you can craft special types of ammunition to help you navigate the battlefield and deal with whatever threats might need dealt with. These special types of ammunition are listed at the end of the Mercenary Practice.

Crafting. These pieces of ammunition must be crafted for a specific weapon you are proficient with, and each piece of ammunition takes ten minutes to craft. After you craft 3 pieces of ammunition, you can't craft anymore until you've taken a long rest. These pieces of ammunition fall apart if they're not used before your next long rest.

The number of pieces of ammunition you can craft before your next long rest increases to 4 at 6th level, 5 at 10th level, and 6 at 15th level.

Saving Throws. Some of your special types of ammunition require your target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

$$\text{Ammunition Save DC} = 8 + \text{proficiency bonus} + \text{your Wisdom modifier}$$

RESOURCEFUL

Starting when you choose this practice at 3rd level, you can use your surroundings to your benefit. You can use any item you could throw as an improvised ranged weapon that you are proficient with. Such a ranged weapon has the thrown (range 20/60) property and deals 1d4 bludgeoning damage.

BATTLEFIELD ANALYSIS

When you choose this practice at 3rd level, you can take in your surroundings to give you and any allies you communicate this information with an edge in battle. If you spend ten minutes in a specific location, you can mark any accessible locations inside an area with a radius equal to 20 x your Wisdom modifier feet. Within this area, you and your allies can gain the following benefits while in that area for the next 24 hours:

- Your allies and you have advantage on initiative rolls in that area.
- Your allies have a +5 bonus to your passive perception and advantage on Wisdom (Perception) checks to spot enemies in that area.
- Your allies and you have advantage on Dexterity (Stealth) checks made to hide in this area.

EXPERIENCED

Starting at 10th level, your experience in the field has accumulated to a point where you know a little bit about most topics. You can now add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Additionally, you gain proficiency in two more skills, one language of an enemy that you've encountered, and one type of tools that you don't already have proficiency in.

ELITE EQUIPMENT

At 14th level, your experience has led you to come up with some clever contraptions to solve battlefield complications. You gain three items from the following list of elite equipment:

Boots of Springing. Whenever you attempt a high jump or a long jump, your distance is doubled.

Breathing Apparatus. You can breathe underwater for a total of 30 minutes while wearing this item.

Compact Glider. While wearing this glider, you can activate it as an action to take no fall damage and glide outward up to twice the vertical distance.

Cloak of Shadows. While wearing this cloak, you can hide in dim light as though it were darkness.

Gloves of Climbing. While wearing these gloves, you gain advantage on Dexterity (Acrobatics) and Strength (Athletics) checks made to climb. Additionally, you can climb up a flat, vertical surface with a Strength (Athletics) check made without advantage (the DC of this check is up to the discretion of the DM).

Gauntlets of Disarming. While wearing these gauntlets, you can use an attack action to attempt to disarm your opponent. The enemy must make a Strength (Athletics) check against your Dexterity (Acrobatics) check. If they fail, they drop their weapon.

SPECIAL AMMUNITION

The types of special ammunition are listed in alphabetical order:

Combustion Shot. You must have a flask of oil to craft this item. This arrow is tipped with a flammable substance that combusts on impact. When a target it hit with this arrow, it takes an additional 2d4 fire damage.

Grapple Arrow. You must have a 50 ft. rope to craft this item. You can shoot this ammunition into a structure such as a cave ceiling or building wall. If your shot lands, you can climb the rope.

Slick Shot. You must have a full flask of oil to craft this item. When this special ammunition lands in the area of your choosing within range, you create an area with a 10 ft. radius that is now considered difficult terrain. Creatures that use the dash action as they move through this area must succeed on a Dexterity saving throw against your ammunition save DC or fall prone.

Siege Arrow. A shot made with this type of special ammunition deals double damage against structures and constructs.

Sleep Arrow. A target hit by this shot, must succeed a Constitution saving throw against your ammunition save DC or fall asleep for 1d4 rounds. Creatures that are size Huge or larger automatically succeed their saving throw. This sleep is broken if the affected creature is harmed or awoken by another creature who has taken an action to shake them awake.

Stunning Shot. When a shot made with this ammunition strikes its target, they must pass a Constitution saving throw against your ammunition save DC or they are stunned until the beginning of your next turn.

Tanglefoot Bag Shot. The target of this shot must succeed on a Dexterity saving throw against your ammunition save DC or their speed is reduced to 0 until the beginning of your next turn.

STEADY HAND PRACTICE

For the steady hand, a one in a million shot is the shot that misses. Preferring to make every attack count, these ranged wonders take their time to calculate the most effective attack on their target. With deep breaths, an unblinking gaze, and impeccable aim, the steady hand will take any shot no matter the odds.

KEEN EYE

Starting when you choose this practice at 3rd level, your sight is focused on hitting your target. You can augment your shots using a special dice called marksman dice. You have 4 marksman dice which are d6s. A marksman die is expended when you use it. You regain all of your expended marksman dice when you finish a short or long rest.

When you make a ranged weapon attack roll against a creature, you can expend any number of marksman dice to add to the roll. You can use this ability before or after making the attack roll, but before any effects of the attack are applied.

Additionally, when you hit with a ranged weapon attack, you can expend any number of marksman dice to add to the damage. You can use this ability after making the attack roll, but before any effects of the attack are applied. Your marksman dice change at when you reach certain levels. At 10th level, they increase to d8s, and they increase again to d10s at level 15.

AIMED SHOT

Beginning at 6th level, while in a focus, you can use a bonus action to line up your shot. For the rest of your turn, you can add your Wisdom modifier to the attack bonus for ranged weapon attacks. You can spend 1 marksman die to use this ability while not in a focus.

CAREFUL SHOT

At 10th level, when you take the attack action on your turn, you can forgo all but one of your attacks to gain advantage on your remaining attack. Additionally, you can add half your proficiency bonus to the attack's damage if it hits.

RICOCHET SHOT

Starting at 14th level, you can attempt a ricochet shot off a nearby structure to hit a creature in full cover. If a creature in full cover is within 15 ft. of structure, a ricochet shot can be made. You can take a -5 penalty to the attack roll, and the creature is considered to have no cover for this attack.

DUAL-NOTCHED SHOT

Beginning at 14th level, a dual-notched shot can be used to hit multiple enemies. If a creature is within 15 ft. of another creature, you can make one attack roll with a -5 penalty. If the attack roll beats the first target's AC, it takes full damage, and if it beats the second target's AC, it takes half damage.

MULTICLASSING

Should you choose to multiclass and take levels in killshot alongside those of another class, you must have an ability score of at least 13 in Dexterity. When you take your first level in this class, you gain proficiency with simple weapons, martial weapons, light armor, and medium armor.

KILLSHOTS AND FIREARMS

If your DM has a world within which guns and other firearms exist, the killshot can be a very nice fit for such weapons. It is recommended that the killshot has proficiency with these ranged weapons given such a scenario.



ART AND SOURCES

SOURCE NAME AND PAGE NUMBER

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