

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

PURSUER

Magitech is powerful, unwieldy, and dangerous. When a Heart of the Machine goes rampant, or a construct goes rogue, the ordinary town guard is often ill-equipped to handle the ensuing disaster. It's for these reasons that a Pursuer is called. You are no mere hunter, however. The tools of your trade include special magitech weapons, and you often must use exceptional investigation skills to track your quarry.

MAGITECH SCANNER

Starting when you select this archetype at 3rd level, you gain a handheld scanner which can detect the aura of magitech devices. As an action, you can detect the unique aura of each magitech device or construct within 30 feet, and you can determine whether or not a unique construct or device has been present in the area within the last hour.

The device can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

LASER PISTOL

At 3rd level, you gain a special rechargeable laser pistol. You have proficiency with this weapon. This laser pistol does not have the reload property, but instead has 5 charges, 1 of which is expended when you fire it. The pistol regains 1d4+1 expended charges daily at dawn. Due to overheating, you may only fire your laser pistol once when you take the Attack action on your turn.

If your laser pistol is ever lost or destroyed, you can build a new one by expending 100 gp worth of materials over 24 hours of work.

At 7th level, you expand the battery, which increases the pistol's charges to 10, recovering 1d10 charges daily. At 11th level, you solve the overheating problem, allowing you to fire your laser pistol more than once each turn.

DODGE ROLL

Beginning at 7th level, you can expend 20 feet of your movement to move 10 feet without provoking Opportunity Attacks.

POWER CONVERSION

At 11th level, as a bonus action, you can expend a number of spell slots to regain 1 charge for every 2 spell levels of the spells expended of a magic item you are holding. You may not restore the charges of a legendary magic item or an artifact using this feature.

ENERGETIC BODY ARMOR

By 15th level, you wear an advanced shielding system which protects you from harm. Your shield grants you resistance to one of the following damage types of your choice: cold, fire, lightning, necrotic, or radiant. You can change this selection as a bonus action.



Futuristic Weapon: Laser Pistol

The laser pistol, as described in the Firearms section of the Dungeon Master's Guide, has the following statistics:

Weapon	Cost	Damage	Weight	Properties
Laser Pistol	—	3d6 radiant	2 lb.	Ammunition (range 40/120)