

# Archer

## Class features

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As an Archer you gain the following class features

### Hit Points

**Hit dice:** 1d8 per Archer level

**Hit points at 1st Level:** 8+your Constitution modifier

**Hit points at higher levels:** 1d8 (or 5)+your Constitution modifier

### Proficiencies

**Armor:** Light and medium armor

**Weapons:** longbows, short bows, light crossbows, hand crossbows and heavy crossbows.

**Tools:** None

**Saving Throws:** Dexterity, Constitution or Wisdom

**Skills:** Choose 2; Animal handling, Medicine, Perception, Stealth or Survival

### Equipment

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

- (a) a light crossbow and 20 bolts or (b) a long bow and 20 arrows
- (a) studded leather armour or (b) scale mail
- a dungeoneer's pack and a grappling hook

### Bullseye

When you roll a 19 on a ranged attack treat it as a 20, additionally you gain +2 to attack rolls with ranged weapons.

### Take aim

At 2nd level As a bonus action on your turn if you have not used movement you may give yourself advantage on your next attack roll or until you move.

### Archer Archetype

At 3rd level you choose an archetype, the archetype you chose reflects your fighting style. Choose Royal, Misty or Siege, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 9th, 13, and 15th.

### Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 14th, 16th, and 19th level, you can increase one ability score by 2 or two ability scores of your choice by 1. As normal you can't increase an ability score above 20 with this feature.

### Extra attack

Starting at 5th level you can attack twice, instead of once, whenever you take the attack action. You get a third attack at 18th level.

### Improvised missile

Starting at 11th level you can use any weapon as a ranged weapon any buffs that affect ranged weapons work on this weapon if it is used at ranged.

### Wind tester

At 17th level you always know what direction the wind is going. You don't have disadvantage while shooting against the wind.

### Agile Archer

At 20th level, you have the agility of a wild beast. Your Dexterity and your choice of Wisdom or Constitution increases by 4 to a max of 24.

## Archer archetypes

### Misty Archer

Archer Level	Cantrips Known	Spells Known	1	2	3	4
3	2	3	2	–	–	–
4	2	4	3	–	–	–
5	2	4	3	–	–	–
6	2	4	3	–	–	–
7	2	5	4	2	–	–
8	2	6	4	2	–	–
9	3	6	4	2	–	–
10	3	7	4	4	–	–
11	3	8	4	4	–	–
12	3	8	4	4	–	–
13	3	9	4	4	2	–
14	3	10	4	4	2	–
15	3	10	4	4	2	–
16	3	11	4	4	3	–
17	3	11	4	4	3	–
18	3	11	4	4	3	–
19	3	12	4	4	3	1
20	3	13	4	4	3	1

The perfect mix of nature magic mixed with the power of an archer

## Spellcasting

### Cantrips

At 3rd level, you learn two cantrips from the druid spell list cantrips of your choice. You learn additional druid cantrips at 9th level.

### Spell slots

The Misty Archer table shows how many spell slots to cast your druid of 1st level or higher. To cast one of these spells, you must expend one slot of the spell's level or higher. You regain any expended slots after a long rest.

For example, if you know the 1st-level spell *jump* and you have a 1st-level and 2nd-level spell slot available, you can cast *jump* using either slot.

### Spells Known of 1st level and Higher

You know three 1st level spells of your choice from the druid spell list. One of which must be *resistance*.

The Spells Known column of the Misty Archer table shows when you learn more druid spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of first or second level.

### Spellcasting ability

Wisdom is your spell casting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom when a spell refers to your spell casting ability. In addition, you use your wisdom modifier when setting the saving throw DC for a Druid spell you cast

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

### Fog walk

At 3rd level as a Bonus action you can cast the *misty step* spell a number of times equal to your proficiency bonus all uses recharge after a long rest.

### Magic arrows

At 7th level your ranged attacks deal 1d6 Cold, Thunder or Radiant damage.

### Hidden archer

At 9th level you can cast *pass without a trace* twice on yourself or *invisibility* once. Recharges after a long rest.

### Enhanced senses

At 13th level you gain the senses of a beast you have advantage on all wisdom (perception) checks and gain dark vision out to 30ft if you already have dark vision it increases by 30 ft

### Magic absorption

At 15th level whenever you are targeted or in the radius of a harmful spell you can attempt a Constitution saving throw, DC the casters spell save DC, on a success you gain temporary hit points equal to the spells spell save DC on a fail you get dealt an additional 2d8 poison damage.

## Royal Archer

Becoming a Royal archer proves your power and tactics as an archer.

### Beginner tactics

At 3rd level you gain one of the following features of your choice

**Dagger arrow:** you can use an arrow as if it were a dagger, you are proficient with the arrow.

**Easy prey:** When attacking a creature that is large or larger you get a +3 bonus on your attack roll.

### Multiattack

At 7th level you gain one of the following features

**Tri-attack:** You can attack three times aimed at the same opponent as long as you have enough ammunition to do all three attacks. Each one has its own attack roll.

**Back up:** If you hit a creature with a ranged attack, all friendly creatures within 10 feet that can make a ranged attack do so against the enemy you hit.

**Volley:** You can use your ranged attack to hit any number of creatures within 10 feet of you. You must have enough ammunition, as normal, and you make a separate attack roll for each.

### Protective tactics

At 9th level you gain one of the following features

**Interception:** whenever a hostile creature uses a ranged attack against friendly creature and the path of the missile is in line of your range (ranged or melee) you can attempt to hit it out of the air as a reaction the dc for hitting the object is 20.

**Charge breaker:** Whenever a hostile creature charges you can use your reaction to attack (ranged only) it and stop the charge, setting their speed back to 0.

**No opportunity:** when you exit a hostile creature's range provided you still have an attack you can attack as you leave causing them to be unable to use an opportunity attack. You have disadvantage on this roll: they are unable to do an opportunity attack whether or not you hit.

### Commander tactics

At 13th level you gain one of the following features

**Encouraging shout:** As an action you can give a friendly creature within 10 feet 1d6

Inspiration die you can do this once per long rest

**Continuous arrow:** When you hit a medium or smaller creature and deal over half maximum damage the arrow/blot continues going until it hits another creature and doesn't deal over half damage max damage or hits its max range.

**Stubborn shot:** If you miss 3 times within 4 rounds against the same opponent you may attack them again. Numbers 16-20 are considered critical hits; you also deal 2d4 extra damage. You can't do this again until after a long rest.

### Elite tactics

At 15th level you gain one of the following features

**Arrow blade:** *prerequisite: Dagger arrow*

You can now use your arrows as either a dagger or a short-sword.

**Targeting:** *prerequisite: Easy prey*

You can as an action target a medium or larger creature you target them as long as they stay within your line of sight and within your range, next time you make a ranged attack against them you gain an additional +5 bonus to your attack roll.

**Status arrow:** As a bonus action you can ignite or poison your arrows as long as you have the materials to do so. You also gain proficiency with a poisoner's kit.

## Siege Engineer

Years of training has allowed you to operate and create powerful siege weapons.

### Siege Operator

You gain proficiency with (including attacks) the ballista, cannon, mangonel, trebuchet, smith's tools and carpenter's tools. If you have 50gp worth of wood, 5sp of string and 1gp of iron (swap wood cost and iron cost for cannon) you can build a ballista, cannon, mangonel, trebuchet or siege tower. Takes 5 days to make (triple all requirements for siege tower) you can also repair them takes four hours and a third of normal requirements.

### Fast Preparations

At 7th level you have quickened reflexes and are able to use your extra attack to load, aim or attack with a siege engine as long as you used your action to do one of the previous actions (need not be the same siege engine).

### Double fire Attack

At 9th level when you build a siege engine you may make it so it can fire twice (loaded separately) , increase the wood by 15gp, string 2sp and iron by 1gp.

### Eagle Eyes

At 13th level you can use your bonus action to aim a siege engine. You make a DC15 constitution saving throw on a failure you suffer 1 level of exhaustion if it would normally require two actions to aim, you automatically gain one level of exhaustion along with the roll and if you fail you also are stunned for one round.

### Siege Expertise

At 15th level you can apply double proficiency to all effects of a siege engine (including your eagle eyes saving through) and you can build/repair them in half time.