

## Path of the Tracer (Keystone)

*I've got you in my sights.*

When you enter this path, you gain an ability called **Trace**: you may use your major action to Trace a target for one minute or until they reach 0 HP. As long as the target is Traced, you will always know their exact location (even if you can't see them). You may only have one target Traced at a time.

- **Improved Tracking:** You have advantage on ranged attacks against your Traced target.
- **Target Lock:** After successfully Tracing a target, your next successful ranged attack against that target is an automatic critical hit. Thereafter, you may add your proficiency modifier to your ranged damage rolls against that target until the Trace expires or your target's HP is reduced to 0.
- **Trigonometry:** You ignore defensive bonuses from partial cover against Traced targets. If the target is within your ranged weapon's normal range, you may attack them beyond full cover at disadvantage.
- **Inescapable:** As a reaction to a Traced target trying to leave your weapon's normal range, you may make a ranged basic attack on them at disadvantage. Ammo restrictions still apply.
- **Never Truly Miss:** When you miss a Traced target with a ranged attack, you may deal damage equal to your dexterity modifier to that target. This can only happen once per round. This is not a damage roll, for the purposes of other Steps that interact with damage rolls.