

ROGUISH ARCHETYPE: MARKSMAN



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Spotting and downing their prey from extreme distances, Marksmen rogues specialize in the long range kill. A Marksman specializes in single-attack kills, spending hours setting up for the perfect shot to maximize accuracy and damage.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the Longbow, Shortbow, and Heavy Crossbow.

SCOUT POINTS

At the end of each Long Rest, a Marksman gains a number of Scout points equal to their Dexterity Modifier (minimum 1). The number of Scout points the Marksman has can never exceed their Dexterity Modifier. The Marksman can regain Scout points in the following ways:

Critical Hit: Each time the Marksman scores a Critical Hit with a ranged weapon attack while in the heat of combat, they regain 1 Scout point.

Killing Blow: When the Marksman reduces a creature to 0 or fewer hit points with a ranged weapon attack, they regain 1 Scout point.

TECHNIQUES

Marksmen use Scout points to execute Techniques. Some Techniques are instant bonuses or attacks. Other Techniques are passive effects that persist so long as the Marksman has 1 Scout point. A Marksman can only use Techniques that they meet the required level for.

Keen-eyed: Starting at 3rd level, a Marksman has keen senses that let them see and identify targets at an extreme range. The Marksman has advantage on perception checks, and may spend 1 Scout point to not take disadvantage on their next long range attack.

Steady Breath: Starting at 3rd level, as long as the Marksman has 1 Scout point available, their attacks with ranged weapons have a +2 to attack roll. The Marksman can spend 1 Scout point to regulate their breathing, allowing them to: 1) increase the bonus granted by Steady Breath to +5 for their next ranged weapon attack, or 2) to gain advantage on their next deception check or saving rolls against fear.

Head-Shot: Starting at 3rd level, a Marksman can attempt a devastating shot against an enemy as an action. The Marksman may spend 1 Scout point and makes an attack with disadvantage. On a hit, the Marksman rolls the weapon damage dice twice. The Rogue Sneak Attack damage is not rolled twice, but may be applied if the necessary conditions are met; this includes counteracting the disadvantage imposed by this attack.

On a critical hit, the Marksman rolls their damage dice three times, rather than the normal two times.



Veiled Threat: Starting at 9th level, when the Marksman hits with a Head-Shot while hidden from all enemies, they may make a DC 20 Stealth check as a free action. If successful, the Marksman regains one Scout point and remains hidden.

Offensive Measure: At 13th Level, a Marksman may choose one of the following options for their 13th level Technique. Each allows for greater control of the Marksman attacks in a different way.

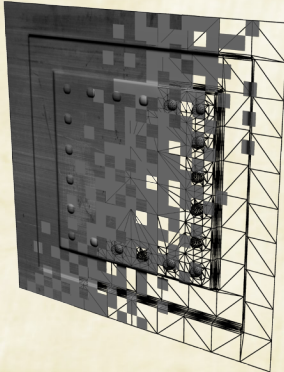
- *Superior Striking* – The Marksman has achieved a level of mastery of their ranged weapons that allows a sure chance to hit their mark. As long as the Marksman has 1 Scout point available, their critical hit range with ranged weapon attacks increases to 18-20; additionally, if the Marksman makes a ranged weapon attack that drops their target to within 10 HP of 0, the target automatically drops to 0.
- *The Follow Through* – The Marksman's attacks have a chance to pierce through obstacles to damage targets. The Marksman may expend 1 Scout point to either: 1) make an attack against a target with total cover with disadvantage, or 2) make a second attack on a target up to 15 feet directly behind the primary target if the attack against the primary target deals 10 or more damage.

- *Stabilized Stance* – The Marksman gains the ability to spend 1 Scout point to take a stabilized stance as a bonus action. The marksman may drop to a knee, go prone, or brace themselves against an object to stabilize their attacks. When the Marksman takes this stance, they roll 1d10. So long as they remain stabilized, the Marksman is considered prone for all effects except their attack rolls with ranged weapons and adds the result of their d10 roll to their natural attack rolls. The stabilization ends when they move from their stable position.
- *Zeroed In* – The Marksman can refine their aim to pinpoint accuracy. As long as the Marksman has 1 Scout point available, each time the Marksman misses a target with a ranged weapon attack, they gain a Zero point. As a bonus action, the Marksman may then spend a Scout point to gain a bonus to their next attack with a ranged weapon equal to the number of Zero points they have accumulated. All Zero points are expended when this attack is made, when the Marksman expends their last Scout point, or until their next short or long rest.

Improved Head-Shot: Starting at 17th level, a Marksman can attempt a fatal shot against an enemy as an action. This replaces the Marksman's 3rd level Head-Shot Technique. The Marksman may spend 1 Scout point and makes an attack. On a hit, the Marksman rolls all damage dice three times, and adds their attack ability modifier three times as well. This includes the Rogue Sneak Attack damage. On a critical hit, the Marksman rolls their damage dice four times, rather than the normal two times, and adds the ability modifier four times.

ADDITIONAL ARCHETYPE

Roguish Archetype: Marksman



A Chroma Works Production



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