



THE ASININE ARMORY

A VARIED AND COLORFUL SELECTION OF NEW WEAPONS, FIREARMS AND WAYS TO USE THEM
By Christopher Zito



NEW SIMPLE MELEE WEAPONS

| Name | Cost | Damage | Weight | Properties |
|-------------------|-------|-----------------|--------|---|
| Thro Pillow | 2 gp | 1d6 Bludgeoning | 5 lb. | Light, Finesse, Thrown (Range 5/30) |
| Ceremonial Dagger | 3 gp | 1d4 Piercing | 1 lb. | Light, Finesse, Versatile(1d6) |
| Shovel | 3 gp | 1d6* | 5 lb. | Reach, Kitted, Versatile(1d8) |
| Pitchfork | 4 gp | 1d6 Piercing | 4 lb. | Finesse, Versatile(1d8), Thrown (20/60) |
| Scythe | 4 gp | 1d6 Slashing | 4 lb. | Reach, Two Handed |
| Padded Gloves | 4 gp | 2d4 Bludgeoning | 1 lb. | Light, Finesse |
| Punching Daggers | 4 gp | 2d4 Piercing | 1 lb. | Light, Finesse, Grippled |
| Cat o' Nine Tails | 5 gp | 2d4* | 3 lb. | Light, Finesse, Kitted |
| Madu | 5 gp | 1d6 Slashing | 6 lb. | Light, Finesse, Shield |
| Tonfa | 5 gp | 1d6 Bludgeoning | 5 lb. | Light, Finesse, Grippled |
| Brass Knuckles | 6 gp | 2d6 Bludgeoning | 1 lb. | Light, Finesse |
| Leather Gauntlets | 10 gp | 1d6 Bludgeoning | 4 lb. | Finesse |
| Steel Gauntlets | 10 gp | 1d8 Bludgeoning | 8 lb. | - |
| Brandistock | 15 gp | 1d10 Piercing | 12 lb. | Reach, Two Handed |

NEW MARTIAL MELEE WEAPONS

| Name | Cost | Damage | Weight | Properties |
|---------------------|-------|------------------|--------|-------------------------------------|
| Wristblade | 4 gp | 2d4 Piercing | 4 lb. | Light, Finesse |
| Katar | 8 gp | 2d6 Piercing | 4 lb. | Light, Finesse, Grippled |
| Bladed Fan | 10 gp | 1d8 Slashing | 2 lb. | Light, Finesse, Thrown (10/30) |
| Chakram | 10 gp | 1d8 Slashing | 4 lb. | Light, Thrown (20/60) |
| War Scythe | 10 gp | 2d6 Slashing | 4 lb. | Heavy, Reach, Two Handed |
| Hook Sword | 10 gp | 1d6 Slashing | 4 lb. | Light, Finesse, Corral |
| Pata | 10 gp | 1d8 Piercing | 4 lb. | Light, Finesse, Grippled |
| Katana | 10 gp | 1d6 Slashing | 6 lb. | Light, Finesse, Versatile(1d8) |
| Khanda | 15 gp | 1d6 Slashing | 6 lb. | Light, Finesse, Grippled |
| Lantern Shield | 15 gp | 1d6 Piercing | 6 lb. | Grippled, Shield |
| Man Catcher | 15 gp | 1d8 Piercing | 12 lb. | Reach, Two Handed, Corral |
| Bardiche | 30 gp | 1d12 Slashing | 6 lb. | Heavy, Reach, Two Handed |
| Machuahuitl | 30 gp | 1d10* | 15 lb. | Heavy, Kitted, Versatile(1d12) |
| Anchor | 50 gp | 1d12* | 30 lb. | Heavy, Kitted, Corral |
| Ball and Chain | 50 gp | 1d12 Bludgeoning | 30 lb. | Heavy, Thrown (10/30), Return, Hook |
| Bladed Wheel | 50 gp | 1d12 Slashing | 20 lb. | Heavy, Two Handed, Shield, Grippled |
| Doubled-Sided Sword | 50 gp | 1d12 Slashing | 8 lb. | Light, Finesse |

NEW SIMPLE RANGED WEAPONS

| Name | Cost | Damage | Weight | Properties |
|------------|-------|-------------------|--------|---|
| Card | 1 gp | 1d4 Slashing | 0 lb. | Light, Finesse, Thrown (10/60) |
| Shuriken | 2 gp | 1d4 Slashing | 1 lb. | Light, Finesse, Thrown (30/90) |
| House Card | 3 gp | 1d4* | 1 lb. | Light, Finesse, Kitted, Thrown (10/60) |
| Boomerang | 5 gp | 1d4 Bludgeoning | 2 lb. | Light, Finesse, Return, Thrown (10/80) |
| Joker Card | 5 gp | 1d4 Slashing | 1 lb. | Light, Finesse, Return, Rounds, Thrown (10/60) |
| Slingshot | 30 gp | 1d6(1d4) Piercing | 1 lb. | Light, Ammunition (Range 30/90), Rounds, Junk-fed |
| Hookshot | 50 gp | 1d8 Piercing | 6 lb. | Range 10/100, Return, Hook |

NEW MARTIAL RANGED WEAPONS

| Name | Cost | Ammo | Damage | Weight | Properties |
|-----------------|--------|----------|---------------|--------|---|
| Blow Dart | 10 gp | Dart | 1d4 Piercing | 4 lb. | Ammunition (Range 30/90), Loading, Reload 1, Rounds |
| Dart Gun | 10 gp | Dart | 1d4 Piercing | 4 lb. | Ammunition (Range 30/90), Loading, Reload 3 |
| Extraction Claw | 10 gp | N/A | N/A | 5 lb. | Thrown (10/60), Lift |
| Pop Gun | 20 gp | N/A | 2d8 Force | 8 lb. | Ammunition (Range 10/30), Loading, Two Handed, Return |
| Hand Ballista | 300 gp | 20g (10) | 2d10 Piercing | 50 lb. | Ammunition (Range 30/90), Loading, Heavy, Knockback 1, Rounds |

NEW FIREARM WEAPONS

| Name | Cost | Ammo | Damage | Weight | Properties |
|---------------------|---------|-----------|--------------------|---------|---|
| Hydra Pistol | 150 gp | 2g (20) | 3d6 Piercing | 4 lb. | Ammunition (Range 20/40), Loading, Reload 1, Misfire 3, Rounds |
| Harmonica Pistol | 150 gp | 2g (20) | 6d4 Piercing | 4 lb. | Ammunition (Range 20/60), Loading, Reload 1, Misfire 8 |
| Chain Revolver | 150 gp | 2g (20) | 6d8 Piercing | 5 lb. | Ammunition (Range 20/60), Loading, Reload 1, Misfire 10 |
| Grenade Launcher | 200 gp | 10g (1) | 2d10 Fire | 10 lb. | Ammunition (Range 30/120), Two Handed, Loading, Explosive, Reload 3, Misfire 3, Rounds |
| Harpoon Rifle | 200 gp | Javelins | 2d6 Piercing | 10 lb. | Ammunition (Range 20/60), Two Handed, Loading, Reload 1, Misfire 2, Watertravel |
| Hydra Shotgun | 200 gp | 5g (5) | 4d6 Piercing | 10 lb. | Ammunition (Range 10/60), Two Handed, Loading, Reload 2, Misfire 3, Rounds |
| Gyro Pistol | 250 gp | 10g (1) | 2d8 Piercing | 4 lb. | Ammunition (Range 30/90), Loading, Explosive, Reload 1, Misfire 8, Rounds |
| Nock Rifle | 250 gp | 10g (5) | 1d20 Piercing | 8 lb. | Ammunition (Range 30/120), Loading, Reload 1, Knockback 1, Misfire 5 |
| Crank Rifle | 300 gp | 10g (5) | 1d10 Piercing | 10 lb. | Ammunition (Range 30/90), Two Handed, Loading, Reload 6, Misfire 1 |
| Percussion Revolver | 300 gp | 2g (20) | 2d6 Piercing | 10 lb. | Ammunition (Range 20/60), Two Handed, Loading, Reload 6, Misfire 2, Rounds |
| Turret Rifle | 350 gp | 10g (5) | 1d10 Piercing | 10 lb. | Ammunition (Range 30/90), Two Handed, Loading, Reload 12, Misfire 2 |
| Flame Thrower | 400 gp | 20gp (10) | 1d12 Fire | 20 lb. | Ammunition (Range 30/90), Two Handed, Heavy, Loading, Reload 10, Misfire 2, Rounds |
| Cannon | 1000 gp | 20gp (5) | 2d12(2d6) Piercing | 100 lb. | Ammunition (Range 30/120), Two Handed, Heavy, Loading, Explosive, Reload 1, Knockback 2, Misfire 3, Rounds, Junk-fed, Live Ammo |

NEW FIREARM AMMO

| Name | Cost | Damage Type | Non-Applicable Firearms |
|------------------|--------------------|-------------|-------------------------|
| Seige Rounds | +10 gp per Box(30) | Bludgeoning | Flamethrower |
| Needle Rounds | +10 gp per Box(30) | Piercing | Flamethrower |
| Shredder Rounds | +10 gp per Box(30) | Slashing | Flamethrower |
| Explosive Rounds | +20 gp per Box(20) | Fire | Flamethrower |
| Cryo Rounds | +20 gp per Box(20) | Cold | - |
| Shock Rounds | +20 gp per Box(20) | Lightning | - |
| Echo Rounds | +30 gp per Box(20) | Thunder | - |
| Acidic Rounds | +30 gp per Box(20) | Acid | - |
| Psionic Rounds | +30 gp per Box(10) | Psychic | Flamethrower |
| Whistle Rounds | +50 gp per Box(10) | Force | Flamethrower |
| Hallowed Rounds | +50 gp per Box(10) | Radiant | Flamethrower |
| Entropy Rounds | +50 gp per Box(10) | Necrotic | Flamethrower |

KEYWORDS

The following keywords are new keywords created for certain weapons listed in the above lists.

Corral. When you successfully hit a Medium or Small target with the weapon, you can spend a bonus action to impose a grapple check on the target.

Also until the end of your next turn you may move you and the target of the grapple up to your movement speed freely. At the end of your movement the target can be placed 5ft or 10ft away from you.

As an action while the target is grappled you may choose to either apply the weapon's damage to the enemy or impose disadvantage to their next check to break free of the weapon's grapple.

Explosive. Upon a hit, everything within 5 ft of the target must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or suffer 1d8 fire damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

Gripped. Your weapon is attached to your hand and arm making it immune to being disarmed. While your weapon is equipped you are unable to use the Use Item action with that arm and you have disadvantage to all Sleight of Hand checks.

Hook. When you successfully hit a target with a weapon that has the Hook keyword, as a Bonus Action you may have the target roll an Athletics or Acrobatics vs 8 + Proficiency + your Strength modifier. On failure the you may either pull the target in front of you, or move yourself to be within 10ft or 5ft of the target.

If your weapon hits a non-flat surface or inanimate object, you may spend a bonus action to pull yourself to be 10ft or 5ft of the hooked object or use an Athletics check to pull the object towards you.

Junk-fed. Your weapon with the Junk-fed keyword can be loaded with any item that fits within it. When the weapon is fired with unconventional ammunition, the damage dealt will be halved as indicated on the weapon's listed damage parentheses and the item used as ammunition is destroyed.

Kitted. When you purchase or create this weapon you must choose it's damage type from Bludgeoning, Piercing, or Slashing. Once chosen, you have the option to spend a long rest changing out the damage type as long as you have the proper amount of components and a Smith's tools to do so.

Live Ammo. Any willing Medium sized or smaller creature within 5ft of the Weapon can be loaded into this weapon on the user's turn. A willing creature fired from the weapon takes the weapons parentheses damage once it hits a target or lands on the ground. The creature must make an Athletics or Acrobatics check vs DC 10 to land, on failure the target is knocked prone.

To load an unwilling creature, as an action the target must succeed a grapple check, on failure the target is loaded into the weapon. The at the start of the loaded target's turn, it must succeed out of the grapple check before the weapon is fired to escape. On success the target lands 5ft next to the weapon user knocked prone. When the creature is fired from the weapon and hits a target or the ground after being fired, it will take the weapon's full damage die and must make an Athletics or Acrobatics check vs DC 10 to land, on failure the target is knocked prone.

Misfire. When a firearm weapon has the keyword Misfire, if the player rolls the Misfire number or below on their attack roll with the weapon, the weapon jams and does not work until the firearm is repaired with the using an action to adjust the weapon with a Tinkerer's or Smithing toolkit.

Knockback. After using an attack action with a weapon with this keyword, the user is knocked back 5ft per Knockback number listed.

Lift. When a weapon with the Lift keyword hits a Small or Medium sized target, the target must make a Strength saving throw vs 8 + Proficiency + your Dexterity modifier. On failure the weapon attached to the target, the target is grappled and the target is lifted into the air 10ft at the start of it's turn for 5 turns(Maximum 60ft).

The target may attempt to escape from the weapon using an action on it's turn. The weapon will deflate and drop the target after spending three turns airborne at it's maximum height distance.

Shield. While this weapon is equipped you also gain the benefits of a shield.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).

Return. After using an attack action with this weapon, at the end of the user's turn the weapon travels back to the user the same way it traveled. A weapon with Return that has successfully hits a target during the user's turn deals the weapon's damage again as it returns to the user.

If the weapon will hit a new target during it's Return, you may roll an attack roll against that new target.

Rounds. A weapon with the Rounds keyword can be fed ammunition that changes the damage typing based on the type loaded into it. Certain ammunition types may not work for weapons listed in the Non-Applicable Firearms section of the list.

Watertravel. A weapon with the Watertravel keyword can be launched at double it's normal Range distance while submerged underwater.

ADDITIONAL FEATURE

FIREARM PROFICIENCY

(Prerequisite: Dexterity 13 or Higher)

You gain proficiency in firearms and Tinkerer's Tool. Tinkerer's Tools may be used to repair, adjust and configure firearms.

Depending on your DM's setting, Firearms may be common enough that they can be considered usable as Martial Ranged Weapons, discuss with your DM on a compromise to see if Firearms require the use of taking a feature or if characters in the setting would know how to effectively use firearms without the need of extra steps required.

WEAPON DESCRIPTIONS

ANCHOR

A large metal hook commonly used to weight a ship in place while out in waters. Due to its heavy weight and ends grafted to suit grabbing the floor of open waters, an anchor can be kitted to any conventional weapon typing and used to hook and drag targets.

BALL AND CHAIN

A large metal sphere with a long and sturdy chain-link line attached to it, often used to bound and restrain prisoners' from moving. The metal ball can be swung in a circle, thrown at targets to hit with or to set up a tripping line with the chain-link and returned to its wielder.

BARDICHE

A large polearm axe with a long hook like blade extending beyond the back of the pole.

BLADED FAN

A sturdy fan with metal spines that when spread out can create a raking set of daggers leading to a single point resting in the wielder's palm.

BLADED WHEEL

A large whirlingig or wheel attached to the user's arm or hand at the center. The wheel is equipped with massive blades on the outside of the wheel as the main weapon, while the wheel itself can be used as a makeshift yet sturdy shield.

BLOW DART

A light and narrow wooden tube used to fire small light darts.

BOOMERANG

A long piece of flat wood bent inwards at the center used as a throwing weapon that returns to its owner after being thrown.

BRANDISTOCK

A five foot long polearm with retractable straight tipped blades at the pole's end. Used by officers and common folk to keep threats a fair distance away from the wielder.

BRASS KNUCKLES

A set of brass rings that when equipped cover the user's fist in said brass adding heavier impacts to their punches.

CANNON

A large metal tube infused with gunpowder, used to launch ballistic or some sort of projectile large distances with great force, Normally propped or held to sort of mounting the cannon can be wielded by strong bodied wielders and can be fired portably.

CARD

A common slip of paper, metal or glass that can be thrown at targets and often breaks upon impact.

CAT O' NINE TAILS

A small one handed whip with multiple tail heads typically used as a disciplinary measure.

CHAIN REVOLVER

A iron revolver with an external belt used to feed multiple rounds exceeding the typical six chambers. The belt allows the revolver to fire more rounds in one action but has an extremely high chance of jamming and leading to misfire.

CHAKRAM

A circular blade that can be used as a dagger or as a throwing weapon.

CEREMONIAL DAGGER

An ornate dagger typically designed with curved blades and serrated edged typically used in arcane rituals.

DART GUN

A small auto-firing firearm that uses darts as ammunition capable of firing multiple darts in rapid fire succession.

DOUBLE-SIDED SWORD

A pair of shortswords forged on the each end of the sword's grip.

EXTRACTION CLAW

A small claw with bladed arms and a large metal container on its base. When the center of the claw comes in contact with an object, the claws clamp down on object that triggered it and the base of the case opens its container releasing a balloon. The balloon expands in size and volume raising the object it has attached to into the air until the balloon deflates over time. If the balloon is destroyed midair, the target will plummet to the earth.

FLAMETHROWER

A canister with a long wire and nozzle used to project a long stream of fire from a distance. The canister can be equipped with various rounds of ammunition that alter the properties of the stream released from the nozzle.

GRENADE LAUNCHER

A firearm with a large revolving cylinder chamber that can fire small explosive ammunition rounds that travel a great distance before exploding either on impact or after its distance traveled.

GYRO PISTOL

A small firearm that has been fitted to fire small grenade launcher rounds and small rockets. Due to the experimental nature of this weapon and the type of ammo it fires, there is a high chance of the weapon falling apart under the pressure of the fired rockets.

HAND BALLISTA

An below average sized unmounted ballista used to fire massive siege weaponry rounds such as rocks, arrows, harpoons and almost any other form of projectile that is loaded within it. Due to it's weight and size the hand ballista is fired either at the hip or over the shoulder of the wielder.

HARMONICA PISTOL

A small firearm with a missing chamber for the ammo clip to enter inside it horizontally. The clip of the pistol are manually loaded and inserted into the open slot of the chamber, with each shot the clip is pushed along the chamber imitating the act of blowing into each hole on a harmonica. Due to the chances of the chamber and clip improperly aligning upon being fired, this weapon is very prone to misfire.

HARPOON RIFLE

A rifle that uses javelins, harpoons or any other sort of small polearm like weapon as rounds. This rifle can be fired underwater and the projectile can travel great distances while submerged.

HOOKSHOT

A steel gauntlet with a detachable claw and chain that can be fired to reach great distances. This weapon was created more as a climbing tool for mountain dwelling folk to reach inaccessible locations in little time, however this weapon can function as a grappling hook to pull in or towards intended targets.

HOOK SWORD

A shortsword where the blade is reformed into the shape of a hook. This blade can be used to dig into the flesh of it's target and be pulled along with the swinging force of the weapon.

HOUSE CARD

A card made of steel, paper or glass that has been forged to reformed to either slash, pierce or bludgeon it's intended target. The card normally is destroyed on impact.

HYDRA PISTOL

A small firearm with three or more barrels that can be forced to either be clustered together and fire more rounds, or fire off separate rounds in multiple directions.

HYDRA SHOTGUN

A large blunderbuss with three or more barrels that can be forced to either be clustered together and fire more rounds, or fire off separate rounds in multiple directions.

JOKER CARD

A card made of steel, paper or glass used to throw at the wielder's target. Typically a card is destroyed on impact, however the Joker Card has been magically lined with an arcane shield that makes it far more durable and returns to it's wielder's hand.



KHANDA

A double edged straight shortsword with a flat square shaped blade typically designed for downward slicing attacks.

KATANA

A long curved, singled sided blade with a elongated grip that can accommodate two handed weapon style control of the weapon. Often the weapon of choice for samurai and ronin.

KATAR

A horizontal metal grip with a dagger situated above the grip used as a means of punching the target with the blade.

LANTERN SHIELD

A round buckler shield with a gauntlet and shortsword blade attached to it. The shield would protect the user's arm and chest area while the wielder equipped the gauntlet and the blade would be attached within the shield over extending the gauntlet, effectively making the user's hand the weapon.

LEATHER GAUNTLETS

A pair of leather gauntlets used in fisticuffs or other contact sports to apply dampened force of incoming attacks and soften the use of contact friction with holding otherwise hazardous equipment.

MACHUAHUITL

A large wooden club adorned with either rocks, glass, obsidian or even animal bones such as sharks teeth. Due to the weapon's adornments this weapon is capable of being customized to fit any conventional damage typing.

MADU

A shield with two detachable longswords often created from the horns or bones of another creature. Typically a fencing weapon, with the detectability of the bladed weapons this can grant the wielder multiple styles of combat in the heat of battle.

MAN CATCHER

A polearm with a circular metal claw, often adorned with barbs or spikes on the inside of the claws. The Man Catcher's purpose was not to deal damage but mainly to clasp the claws around the neck or limb of a victim. This would restrain the victim and allow the wielder of the polearm to corral them to another location while remaining a safe distance away from the target's attempts to strike back or break free.

NOCK RIFLE

A seven barreled flintlock rifle typically used in ship warfare, a very powerful firearm that can fire seven rounds in one shot.

PADDED GLOVE

Either leather wrappings or a glove padded with material such as leather or metal to apply greater force during fisticuffs.

PATA

A gauntlet with a longsword blade forged on the top of the gauntlet.

PERCUSSION REVOLVER

A single barrel revolver with a chamber that takes small ball or pellet like ammunition, this allows the revolver to use various types of unconventional magical ammunition.

PITCHFORK

Typically a farming tool, this weapon is a pole arm with barbed points at it's end used to rake in large bundles of crops.

POP GUN

A two handed long barrel firearm that launches a cork imbued with Thro conduit cloth, transforming the otherwise soft material into a harden bullet.

PUNCHING DAGGERS

A horizontal metal bar with small daggers spread to fit in-between the user's fingers applying raking or piercing capabilities to a wielder's punches.

SCYTHER

A farming polearm with a large curved blade typically used to harvest crop from fields.

SHOVEL

A polearm with a flat metal blade, typically used for digging into the earth it can be customized to deal different type of weapon damage.

SHURIKEN

A small throwing circular throwing dagger typically sporting three or more blades along it's circumference.

SLINGSHOT

A small one handed crossbow that can fire small pellets and bullets.

STEEL GAUNTLETS

A pair of metal gauntlets normally used to protect the user during hazardous activities, it can instead add extra force to a wielder's punch.

THRO PILLOW

The Thro Pillow is a small cloth cylinder stuffed with the harden arcane conduit cloth used to create Thro's insides. Due to the conduit cloth inside them, the pillows are sturdier then they seem and can be used effectively as a club and a throwing weapon.

TONFA

A sturdy square stick of wood with a handle towards one end of the weapon.

TURRET RIFLE

A rifle variation of the percussion revolver where the chamber is circular and ammo is fed into the chambers on a circular pivot. While a fast and easy loading rifle, the rifle is prone to misfire by shooting out the wrong chamber back at the user rather than the intended barrel.

WAR SCYTHER

A larger two handed variation of the Scythe, this weapon's durability is much sturdier then the farming tool and the blade is configured for reach.

WRISTBLADE

A pair of small concealable blades hidden underneath the wielder's wrist, when activated a spring mechanism will produce the blades from it's hidden compartments.

MONK SPECIFIC WEAPONS

Here is a list of suggested Monk specific weapons. Consult your DM if they would allow any of the following weapons as Monk specific weaponry.

Bladed Fan, Blow Dart, Brass Knuckles, Chakram, Ceremonial Dagger, Double-Sided Sword, Hook Sword, Khanda, Katana, Katar, Leather Gauntlets, Madu, Padded Glove, Pata, Punching Daggers, Tonfa, War Scythe and Wristblade.

LINEBREAKER

Most Rangers show their master over the wilds by learning to adapt to it's many environmental hazards and mysteries. Linebreakers have a less subtle approach, why waste time dealing with nature's rules when you can just blow a hole through it's defenses? Expeditions will hire or seek Linebreakers for their shoot first and ask questions later attitude when the wilderness is just too dangerous to explore, Linebreakers make use of heavy armor and firearms and revel in its use, even in point blank range.

FRONTLINER

Starting at 3rd level, Gain Proficiency in Heavy Armor and Firearms.

CALM UNDER FIRE

Starting at 3rd level, you ignore your Proficiency + your Ranger level amount of damage from any attacks from your firearms damage and allies' spell area of effect damage.

CLOSE QUARTERS BALLISTICS

Also at 3rd level, all your ranged and firearm weapon attacks now have a minimum attack range of 10ft. Also you no longer have disadvantage to firing a ranged weapon within 5ft of a target.

FRONT LINE COMBATANT

Beginning at 7th level, you may choose one of the two features listed.

Hefty Step. You gain proficiency in Constitution saving throws. At the start of combat you can choose to use your Strength or Constitution modifier in place for Dexterity for initiative.

Open Fire. You may now use ranged weapons or firearms against targets who invoke an Attack of Opportunity.

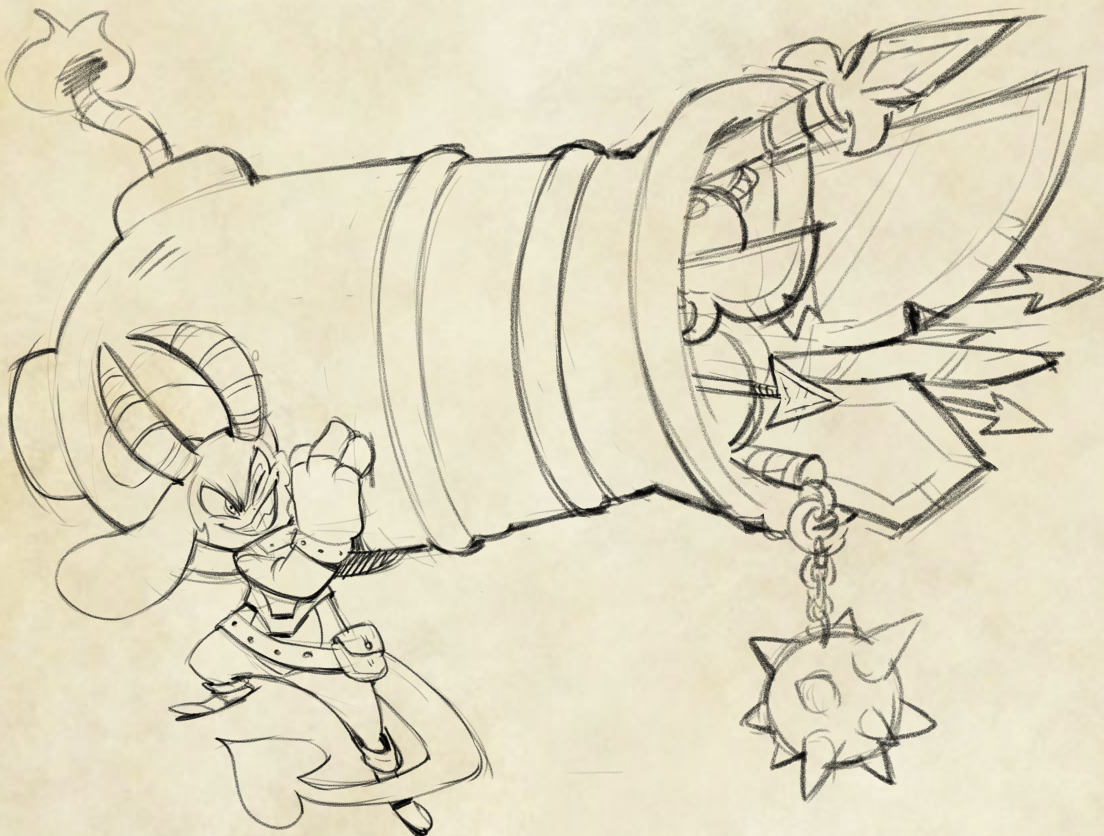
UNBRIDLED CONFIDENCE

Beginning at 10th level, you give an air of confidence while combating with your allies in the fray. All allies within 10ft of you gain a +2 to AC and ignore your Proficiency + your Ranger level amount of damage from all ally weapon's and spell's area of effects.

PIERCING FIRE

Starting at 15th level, when you use a ranged or firearm weapon, the ammunition fired will hit all creatures in it's line of fire up to the weapon's full range distance, or until it hits an object that can be considered cover. You must roll to hit each creature in the line of the shot.

If the weapon fired has the keyword Explosive, the shot may only travel through one creature before hitting a second and exploding. You may choose if the shot explodes upon hitting the first or second creature.



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A WARM THANK YOU TO MY FRIENDS
AND ALL WHO HAVE SUPPORTED
MY WORK ON TEAM FOUR STAR,
THE UNEXPECTEDS,
TWITTER, AND THE KOBOLD DEN
DISCORD.

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