Martial Archetypes

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

Marksman

Prerequisite: Archery fighting style

The archetypical marksmen is patient, observant, and, most importantly, his shots always find their mark. You are well-practiced with your bow and a variety of thrown weapons, and can pull of trick shots that are as astounding as they are deadly. In addition, you have a cavalcade of inventive and dangerous trick arrows that transform your feats of accuracy into well-placed tactical weapons.

Ranged Superiority

When you choose this archetype at 3rd level, you learn to use trick arrows that are fueled by special dice called superiority dice.

Trick Arrows. You learn to craft and use three trick arrows of your choice, which are detailed below. Only one trick arrow can be fired on each of your turns.

You learn to use an additional trick arrow at 7th, 10th, and 15th level. Each time you learn to use a new arrow, you can also replace one arrow you already know with a different one.

Superiority Dice. You have six superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your trick arrows require your target to make a saving throw to resist the arrow's effects. The saving throw DC is calculated as follows:

Trick arrow save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Eagle Eye

At 3rd level, you can see better from far away. You gain proficiency in in the Perception skill, if you did not have it already, and you can add twice your proficiency modifier to Wisdom (Perception) checks you make that rely on sight.

Vantage Point

By 7th level, you can quickly scale walls to gain a perch above your foes. Climbing no longer costs you extra movement. In addition, by climbing at half speed, you can climb up difficult surfaces (such as vertical walls) without making an ability check.

Improved Ranged Superiority

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain one superiority die.

Trick Arrows

These trick arrows are presented in alphabetical order.

Boxing Glove Arrow. When you take the Attack action on your turn to make a ranged weapon attack, you can expend a superiority die to fire a boxing glove arrow. You add the superiority die to the attack's damage roll. A boxing glove arrow deals bludgeoning damage, rather than piercing damage, and, if its target is Large or smaller, pushes it 10 feet away from you on a hit. On a critical hit, this target is stunned until the beginning of your next turn. If you reduce a creature to zero hit points using this arrow, the creature is simply knocked unconscious.

Grappling Hook Arrow. When you take the Attack action on your turn to make a ranged weapon attack, you can expend a superiority die to fire a grappling hook arrow. If you use this arrow to target an empty space within 60 feet, you can move directly to that space as part of this attack. If you use this arrow to target a creature that is Large or smaller, you add the superiority die to the attack's damage roll and the target is pulled up to 10 feet toward you.

Explosive Arrow. When you take the Attack action on your turn to make a ranged weapon attack, you can expend a superiority die to fire an explosive arrow. An explosive arrow deals fire damage instead of piercing damage, and you add the superiority die to the attack's damage roll. On a hit, each creature adjacent to the target must make a Dexterity saving throw or take half the damage dealt.

Frost Arrow. When you take the Attack action on your turn to make a ranged weapon attack, you can expend a superiority die to fire a frost arrow. A frost arrow deals cold damage instead of piercing damage, and you add the superiority die to the attack's damage roll. On a hit, the target must make a Constitution saving throw. On a failed save, it can't make more than one melee or ranged attack until the start of your next turn.

Glue Arrow. When you take the Attack action on your turn to make a ranged weapon attack, you can expend a superiority die to fire a glue arrow. A glue arrow deals no damage, but its target is temporarily glued to the ground and can't move. At the end of each of its turns, an affected creature can attempt a Strength saving throw to break free of the glue and move freely.

Scatter Arrow. When you take the Attack action on your turn to make a ranged weapon attack, you can expend a superiority die to fire a scatter arrow. A scatter arrow separates into separate projectiles which can fall in a volley. Make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You don't add your ability score modifier damage rolls with a scatter arrow, unless that modifier is negative.

Shock Arrow. When you take the Attack action on your turn to make a ranged weapon attack, you can expend a superiority die to fire a shock arrow. A shock arrow deals lightning damage instead of piercing damage, and you add the superiority die to the attack's damage roll. On a hit, the target must make a Constitution saving throw. On a failed save, the target can use either an action or a bonus action on its turn, not both, and it cannot take reactions. This effect lasts until the start of your next turn.

Smoke Bomb Arrow. When you take the Attack action on your turn to make a ranged weapon attack, you can expend a superiority die to fire a smoke bomb arrow. A smoke bomb arrow deals no damage, but creates a 20-foot-radius sphere of fog. The sphere spreads around corners, and its area is heavily obscured. It lasts a number of rounds equal to the superiority die's roll or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.