

## S&S 5E: Fighter

### Roughrider

A human gal in clanging plate armor, shield up and charging, heads straight for a pack of ornery goblins. Trailing her, an elf decked out in studded leather sends a hail of arrows from his fancy bow, picking off the varmints one by one. Nearby, a half-orc bellows commands, getting the pair lined up just right for a proper takedown.

Over yonder, a stout dwarf in chain mail shoves his shield in front of an ogre's club, saving his partner from a nasty end. His comrade, a spry half-elf kitted out in scale armor, is all flash and dazzle, scimitars spinning as she dances around the ogre, hunting for a chink in its armor.

In the arena, a gladiator, showy with his trident and net, plays to the crowd, outmaneuvering his foes for cheers and strategic gains. His adversary, sword crackling with blue lightning, unleashes a storm of fury on him.

All these folks are Roughriders, a motley crew if there ever was one, in the wide, wild world of Dungeons & Dragons. From highfalutin' questing knights and mighty overlords to royal defenders, battle-hardened soldiers, rough-and-tumble mercenaries, and even bandit chiefs – these Roughriders all share an unmatched prowess with weapons and armor, plus a deep understanding of the art of battle. And they ain't strangers to the grim dance with death, whether they're dishing it out or staring it down without a flinch.

### All-around Masters

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Roughriders, they know a thing or two 'bout every way there is to scrap. Every Roughrider can swing a hatchet, fence with a saber, brandish a long blade or a big ol' cleaver, notch an arrow, and even tangle up varmints in a lasso with a fair bit of know-how. They're just as handy with shields and every type of iron they can strap on. But that's just the start – each Roughrider hones their craft in a particular style of throwin' down. Some are sharpshooters, some fancy duel-wielding, and others mix their fighting chops with a touch of that mystical mojo. This mix of jack-of-all-trades talent and deep-down expertise makes Roughriders top-notch brawlers, whether they're kickin' up dust on the open plains or prowlin' through some forsaken dungeon.

## Prepared for Adventure

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Not every cowpoke in the town guard, the local posse, or the marshal's service is a Roughrider. Most of these folks are just regular joes and janes with nothin' but the basics of scrappin'. But the seasoned guns, the tactical trail bosses, the trusted bodyguards, the sworn marshals, and the like – they're your true Roughriders.

Some of these Roughriders get the itch to take their talents on the road as adventurers. Delvin' into danger-filled mines, huntin' down monstrous varmints, and the like – that's all in a day's work for a Roughrider, not much different from the life they rode away from. Sure, the stakes might be higher out on the frontier, but the loot's a lot sweeter too. Ain't many in the town guard who'll stumble across a magic six-shooter or a flaming lasso, after all.

## Creatin' a Roughrider

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As you mold your Roughrider, ponder two key pieces of your character's past: Where did you learn to handle yourself in a scrap, and what made you stand out among the regular brawlers and gunslingers? Were you more tenacious than the rest? Maybe a mentor took a shine to you, seein' your grit and gumption? And what spurred you to hone your fightin' skills? Protectin' your homestead, a burning desire for revenge, or just lookin' to prove your mettle could all be drivin' forces.

You might've cut your teeth with the local sheriff's posse, or learned the art of war in a military outfit. Maybe you're a self-made scrapper – rough around the edges but seasoned in the school of hard knocks. Did you take up arms to break free from the drudgery of ranch life, or are you carrying on a family legacy? And where'd you rustle up your shootin' irons and gear? They could be passed down from kin, standard issue from your outfit, or maybe you scraped together every penny for 'em. These weapons and armor are your lifelines – the only things keepin' you from meetin' the reaper.

### **QUICK BUILD**

To saddle up a Roughrider right quick, focus on Strength or Dexterity as your top stat, dependin' on whether you're inclined to mix it up close quarters or take aim from a distance. Your next highest should be Constitution, or Intelligence if you're eyein' the path of an Eldritch Gunslinger. For your background, the soldier's a natural fit.

## The Roughrider Table

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Level	Proficiency Bonus	Feature
1st	+2	Brawling Technique, Deep Breath
2nd	+2	Double Tap (one use)
3rd	+2	Rider Specialties
4th	+2	Ability Score Improvement
5th	+3	Rider Specialty Feature
6th	+3	Ability Score Improvement
7th	+3	Rider Specialty Feature
8th	+3	Ability Score Improvement
9th	+4	Invincible (one use)
10th	+4	Rider Specialty Feature
11th	+4	Bonus Shot (3)
12th	+4	Ability Score Improvement
13th	+5	Invincible (two uses)
14th	+5	Ability Score Improvement
15th	+5	Rider Specialty Feature
16th	+5	Ability Score Improvement
17th	+6	Double Tap (two uses), Invincible (three uses)
18th	+6	Rider Specialty Feature
19th	+6	Ability Score Improvement
20th	+6	Bonus Shot (4)

## Class Features

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As a Roughrider, you gain the following class features:

### Hit Points

**Hit Dice:** 1d10 per Roughrider level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Roughrider level after 1st

### Proficiencies

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

### Equipment

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

- (a) chain mail or (b) leather armor, a long rifle, and 20 rounds
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a prospector's pack or (b) a pioneer's pack

### Brawling Technique

At 1st level, you adopt a technique of brawling as your specialty. Choose one of these here options. Now, you can't pick the same Brawlin' Technique more than once, even if you get another shot at choosin' later down the trail.

#### Sharpshootin'

You get a +2 bonus to attack rolls you make with ranged weapons.

#### Tough Hide

While you're decked out in armor, you gain a +1 bonus to AC.

### **One-on-One**

When you're handlin' a melee weapon in one hand and no other weapons, you get a +2 bonus to damage rolls with that weapon.

### **Heavy Hitter**

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you're swingin' with both hands, you can reroll the die and gotta use the new roll, even if the new roll is a 1 or a 2. The weapon must be big enough to use with two hands or flexible enough for one or two to gain this benefit.

### **Guardian**

When a varmint you can see attacks someone else within 5 feet of you, you can use your reaction to make it tougher for 'em to hit. You gotta be holdin' a shield to do this.

### **Dual Wieldin'**

When you're fightin' with a weapon in each hand, you can add your ability modifier to the damage of the second swipe.

### **Deep Breath**

At 1st level, you got yourself a bit of grit left in the tank to keep you from meetin' the undertaker. On your turn, you can holler out a bonus action to patch yourself up, regainin' hit points equal to 1d10 plus your Roughrider level. Once you've done used this trick, you gotta take yourself a short spell or a longer rest 'fore you can muster it up again.

### **Double Tap**

Startin' at 2nd level, you can dig deep and push yourself past what most folks reckon as their limit, just for a spell. On your turn, you can spur yourself into takin' one extra action. Once you've called on this bit of extra gumption, you gotta settle down for a short rest or a longer one 'fore you can rustle it up again. Come 17th level, you're tough as nails and can do it twice 'fore takin' a breather, but mind you, only once per turn, ya hear?

### **Rider Specialty**

At 3rd level, you pick yourself a path, a sorta archetype that you aim to mirror in your fightin' style and techniques. The trail you choose gives you a set of skills at 3rd level, and then again at 7th, 10th, 15th, and 18th level.

### **Bonus Shot**

Startin' at 5th level, you can launch two attacks, not just one, whenever you take the Attack action on your turn. The number of attacks ramps up to three when you hit 11th level in this class and to a mighty four when you reach 20th level.

### **Ability Score Improvement**

When you hit 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you got the chance to beef up one ability score of your pickin' by 2, or you can toughen up two ability scores of your choice by 1 each.

### **Invincible**

Startin' at 9th level, if you fail a savin' throw, you can give it another shot and reroll it. You gotta stick with whatever you roll this time, and you can't use this trick again 'til you've had yourself a long rest. Come 13th level, you can do this twice 'tween long rests, and at 17th level, you get three shots at it 'tween your long rests.

### **Bonus Shot**

Startin' at 11th level, you can let loose three attacks, instead of just two, whenever you take the Attack action on your turn.

The number of attacks jumps up to four when you reach 20th level in this here class.

### **Bonus Shot**

At 20th level, you can unleash four attacks, instead of three, whenever you take the Attack action on your turn, partner.

## Rider Specialties

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### **Mystic Bowman**

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A Mystic Bowman hones a rare mix of gunplay prowess and arcane trickery, a legacy from elves who melded magic with sharpshooting to conjure otherworldly effects. These Roughriders stand as the top hands of elven kin, guarding the frontiers of their lands, their bullets charged with arcane power to halt trespassers dead in their tracks before they ever set foot near elven homesteads. Over generations, folk from all walks have taken up this blend of arcane witchery and dead-eye shooting.

### **Mystic Bowman Features**

Roughrider Level	Feature
3rd	Mystic Bowman Lore, Mystic Shot (2 options)
7th	Ricocheting Shot, Magic Projectile, Mystic Shot (3 options)
10th	Mystic Shot (4 options)
15th	Always-Ready Shot, Mystic Shot (5 options)
18th	Mystic Shot (6 options, improved shots)

### **Mystic Bowman Lore**

*3rd-level Mystic Bowman feature*

At 3rd level, you learn either magical theory or some of the secrets of nature — typical for practitioners of this elven martial tradition. You gain proficiency in either the Arcana or the Nature skill, and you learn either the prestidigitation or the wardencraft cantrip.

### **Mystic Shot**

*3rd-level Mystic Bowman feature*

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn two Mystic Shot options of your choice (see “Mystic Bullet Options” below).

Once per turn when you fire a bullet from a pistol or rifle as part of the Attack action, you can apply one of your Mystic Shot options to that bullet. You decide to use the option when the bullet hits a creature, unless the option doesn’t involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest.

You gain an additional Mystic Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

### **Magic Projectile**

*7th-level Mystic Bowman feature*

At 7th level, you gain the ability to infuse bullets with magic. Whenever you fire a nonmagical bullet from a pistol or rifle, you can make it magical for the purpose of overcoming resistance

and immunity to nonmagical attacks and damage. The magic fades from the bullet immediately after it hits or misses its target.

### **Ricocheting Shot**

*7th-level Mystic Bowman feature*

At 7th level, you learn how to direct a stray bullet toward a new target. When you make an attack roll with a magic bullet and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

### **Always-Ready Shot**

*15th-level Mystic Bowman feature*

Starting at 15th level, your magical marksmanship is available whenever battle starts. If you roll initiative and have no uses of Mystic Shot remaining, you regain one use of it.

### **Mystic Shot Options**

Your Mystic Shot feature lets ya choose from a variety of fancy shootin' tricks at certain levels. These tricks are all steeped in magic, each tied to a different school of the arcane.

If a trick calls for a saving throw, your Mystic Shot save DC is 8 + your proficiency bonus + your Intelligence modifier.

#### **Banishing Projectile**

You infuse your bullet with abjuration magic, aiming to send your target on a brief trip to the Feywild. The critter hit by this bullet must make a Charisma saving throw or get banished. While banished, the critter can't move none and is out of the action. At the end of its next turn, it pops back where it was or the nearest empty spot if its spot's taken.

Once you're a seasoned sharpshooter at 18th level, your target also takes a mean 2d6 force damage when the bullet hits.

#### **Beguiling Projectile**

Your enchantment magic makes this bullet mess with your target's head. The critter hit by the bullet takes an extra 2d6 psychic damage, and you pick one of your pals within 30 feet of the target. The target's gotta pass a Wisdom saving throw or be sweet-talked by your chosen ally until your next turn starts. If your ally attacks or scares the critter, the charm breaks early.



The psychic damage goes up to 4d6 when you hit 18th level.

### **Bursting Projectile**

You pack this bullet with evocation magic that goes boom on impact. Right after the bullet hits, the target and all nearby within 10 feet each take 2d6 force damage.

The force damage jumps to 4d6 when you're a top hand at 18th level.

### **Enfeebling Projectile**

You lace this bullet with necromantic magic. The critter hit by the bullet takes an extra 2d6 necrotic damage. It's gotta make a Constitution saving throw too, or its weapon attacks get weak as a kitten until your next turn starts.

The necrotic damage ups to 4d6 at 18th level.

### **Grasping Projectile**

This bullet conjures up some conjuration magic, creating thorny, poisonous brambles around your target. The critter hit takes an extra 2d6 poison damage, slows down by 10 feet, and gets scratched for 2d6 slashing damage if it moves without teleporting. The target or any varmint that can reach it can try to rip away the brambles with a Strength (Athletics) check against your Arcane Shot DC. Otherwise, the brambles stick around for a minute or until you use this trick again.

The poison and slashing damage both hike up to 4d6 at 18th level.

### **Piercing Projectile**

You turn your bullet into an ethereal dart using transmutation magic. When you use this trick, you don't need to aim. The bullet just zips forward in a straight line, 1 foot wide and 30 feet long, ghosting through objects and ignoring cover. Every creature in that line has to make a Dexterity saving throw. On a failed save, it's like they got hit by the bullet, plus an extra 1d6 piercing damage. On a successful save, they take half damage.

The piercing damage bumps up to 2d6 at 18th level.

### **Seeking Projectile**

With divination magic, you make your bullet home in on a target. When you use this trick, forget about aiming. Just pick a critter you've seen in the last minute. The bullet curves and twists, ignoring cover, to find your target. If it's within range and there's a clear path, the target has to make a Dexterity saving throw. Otherwise, the bullet vanishes after flying as far as it can. On a failed save, the target takes the bullet's damage plus an extra

1d6 force damage, and you know right where it's at. On a successful save, it takes half damage, and you don't find out where it's hiding.

The force damage increases to 2d6 when you're an 18th level sharpshooter.

### Shadow Projectile

You mix in some illusion magic with this bullet, shrouding your enemy in shadows. The critter hit takes an extra 2d6 psychic damage and has to make a Wisdom saving throw or it can't see past 5 feet until your next turn rolls around.

At 18th level, the psychic damage goes up to 4d6.

## Lawman

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Those who walk the path of the archetype Lawman are following in the bootprints of many a lawman and gunslinger from days gone by. For a Lawman, a scrap ain't just a scrap, it's a serious affair, often tangled up with other tasks like blacksmithing and sniffing out forged papers. Not every roughrider learns the savvy of tactics, history, and discipline that's deep-rooted in the Sheriff way, but those who do are versatile and skilled folk, knowing the ins and outs of frontier life like the back of their hand.

### Lawman Features

Roughrider Level	Feature
3rd	Lawman Tactics, Lawman Craftsmanship
7th	Size Them Up
10th	Improved Lawman Tactics
15th	Unyielding Spirit
18th	True Lawman

### Lawman Tactics

#### *3rd-level Lawman feature*

When you saddle up with this archetype at 3rd level, you get a hold of some special dice known as Lawman dice, fueling your maneuvers.

**Maneuvers.** You get to pick three maneuvers of your choosing, detailed under "Maneuvers" right down below. Many of these maneuvers give a little extra oomph to an attack. Remember, you can only use one maneuver per attack.

You'll learn two more maneuvers of your choice at levels 7, 10, and 15. Every time you learn new maneuvers, you can swap out one you already know for something else.

**Lawman Dice.** You start with four Lawman dice, which are d8s. A Lawman die is used up when you put it to work. You get all your used-up Lawman dice back when you finish a short or long rest.

You'll get yourself another Lawman die at 7th level and one more at 15th level.

**Saving Throws.** Some maneuvers you pull might make your target need to resist with a saving throw. The difficulty of that saving throw is figured out like this:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (whichever you prefer).

### **Lawman Craftsmanship**

*3rd-level Lawman feature*

At 3rd level, you get handy with one type of artisan's tools of your choosing, partner.

### **Maneuvers**

**Surprise Attack.** When you're fixin' to be sneaky or quick on the draw, you can spend one of them Lawman dice and add the die to your Dexterity (Stealth) check or your initiative roll, long as you're not out cold.

**The Old Switcharoo.** Say you're standin' a stone's throw from someone, you can use one of them Lawman dice and switch places with that fella, providin' you both agree, and it ain't no sneak attack. This trick won't stir up any dust or draw any unwanted attention. Roll your Lawman die, and 'til your next turn, either you or your partner gets an AC boost equal to what you rolled.

**Hold.** If some varmint comes stompin' into your space, you can spend a Lawman die and give 'em a taste of your weapon. Roll the die and add it to your damage if you hit.

**Lawman's Charge.** When you're leadin' the charge, you can skip one of your own attacks and instead, with a swift motion, tell one of your gang to take a swing. You spend a Lawman die, and they add that to their damage, right quick.

**Lawman's Aura.** Whether you're intimidatin', performin', or persuadin', you can add a Lawman die to your Charisma checks. That's the power of a true leader.

**Drop'em.** If you hit a foe, spend a Lawman die to try and knock something right outta their hands. You add that die to your damage, and they gotta make a Strength save or drop the item.

**Lookie Loo.** Hit someone and use a Lawman die to make 'em easy pickings for your next ally to attack. Adds a bit of hurt to your hit too.

**Make'em Dance.** When you're movin', spend a Lawman die to make yourself harder to hit. Add that die roll to your AC until you stop movin'.

**Fake Out.** Spend a Lawman die to fake out a nearby enemy. You get the upper hand on your next attack and add that die to the damage if you land it.

**Antagonize.** Spend a Lawman die to make a hit that really gets under their skin. Forces 'em to focus on you, or they'll struggle to hit anything else.

**Hog Tie.** After you strike someone, spend a Lawman die to try and grapple 'em. Add that die to your Strength (Athletics) check.

**Direct Hit.** Use a Lawman die to reach out further with your attack. If you hit, add the die to your damage.

**Strategic Strike.** When you hit, spend a Lawman die to help a buddy move to a better spot without getting hit.

**Terrorize.** Use a Lawman die to scare the daylights out of someone you hit. Adds to your damage, and they gotta make a Wisdom save or be scared stiff of you.

**Sidewinder.** When you're hit, use your reaction and a Lawman die to lessen the blow. The die plus your Dexterity modifier reduces the damage.

**Dead-Eye.** When you're aiming to hit, spend a Lawman die to make sure your shot counts.

**Shove.** When you hit, spend a Lawman die to try and push 'em back. Add that die to your damage, and they gotta resist with a Strength save or get pushed back.

**Quick Shot.** As a quick move, spend a Lawman die to make a thrown weapon attack. Add the die to the damage.

**Rallying Cry.** Bolster one of your allies with a Lawman die and a bit of encouragement. They get temporary hit points equal to the roll plus your Charisma modifier.

**Parry.** If someone misses you, use your reaction and a Lawman die to hit 'em back. Add the die to your damage.

**Twister Attack.** When you hit, use a Lawman die to try and hit another target close by. If your first attack roll would hit, they take damage equal to your die roll.

**Showdown Tactics.** When you're investigatin', recollectin' history, or sussin' someone out, use a Lawman die to add to your smarts.

**Tumbleweed.** When you hit, spend a Lawman die to try and knock 'em off their feet. Add the die to your damage, and they gotta save with Strength or hit the dirt.

## Size Them Up

*7th-level Lawman feature*

Startin' at 7th level, if you take a good minute or so to size up someone while you're not in the heat of battle, you can get a bead on how they measure up compared to you. The Sheriff in charge, that's your DM, will let you know if this here individual is on par with you, tougher than a two-dollar steak, or not quite up to snuff, in any two areas you pick:

- How strong they are, like whether they can break a bronco or just wrangle calves.
- Their quickness and agility, whether they're slick as a whistle or slow as molasses.
- Their toughness and stamina, if they're as hardy as a seasoned ranch hand or soft as a tenderfoot.
- How well they're protected, whether they're decked out like a fort or as open as the prairie.
- The amount of grit they've got left, whether they're fresh as a daisy or closer to biting the dust.
- The sum total of their experience and know-how.
- Their skill as a fighter, whether they're a greenhorn or a seasoned gunslinger.

## Improved Lawman Tactics

### *10th-level Lawman feature*

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

### **Unyielding Spirit**

#### *15th-level Lawman feature*

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

### **True Lawman**

#### *18th-level Lawman feature*

At 18th level, your Lawman dice turn into d12s.

## **Equestrian**

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Those who take up the mantle of the Equestrian are true maestros of the mounted fray, usually hailing from ranching folk or roaming bands, raised with reins in hand. An Equestrian feels right at home whether they're steering a cattle drive or jawin' around a campfire. These hard-ridin' souls also learn to shield their kin and the defenseless in their midst, often standing as guardians of their kin and the needy. Fired up to set wrongs right or chase glory and riches, a good number of these roughriders leave their homesteads to venture into the untamed expanse of the Wild West.

### **Equestrian Features**

Roughrider Level	Feature
3rd	Extra Skill, Saddleborn, Resolute Brand
7th	Protective Tactic
10th	Hold the Range
15th	Raging Bull
18th	Watchful Guardian

### **Extra Skill**

### *3rd-level Equestrian feature*

When you mosey on into this here archetype at 3rd level, you sharpen your know-how in one of these skills, as per your pickin': Animal Handling, History, Insight, Performance, or Persuasion. Or, should you take a shine to it, you can learn yourself a new language, any that tickles your fancy.

### **Saddleborn**

#### *3rd-level Equestrian feature*

At 3rd level, your skill as a rider shines brighter than a polished spur. You've got a sharp edge in dodgin' those bucks and jolts, snaggin' advantage on savin' throws to stay saddled atop your mount. And if you find yourself gettin' bucked off, so long as you ain't droppin' more than 10 feet and ain't knocked out cold, you can land on your feet as spry as a cat.

Plus, mountin' up or slidin' down from your steed's slicker than a greased pig, only chewin' up 5 feet of your giddy-up, not half your ridin' speed.

### **Resolute Brand**

#### *3rd-level Equestrian feature*

Startin' at 3rd level, you got the knack for singlin' out troublemakers, spoilin' their plans and makin' 'em regret tanglin' with your posse. When you land a blow with your trusty melee weapon, you can mark that no-good rascal 'til the end of your next turn. That mark'll vanish sooner if you're laid out or bite the dust, or if another Lawman slaps a mark on the same scoundrel.

When they're close by, within spittin' distance of 5 feet, a varmint you've marked's gonna find it mighty hard to focus on anyone but you, strugglin' with disadvantage on any attack roll that ain't aimed your way.

And if that marked miscreant has the gall to strike anyone but you, you're ready to strike back with a special melee weapon attack as a bonus action on your next turn. You'll be swingin' with a sharp eye, and if you connect, your weapon's gonna dish out extra pain equal to half your Lawman level.

Even with a whole gang of outlaws marked, you can unleash this special attack a number of times equal to your Strength modifier (minimum once), and you reload all uses after settlin' down for some shuteye.

### **Protective Tactic**

### *7th-level Equestrian feature*

At 7th level, you've honed the skill to deflect shots headin' your way, protectin' not just yourself but your trusty mount and anyone else nearby. Suppose you or a pardner within a 5-foot reach gets targeted by an attack, and you're holdin' either a melee weapon or a shield. Quick as a rattlesnake, you can trigger a reaction, rollin' 1d8. Whatever number comes up, you add that to the target's armor class against that specific attack. Now, if that attack still hits, it ain't gonna hurt as much, like it just skimmed 'em.

You can whip out this maneuver a number of times equal to your Constitution modifier (gotta do it at least once), and you'll be all set to go again after a good long spell of restin'.

### **Hold the Range**

#### *10th-level Equestrian feature*

Come 10th level, you've turned into a real slick operator at corrallin' your foes. Any varmint that dares to mosey just 5 feet or more within your reach kicks up a storm, earnin' themselves an opportunity attack from you. And should you manage to land a blow on one of these critters with your quick draw, well, you're gonna stop 'em dead in their tracks, fixin' their speed at 0 for the duration of the turn.

### **Raging Bull**

#### *15th-level Equestrian feature*

Startin' at 15th level, you're a regular bull in a china shop, whether you're ridin' or hoofin' it. If you charge at least 10 feet straight as a rail before you wallop a critter, and you manage to hit 'em with that attack, that poor devil's gotta wrestle with a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or find themselves eatin' dirt. Just remember, you can only pull off this fancy move once every time it's your turn to shine.

### **Watchful Guardian**

#### *18th-level Equestrian feature*

Startin' at 18th level, your peepers are keener than a hawk scoutin' for prey. When the dust kicks up in a tussle, you've got yourself a special kind of quick-draw reaction that you can spring once on every varmint's turn, except your own, of course. This here reaction's specially reserved for slingin' opportunity attacks, but keep in mind, you can't pair it up with your regular reaction on the same turn. It's like havin' an extra round in your six-shooter, always primed and ready for when trouble strolls into town.



## Vindicator

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The way of the Vindicator's all about channelin' brute force into somethin' as fierce as a freshly whittled Bowie knife. These Vindicators blend relentless trainin' with their God-given might to deliver blows that'd stagger a buffalo. They ain't the sort to just weather the storm; they are the storm, with every wallop packin' the punch of a wild thunderclap.

### Vindicator Features

Roughrider Level	Feature
3rd	Deadly Accuracy
7th	Impeckable Brawler
10th	Bonus Brawling Tactic
15th	Master Marksman
18th	Hardened Survivor

#### Deadly Accuracy

*3rd-level Vindicator feature*

Startin' when you saddle up with this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20, showin' the deadly sharpshootin' of your aim.

#### Impeckable Brawler

*7th-level Vindicator feature*

Startin' at 7th level, you can toss half your proficiency bonus (round up) onto any Strength, Dexterity, or Constitution check you make that don't already benefit from your proficiency bonus.

Plus, your agility and quick-footedness get a boost. When you're makin' a running long jump, the stretch of land you can leap over increases by a number of feet equal to your Strength modifier.

#### Bonus Brawling Tactic

*10th-level Vindicator feature*

At 10th level, you get to pick a second option from the Shooting Style class feature.

### **Sharpshooter**

You're gifted with a +2 bonus to attack rolls you make with them ranged weapons.

### **Defender**

While you're decked out in armor, you get a +1 bonus to AC.

### **Quick Draw**

When you're packin' a single-handed firearm and no other iron, you gain a +2 bonus to damage rolls with that firearm.

### **Heavy Weapon Mastery**

When you roll a 1 or 2 on a damage die for an attack you make with a two-handed firearm, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

### **Protective Instinct**

When a critter you can see attacks someone other than you that's within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You need to be wielding a shield for this.

### **Dual Wielder**

When you're in a scrap with two weapons, you can add your ability modifier to the damage of the second attack.

## **Master Marksman**

*15th-level Vindicator feature*

Startin' at 15th level, your weapon attacks are so dead-on they score a critical hit on a roll of 18–20. Ain't nobody can match your sharpshooting skills, partner.

## **Hardened Survivor**

*18th-level Vindicator feature*

At 18th level, you hit the pinnacle of toughin' it out in a scrap. At the start of each of your turns, if you're feelin' more than a bit worn and have no more than half your grit left, you patch yourself up, regainin' hit points equal to 5 plus your Constitution modifier. Now, this don't do you no good if you're laid out flat with 0 hit points.

## Magic Mercenary

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The Magic Mercenary, a true icon of the wild frontier, melds the battle-hardened skills of a seasoned fighter with the mystic arts, much like a wizard of the wild west. These Roughriders focus their learnin' on two particular schools of magic: abjuration for beefin' up their defenses, and evocation for unleashin' a hail of damage on a passel of foes, makin' their presence known far and wide on the battlefield. Unlike them bookish wizards, these hardy souls memorize a small array of spells, carryin' their magic in their heads instead of luggin' around a spellbook.

### Magic Mercenary Features

Roughrider Level	Feature
3rd	Spellcastin', Cherished Weapon
7th	Battle Weave
10th	Otherworldly Shot
15th	Magic Bash
18th	Improved Battle Weave

### Spellcastin'

*3rd-level Magic Mercenary feature*

When you hit 3rd level, you start mixin' your fightin' chops with the know-how to cast spells. You'll wanna peek at the Spells Rules for the ins and outs of spellcastin' and check the Spells Listing for the wizard spell list.

### Cantrips

You pick up two cantrips of your choosin' from the wizard spell list. Come 10th level, you'll learn another wizard cantrip, just to add to your arsenal.

### Spell Slots

Now, the Magic Mercenary Spellcastin' table lays out how many spell slots you got for hurlin' your wizard spells of 1st level and up. To cast one of these spells, you gotta use up a slot of the spell's level or higher. You get all them spell slots back after you've bedded down for a long rest.

Say, if you know the 1st-level spell shield and you got a 1st-level and a 2nd-level spell slot to spare, you can cast shield with either one of them slots.

### Spells Known of 1st-Level and Higher

You got three 1st-level wizard spells up your sleeve, and two of them spells gotta be from the abjuration and evocation lists on the wizard spell list.

The Spells Known column on the Magic Mercenary Spellcastin' table tells you when you'll learn more wizard spells of 1st level or higher. Each new spell you learn oughta be an abjuration or evocation spell, and it's gotta be somethin' you got the slots for. For example, when you mosey on up to 7th level in this class, you can pick up a new spell of 1st or 2nd level.

The spells you learn at levels 8, 14, and 20 can be from any ol' school of magic.

Every time you gain a level in this class, you can swap out one wizard spell you know for a different one from the wizard spell list. The new spell has to be somethin' you got the slots for, and it should be abjuration or evocation, 'cept when you're swappin' out a spell you picked up at 3rd, 8th, 14th, or 20th level – those can be from any school.

### Spellcastin' Ability

Your noggin – that's your Intelligence – is what you use for castin' your wizard spells, as you've learned these spells through hard study and memorization. You use your Intelligence when a spell talks 'bout your spellcastin' ability. Plus, you add your Intelligence modifier when you're settin' the saving throw DC for a wizard spell you cast and when you're makin' an attack roll with one.

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

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

### Magic Mercenary Spellcasting

----- Spell Slots per Spell Level -----

Roughrider Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-

6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

### **Cherished Weapon**

*3rd-level Magic Mercenary feature*

At 3rd level, you pick up a ritual to create a mystical connection 'tween you and one of your trusty firearms. This here ritual takes 'bout an hour to complete, somethin' you can do while you're takin' a short rest. Your firearm has gotta be right there with you for the whole ritual, and when it's done, you just touch that firearm to seal the bond.

Once you've bonded a firearm to yourself, nobody can swipe it from your grip unless you're out cold. If it's in the same realm as you, you can call that firearm to your hand as a bonus action on your turn, makin' it zip right over to you.

You can have yourself a bond with two firearms, but you can only summon one at a time with your bonus action. If you're fixin' to bond with a third firearm, you'll have to break your bond with one of the other two.

### **Battle Weave**

*7th-level Magic Mercenary feature*

Startin' at 7th level, when you hunker down and use your action to cast a cantrip, you can follow up quick as a whip with one firearm attack as a bonus action.

### **Otherworldly Shot**

*10th-level Magic Mercenary feature*

At 10th level, you savvy up on how to make your firearm strikes mess with a varmint's resistance to your spells. When you land a bullet on a creature, that critter's gonna struggle mightily on the next saving throw it makes against a spell you cast, all the way 'til the end of your next turn.

### **Magic Bash**

*15th-level Magic Mercenary feature*

At 15th level, you've honed a knack for blinkin' 'cross the battlefield like a jackrabbit. When you use your Double Tap, you can zip up to 30 feet to a spot you can lay your eyes on, quicker than a lick. You can choose to teleport either before or after you take that additional action.

### **Improved Battle Weave**

*18th-level Magic Mercenary feature*

Startin' at 18th level, when you use your action to sling a spell, you can follow up with a quick draw, makin' one firearm attack as a bonus action.

## **Desert Guardian**

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When you take up the mantle of a Desert Guardian, you're embracin' the untamed spirit of the wild west, mixin' muscle with a touch of spirit force. Desert Guardians are the kind who can throw a punch that's like a rattlesnake bite, whip up a gust of desert wind with a swing, and set up mental barricades as sturdy as a bank vault door. They're often found among the wandering tribes or standin' tall in frontier settlements. In these wild parts, young guns often dream of harnessin' such power.

As a Desert Guardian, your spiritual might could've been sharpened in the lonesome desert winds, taught by a savvy shaman, or mastered at some far-flung fort where the brain's might is honed into a weapon as sharp as a Bowie knife and as tough as a buffalo hide.

### **Desert Guardian Features**

Roughrider Level	Feature
3rd	Spiritual Energy
7th	Kinetic Master
10th	Mind Shield
15th	Barrier of Force
18th	Kinetic Lord

## Spiritual Energy

*3rd-level Desert Guardian feature*

You got yourself a reservoir of spirit power, partner. This power's like a handful of d6s, call 'em your Spirit Energy dice, and you got twice as many as your proficiency bonus can reckon. These dice are the gas in your tank for all sorts of mystical doings I'm 'bout to tell you.

If a power asks for a Spirit Energy die and you're fresh out, well, you're outta luck 'til you can rustle some more up. You'll get all your dice back after a good night's rest under the stars. As a little trick, you can catch your breath, take a bonus action, and get one of those dice back – but only once between short rests.

Your Spirit Energy dice grow along with you: they become d8s at level 5, d10s at level 11, and hefty d12s at level 17. Here's what you can do with 'em:

**Guardian Shield.** Let's say someone in your sight, maybe even you, is 'bout to take a hit. Quick as a flash, you can use your reaction, spend one Spirit Energy die, roll it, and cut down the damage by the number rolled plus your Wisdom modifier, summonin' a shield of pure force.

**Spiritual Shot.** You can charge your weapons with a ghostly force. Once per turn, when you hit something within 30 feet and deal damage, you can use a Spirit Energy die, roll it, and tack on extra force damage equal to the roll plus your Wisdom.

**Kinetic Manipulation.** You've got the knack to move things with just a thought. As an action, you can target something loose and Large or smaller, or a willing critter, that ain't you. If it's in your line of sight and within 30 feet, you can shove it up to 30 feet to a spot you can see. If it's real tiny, like a pebble, you can move it right to your hand or send it packin'. This trick only works once 'til you rest a spell, unless you're willing to spend a Spirit Energy die to do it again.

## **Kinetic Master**

*7th-level Desert Guardian feature*

You've gotten mighty clever with your kinetic powers, and I'll tell ya just how:

**Spirit-Propelled Leap.** You can harness your mind to lift your boots off the ground. As a quick trick, you get a flying speed that's double your walkin' speed, lasting 'til your turn's done. Use it once, and you'll need to rest a spell before doin' it again, 'less you spend a Spirit Energy die to fire it up once more.

**Kinetic Push.** When you're dealin' damage with your Spiritual Strike and really want to rattle someone's cage, you can make 'em wrestle with a Strength saving throw. The number to beat is 8 plus your proficiency and your Wisdom modifier. If they can't hold their ground, you've got the choice to knock 'em flat or shove 'em 10 feet any which way on the ground.

## **Mind Shield**

*10th-level Desert Guardian feature*

The spirit energy flowin' through your veins makes your mind tough as nails. You're nigh resistant to psychic damage. Plus, if you find yourself charmed or scared at the start of your turn, you can spend one of them Spirit Energy dice and shake off any effect that's got you feelin' that way.

## **Barrier of Force**

*15th-level Desert Guardian feature*

You got the knack to shield yourself and others with a barrier of kinetic force. As a quick move, you can pick out some critters – including yourself – that you can lay your eyes on within 30 feet, up to as many as your Wisdom modifier allows (gotta be at least one). Each one of them varmints gets the protection of half cover for a spell of 1 minute, or 'til you're laid out cold.

After you use this trick, you can't rustle it up again 'til after a good long rest, 'less you spend one of them Spirit Energy dice to do it all over again.

## **Kinetic Lord**

*18th-level Desert Guardian feature*

Your knack for movin' things and critters with just your mind's a sight to behold, partner. You can whip up the telekinesis spell without needin' any fixin's, usin' your sharp Wisdom as your



spellcasting ability. On each of your turns while you're keepin' your mind fixed on the spell, includin' the very turn you cast it, you can lash out with one weapon attack as a swift bonus action.

Once you've called upon this power, you can't rustle it up again 'til after a long rest, unless you're willin' to spend one of them Spirit Energy dice to cast it once more.

## Prarie Warrior

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Prairie Warriors, the true defenders of the wild and open lands out West, are as free as the unbridled wind over the plains. They're the sworn guardians of justice, takin' the battle to the lawless no-gooders beyond their own territory. Roamin' the land like lone rangers, they depend on their own sharp judgment, fearless hearts, and a steadfast dedication to the code of the West to vanquish outlaws and ne'er-do-wells.

In the heat of battle, a Prairie Warrior's acts of bravery ain't just for show - they stir up a fire of valor in their comrades. The mere shadow of a Prairie Warrior in a small town can send shivers down the spines of bandits and troublemakers, makin' 'em think twice before stirrin' up mischief. A lone Prairie Warrior's a force to be reckoned with, but get 'em leadin' a posse, and even the scrappiest group of settlers turns into a formidable posse.

Prairie Warriors ain't much for fancy speeches; they let their actions do the talkin'. When a Prairie Warrior charges headlong into the fray, their deeds kindle a flame of courage and determination in their allies, the kind that can change the tide of any skirmish.

### Prarie Warrior Features

Roughrider Level	Feature
3rd	Battle Cry
7th	Frontier Diplomat
10th	Inspiring Charge
15th	Hold the Line
18th	Final Stand

### Battle Cry

### *3rd-level Prairie Warrior feature*

When you saddle up with this archetype at 3rd level, you learn how to rally your compadres to keep fightin' even when they're beat and battered.

When you holler for your Second Wind, you can hoot and holler to up to three of your buddies within 60 feet of y'all. Each one of them toughens up and regains hit points equal to your fighter level, long as they can set their eyes or ears on you.

### **Frontier Diplomat**

#### *7th-level Prairie Warrior feature*

A Prairie Warrior, a true diplomat of the wild frontier, is bound to carry themselves with the poise of a seasoned cowpoke.

Come 7th level, you'll be handy as a hawk with the gift of gab, earning yourself a knack in the Persuasion skill. If you're already slicker than a greased pig in sweet-talkin', you can pick another skill to master: Animal Handling, Insight, Intimidation, or Performance.

Your knack for Persuasion is as sharp as a hawk's eye; your proficiency bonus is doubled for any check where you're jawin' and persuadin'. This holds true no matter which skill you pick up from this here feature.

### **Inspiring Charge**

#### *10th-level Prairie Warrior feature*

Startin' at 10th level, when you holler for your Double Tap, you can tip your hat to one varmint within 60 feet of ya that's ridin' with your posse. If that critter can lay eyes or ears on you, it can quick-draw a reaction to mosey up to half its pace without stirrin' up any opportunity attacks and can take a shot with one of their shootin' irons.

### **Hold the Line**

#### *15th-level Prairie Warrior feature*

At 15th level, your rousin' leadership's like a shot of whiskey to your allies, givin' 'em the grit to stand tall and scatter the varmints on the other side.

When you're fixin' to Attack on your turn, you can pass on one of your own shots and use a bonus action to give a nudge to one of your compadres to take a swing. You just pick a friendly critter who can see or hear your call and spend one superiority die. That critter then can use its reaction to make a weapon attack, tacking on the superiority die to the wallop of the attack.

## Final Stand

### *18th-level Prarie Warrior feature*

At 18th level, your trailblazin' leadership's powerful enough to swing the tide of a gunfight. When you're shot down to 0 hit points and ain't pushin' up daisies, you can tough it out and stay on your feet with 1 hit point instead.

Plus, you can use your reaction to rally your gang. Every buckaroo of your choosing within a stone's throw (60 feet) that can hear your battle cry gets temporary hit points equal to your Fighter level plus your Charisma modifier, and they can right away use their reaction for a quick draw and fire off a weapon attack.

Once you call on this trick, you gotta hang up your spurs and take a long rest before you can do it again.

## Petroglyph Pioneer

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Petroglyph Pioneer, ya harness your fightin' prowess through the mystic might of age-old etchings, a know-how first learned from the Native American folk. As a scholar of this olden art, chances are you stumbled upon these symbols on cave walls, heirlooms, or heard 'em in the tales passed down from tribe to tribe. You done took these symbols, now called petroglyphs, and worked 'em into your gear to rouse the wild spirit of the untamed west.

### Petroglyph Pioneer Features

Roughrider Level	Feature
3rd	Ranch Proficiencies, Inscribed Gunslinger, Spirit of the Goliath
7th	Inscribed Barrier
10th	Heightened Stance
15th	Master of Petroglyphs
18th	Inscribed Titan

### Ranch Proficiencies

### *3rd-level Petroglyph Pioneer feature*

You get savvy with leatherworker's tools, and you'll learn to jaw, read, and scribble in an indigenous tongue of your pickin'.

### **Inscribed Gunslinger**

#### *3rd-level Petroglyph Pioneer feature*

You can use them mystical scribbles to beef up your gear. You start off knowin' a pair of petroglyphs of your own choosing from the list yonder. Each time you notch up a level in this class, you can swap out one of your known petroglyphs for a different one from this here feature. As you mosey on through this class, you'll learn more of these petroglyphs, just like it's laid out in the Petroglyphs Known table.

### **Petroglyphs Known**

Roughrider Level	Number of Petroglyphs
3rd	2
7th	3
10th	4
15th	5

Every time you bed down for a long rest, you can etch a number of objects equal to the count of petroglyphs you're wise to. These could be a six-shooter, a set of duds, a shiny bauble, or any other item you can tote or wear. The petroglyph stays put on an item until you bunk down for another long rest, and an item can sport only one of your petroglyphs at any given time.

Here's the lowdown on the petroglyphs you can learn. If an petroglyph's got a level requirement, you gotta be that high up in this class to get wise to it. If an petroglyph calls for a saving throw, your Petroglyph Magic save DC is 8 plus your proficiency bonus plus your Constitution modifier.

**Wind Petroglyph.** Borrowed from the sly fox spirit. With an object etched with this, you're sharper on Dexterity (Sleight of Hand) and Charisma (Deception) checks.

Plus, you can shunt an attack aimed at you or a buddy within 30 feet over to another critter within the same range. After you use this trick, you gotta take a short or long rest before you can use it again.

**Flame Petroglyph.** This one's got the heat of the mythical phoenix. With an object sporting this, you double your proficiency bonus for checks with any tool you're handy with.

On top of that, calling on this petroglyph when you land a hit with your weapon calls forth fiery chains, dealing extra fire damage and maybe even hog-tying the target. You gotta rest a spell, short or long, before you can use it again.

**Snow Petroglyph.** Takes after the tough mountain lion. It gives you an edge on Wisdom (Animal Handling) and Charisma (Intimidation) checks.

Invoke this to beef up your grit, boosting all checks and saves using Strength or Constitution. This perk's good again after a short or long rest.

**Bolder Petroglyph.** Comes from the turtle spirit's know-how. It sharpens your Wisdom (Insight) checks and stretches your night-seeing eyes.

You can also hex a critter that ends its turn within 30 feet of you to make a Wisdom save or get spellbound, leaving 'em out of action. This one's ready again after a short or long siesta.

**Earth Petroglyph (7th Level or Higher).** Taps into the sturdiness of the buffalo spirit. It makes you tougher against poison and better at shrugging off being poisoned.

Call on this petroglyph to toughen up against blows for a short while. This ability's fresh after a short or long rest.

**Cyclone Petroglyph (7th Level or Higher).** Lets you harness the hawk spirit's foresight. It sharpens your Intelligence (Nature) checks and keeps you from being caught unawares, as long as you ain't laid low.

Plus, you can enter a seeing state for a bit, swaying the outcome of certain rolls for you and your posse within range. This power's ready again after a short or long rest.

### **Spirit of the Goliath**

*3rd-level Petroglyph Pioneer feature*

You've figured out how to wrangle the raw power of them legendary giants roamin' the wilds. With a quick tip of your hat, you can swell up in size and muscle. You can pull off this stunt a number of times equal to your proficiency bonus, and you get all your tries back after you've had yourself a good long rest.

### **Inscribed Barrier**

*7th-level Petroglyph Pioneer feature*

You can call upon your petroglyph magic to shield your partners. You can make an attacker rethink their shot and reroll their attack against another varmint within 60 feet of you. You can use this trick a number of times equal to your proficiency bonus, and you round up all your uses again after you've had yourself a good long rest.

### **Heightened Stance**

*10th-level Petroglyph Pioneer feature*

Your steady dealings with them petroglyphs have gone and changed your frame, making you taller than a sycamore. The extra hurt you deal with your Spirit of the Goliath feature gets beefier too.

### **Master of Petroglyphs**

*15th-level Petroglyph Pioneer feature*

Your know-how in petroglyphs means you can call on each petroglyph you're wise to twice over before needing a spell of rest to juice 'em back up.

### **Inscribed Titan**

*18th-level Petroglyph Pioneer feature*

Your top-notch skill in petroglyphs lets you gussy up your transformation even more. The extra wallop you pack with the Spirit of the Goliath feature gets a mightier punch, and you can swell up bigger than a prairie thunderstorm, stretching your reach further than a longhorn's horns.

## **Samurai: Samurai**

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The Samurai is a gunslinger who taps into a steadfast fightin' spirit to best his foes. A Samurai's grit is nigh unshakable, and the varmints in a Samurai's trail got two options: knuckle under or bite the dust in a blaze of glory.

### **Samurai Features**

Roughrider Level	Feature
3rd	Added Skill, Brawling Tenacity (5 temp. hp)
7th	Impeccable Dicipline
10th	Unyielding Soul, Brawling Tenacity (10 temp. hp)
15th	Quick Hit, Brawling Tenacity (15 temp. hp)
18th	Inner Strength

### **Added Skill**

#### *3rd-level Samurai feature*

When you hitch your wagon to this archetype at 3rd level, you get savvy in one of these skills of your choosing: History, Insight, Performance, or Persuasion. Or, if you fancy, you can learn to speak a whole new tongue of your choice.

### **Brawling Tenacity**

#### *3rd-level Samurai feature*

Startin' at 3rd level, your fire in a scrap can guard you and make sure your shots hit the mark. As a bonus action on your turn, you can tip the odds in your favor for weapon attack rolls till the turn's over. When you do that, you also rustle up 5 temporary hit points. These extra hit points get heartier as you climb the ranks in this class, bulking up to 10 at 10th level and 15 at 15th level.

You can call on this trick three times, and you scoop up all your uses again after you've bedded down for a long rest.

### **Impeccable Dicipline**

#### *7th-level Samurai feature*

Startin' at 7th level, your grit and sharp eye for the little things mean you shine like a new penny in chinwags and parleys. Whenever you're spinning a yarn or sweet-talkin' with a Charisma (Persuasion) check, you get a leg up on that check equal to your Wisdom modifier.

Your steady hand also earns you a knack in Wisdom saving throws. If you're already as wise as an old owl there, you can choose to get slick with either Intelligence or Charisma saving throws instead.

### **Unyielding Soul**

*10th-level Samurai feature*

Startin' at 10th level, when you're quick on the draw for a showdown (rollin' initiative) and you're plum out of uses of Brawling Tenacity, you'll find yourself with one use of it back in your holster.

### **Quick Hit**

*15th-level Samurai feature*

Startin' at 15th level, you get wise to swapping sharpshootin' for quick drawin'. If you're fixin' to Attack on your turn and you've got the upper hand (advantage) on a shot at one of them targets, you can pass up that advantage for that shot to sling another bullet at that same varmint, all in the same move. Mind you, you can only pull this fast one once a turn.

### **Inner Strength**

*18th-level Samurai feature*

Startin' at 18th level, your Brawling Tenacity can hold off the reaper a spell. If you get hit and it knocks you down to 0 hit points but don't send you to the great beyond, you can use your reaction to stave off kissin' the dirt, and you can right away take an extra turn, cuttin' in on the current one. While you're hangin' on with 0 hit points during that extra go, any more damage will count against you in death savin' throws as usual, and three failures still means you're pushing up daisies. When your extra turn's done, if you're still at 0 hit points, you'll be out cold.

Once you call on this trick, you can't do it again until after you've had a good long rest.