

# RANGER

## RŌNIN



"A flash of steel, like a conductor's baton guiding a symphony of slaughter, heralds a helix of death and magic. A blur whips from tree to rock to shadow; corpses fall in its wake."

The Rōnin are masterless, wandering warriors, beholden to no code but their own. No two are the same, each with their own tale that led them down the warrior's path. They are masters of many weapons, striking with blade and arrow in a spectacle of blinding speed and accuracy. Some Rōnin use their power to protect the vulnerable—vigilantes doing what they see as right, no matter the cost. Others pursue their own ends, unfettered by the consequences of their actions. Rōnin are dangerous combatants, hardened survivors, and above all things, free.

## SLASH DRAW

### 3rd-Level Rōnin Feature

You have mastered the art of striking with sudden, explosive power at any moment. The first time each turn that you hit a creature with a melee weapon attack using a weapon you drew that turn, the attack deals an extra **1d6** damage of that weapon's type. This extra damage increases to **1d10** when you reach 11th level in this class.

Once per turn, when you make an opportunity attack, you can draw a weapon as part of that attack.

In addition, you can perform two additional object interactions each turn, but you can only use these additional object interactions to draw or stow weapons.



## DRAWING AND STOWING WEAPONS

Creatures can draw or stow one weapon as part of an 'object interaction' on their turn, but drawing a second weapon requires an action. Rōnin rangers' **Slash Draw** feature allows them to draw or stow a weapon thrice on their turn, without requiring an action to do so.





## WANDERING MAGIC

### 3rd-Level Rōnin Feature

You learn an additional spell when you reach certain levels in this class, as shown in the Wandering Magic Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### WANDERING MAGIC SPELLS

Ranger Level	Spell
3rd	<i>expeditious retreat</i>
5th	<i>blur</i>
9th	<i>remove curse</i>
13th	<i>death ward</i>
17th	<i>legend lore</i>

## MASTERLESS

### 3rd-Level Rōnin Feature

You are a solitary warrior, shackled by no code or authority beyond your own. Whenever you make a saving throw to avoid or end the charmed condition on yourself, roll a **d6** and add the number rolled to the saving throw.

## CLEAVING PARRY

### 7th-Level Rōnin Feature

When a creature makes a weapon attack against you while you have a stowed melee weapon and a free hand, you can use your reaction to attempt to parry that blow, drawing your stowed weapon as you do so. Your AC increases by an amount equal to your Dexterity or Strength modifier (your choice) against that attack, and you gain temporary hit points equal to your proficiency bonus + your Wisdom modifier (minimum of 1). After the attack hits or misses, you can then stow that weapon as a part of this reaction.

## MULTI-WEAPON MASTERY

### 11th-Level Rōnin Feature

You have **advantage** on the first melee weapon attack you make each turn, as well as **advantage** on the first ranged weapon attack you make each turn.

In addition, being within **5 feet** of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

## RELENTLESS ONSLAUGHT

### 15th-Level Rōnin Feature

The speed and ferocity of your onslaught is legendary. When you take the Attack action, each time you score a critical hit or reduce a creature to 0 hit points as part of that action, you can make one additional weapon attack. You can make up to three additional attacks with this feature per turn.

