

Brute: Strongshooter

Some brutes believe that the bow is a weapon that can be used to its fullest only by drawing it with as much power as possible in order to shred their enemies from a distance. Those who embrace the Strongshooter brutality can fire a bow with the force of a ballista.

Overdraw

Starting at 2nd level, you learn to wield bows using your strength. When you attack with a longbow or shortbow, you can use your Strength modifier, instead of Dexterity, for the attack and damage rolls.

When you do so, the damage dice for your Brutal Attack feature are d8s instead of d10s.

Starting at 6th level, you may add 1d4 to your Brutal Attack's total damage.

Impaler

Starting at 6th level, you have learned to use your arrows to impale your enemies. When you a creature you hit with an attack using a shortbow or longbow is moved into a space within 5ft of another creature, or if they were already within this range and you chose not to move them, you can force both creatures to make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier). If they both fail this saving throw, the second creature takes damage from another weapon attack with the same weapon and both creatures are restrained. If either succeed the save, the second creature takes half as much damage and neither creature suffers any additional effects.

A creature who is restrained this way can use its action to repeat this saving throw. If either creature succeeds, the effect is ended for both of them.

Alternatively, when a creature is moved within 5ft of a vertical surface such as a wall or tree or was already there, you can force just that creature to make the saving throw. On a failed save, that creature is restrained.

Similarly, that creature can use an action to repeat the saving throw in order to end the effect on a successful save.

Wreck Missiles

Starting at 10th level, you can use your reaction to destroy incoming projectiles. When you would be hit by a ranged weapon attack while holding a shortbow or longbow, you can use your reaction to make a ranged weapon attack against the projectile using your weapon. If your attack roll is higher than the attack that would have hit you, the attack misses instead.

Sky Splitting Shot

Starting at 14th level, you are strong enough to overcome your weapons normal range capabilities. The short and long range values for your shortbows and longbows are doubled. When you hit a

large or smaller creature with a weapon attack using a longbow or shortbow within the weapons original normal range, you can choose to push them 10ft away from you.