

Path of the Wild Shot



Ballsy, bashing barbarians are typically typecast for their superior striking strength in melee combat and aren't usually seen attacking from farther away. However, there has been a small sub set of barbarians that have fortuitously forgone the formal usage of martial melee madness and decided to channel their fury into atrociously aggravating ammunition instead. These barbarians are seen with bows, crossbows, guns, or any other rapacious ranged weapons and are just as deadly, dire, and dauntless as their melee counterparts and constituents.

Raging Ranger

Starting when you choose this perilous path at 3rd level you lose the ability to deal extra rage damage with melee weapons, instead dealing your rage damage with ranged weapons. You may use Strength instead of Dexterity for all ranged weapons and you may ignore the loading property of weapons.

Quick Draw

Beginning at 6th level, your stupendously swift speed with firearms is unequivocally unmatched and unsurpassed. When a creature ends its turn within 5 ft. of you, you may use your reaction to make a ranged weapon attack against that creature. On a hit, that creature must make a Strength Saving Throw (DC = 8 + Strength or Dexterity + Proficiency) or fall prone.

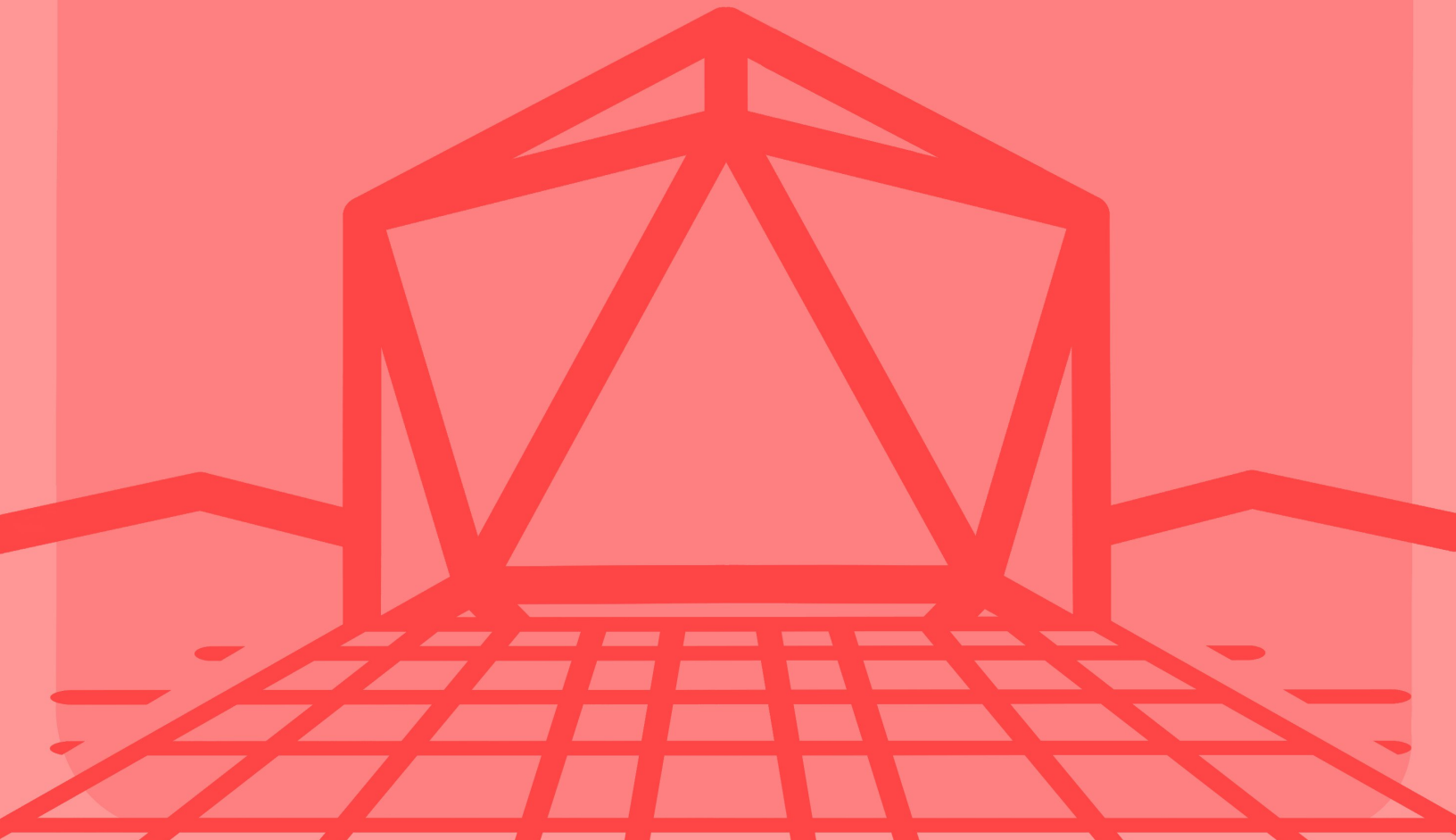
Point Blank

At 10th level your boorish, breathtaking brutality with ranged weapons has no equal. When you make an attack roll with a ranged weapon, you score a critical hit on a roll of 19 or 20 and when you attack a prone creature within 5 ft. of you, you automatically score a critical hit on a hit with a ranged weapon. At 14th level your critical hit range becomes 18 – 20.

Additionally when you make ranged attacks within 5 ft. of a creature or against a prone creature, you no longer have disadvantage.

Rapid Fire

Starting at 14th level you may mash munitions into and out of your weapons with a feverish fighting fury. As an action while raging you can force all creatures in a 60 ft. cone from you to make a Dexterity saving throw as you unload as much abundantly abominable ammunition as you can into a reprehensible rapid fire blast. The DC equals 8 + your Strength or Dexterity modifier + your proficiency bonus. Any creature that fails this save takes 8d6 piercing damage or half as much on a successful save. You must have the necessary amount of ammunition to make this attack and you may only do it once per rage.



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