

Cowboy Conclave

Rocking, raring, rootin' and tootin' rangers roam the wilderness with bow and blade but sometimes the decisively dangerous dusty trails require more furiously flaming fire power and caring, kooky companions. Cowboy conclave rangers are tactfully trained talents at sharpshooting and mounted combat. Rarely are they seen without a triumphantly trustworthy and terrifically trained mount and a stellar salacious six shooter.

Big Iron

Your passionate practice and cowpoke conduct confers you new proficiencies. When you choose this conclave at 3rd level, you gain proficiency in firearms, land vehicles, and animal handling. Additionally, you ignore the loading property of firearms.

Saddle Up

Also at 3rd level, you gain a natural knack for fighting while mounted. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Faithful Steed

No cowboy is completely construed without a majestic, mystical mount. At 3rd level you are able to obtain your own sensational Steadfast Steed. You magically summon a loyal, languorous large beast, created via your bond with the world around you. The creature is friendly to you and your companions and uses the stat block presented at the end of this document, which uses your proficiency bonus (PB) in several places. You determine what the beast looks like but regardless of appearance, its statistics remain the same.



In combat, your Steadfast Steed shares your initiative count but takes its turn immediately after yours. It can move and use its reaction on its own, but the only it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. The action taken can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the steed to take the Attack action. If you are incapacitated, your steed can take any action of its choice, not just Dodge.

If the steed has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The steed returns to life after 1 minute with all its hit points restored.

Quick Draw

Starting at 7th level your radical reflexes refine further and your firearm fastness is unmatched. As a reaction when you roll initiative, you may make a ranged weapon attack with a firearm you are wielding against any creature within range that you can see. Additionally, when you sacrifice one of your attacks to allow your mount to attack, you may use your bonus action to make a weapon attack with a firearm you are wielding.

Grit and Guns

At 11th level you exude strength and mastery with any firearm you touch. When you deal damage with a firearm and roll your Favored Foe die, you may roll the extra damage twice. Finally, you gain +1 to your maximum HP for each level in Ranger you have and gain an additional +1 whenever you increase your Ranger level.

Blazin' Saddle

At 15th level your mastery as a rider can turn any steed into a seasoned warhorse. Your steed's speed increases by 15 ft. and while you ride it, it doesn't provoke attacks of opportunity when it takes the Dash action and when you command your Steadfast Steed, you may command it to take the Dash action as a bonus action in addition to another action.

Additionally, when you or your steed attacks a creature, that creature takes extra fire damage equal to your Wisdom modifier.

Steadfast Steed

Large beast, your alignment

Armor Class: 13 + PB

Hit Points: 5 + five times your Druid level

Speed: 50 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	12 (+1)	17 (+3)	9 (-1)	14 (+2)	10 (+0)

Saving Throws: Strength (3 + PB), Constitution (3 + PB)

Skills: Athletics (3 + PB)

Senses: Dark-Vision 60 ft., Passive Perception (12)

Languages: Understands the languages of its creator but cannot speak

Traits

Steady Pace: The steed has advantage on all saving throws against being knocked prone and ignores difficult terrain

Charge: If the steed moves at least 20 feet straight toward a target and then hits it with an Iron Knock attack on the same turn, the target takes an extra 1d6 bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Actions

Iron Knock. *Melee weapon attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 + PB bludgeoning, piercing, or slashing damage.

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