

Arcane Archer

Arcane Archer Lore

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

Arcane Shot

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

Once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits, 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 Arcane 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 Arrow

At 7th level, you gain the ability to infuse arrows with magic. Whenever you fire a nonmagical arrow from a shortbow or longbow, you can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The magic fades from the arrow immediately after it hits or misses its target.

Curving Shot

At 7th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with a magic arrow and miss, you can use a bonus action to reroll the attack roll

against a different target within 60 feet of the original target.

Ever-Ready Shot

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

The Arcane Shot feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic.

If an option requires a saving throw, your Arcane Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

Banishing Arrow. You use abjuration magic to try to temporarily banish your target to a harmless location in the Feywild. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

After you reach 18th level in this class, a target also takes 2d6 force damage when the arrow hits it.

Beguiling Arrow. Your enchantment magic causes this arrow to temporarily beguile its target. The creature hit by the arrow takes an extra 2d6 psychic damage, and choose one of your allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it is charmed by the chosen ally until the start of your next turn. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw.

The psychic damage increases to 4d6 when you reach 18th level in this class.

Bursting Arrow. You imbue your arrow with force energy drawn from the school of evocation. The arrow detonates after your attack. Immediately after the arrow hits the

creature, the target and all other creatures within 10 feet of it take 2d6 force damage each.

The force damage increases to 4d6 when you reach 18th level in this class.

Enfeebling Arrow. You weave necromantic magic into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

Grasping Arrow. When this arrow strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. The creature hit by the arrow takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again.

The poison damage and slashing damage both increase to 4d6 when you reach 18th level in this class.

Piercing Arrow. You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow fires forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

The piercing damage increases to 2d6 when you reach 18th level in this class.

Seeking Arrow. Using divination magic, you grant your arrow the ability to seek out your target, allowing the arrow to curve and twist its path in search of its prey. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location. The force damage increases to 2d6 when you reach 18th level in this class.

Shadow Arrow. You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn. The psychic damage increases to 4d6 when you reach 18th level in this class.

Banneret

Rallying Cry

When you choose this archetype at 3rd level, you learn how to inspire your allies to fight on past their injuries.

When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.

Royal Envoy

Knights of high standing are expected to conduct themselves with grace.

At 7th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

Inspiring Surge

Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

Starting at 18th level, you can choose two allies within 60 feet of you, rather than one.

Bulwark

Beginning at 15th level, you can extend the benefit of your Indomitable feature to an ally. When you decide to use Indomitable to reroll an Intelligence, a Wisdom, or a Charisma saving throw and you aren't incapacitated, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.

Battle Master

Combat Superiority

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Student of War

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

Know Your Enemy

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels, if any
- Fighter class levels, if any

Improved Combat Superiority

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

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

Cavalier

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion.

Alternatively, you learn one language of your choice.

Born to the Saddle

Starting at 3rd level, your mastery as a rider becomes apparent. 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.

Unwavering Mark

Starting at 3rd level, you can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level. Regardless of the number of creatures you mark, you can make this special attack a number of times equal to your Strength modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.

Warding Maneuver

At 7th level, you learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage. You can use this feature a number of times equal to your Constitution modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.

Hold the Line

At 10th level, you become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Ferocious Charger

Starting at 15th level, you can run down your foes, whether you're mounted or not. If you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature only once on each of your turns.

Vigilant Defender

Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

Champion

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Superior Critical

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Survivor

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Eldritch Knight

Eldritch Knight Spellcasting

Spell Slots per Spell Level

|Fighter Level/

	Cantrips Known/		
	Spells Known/		
		1 st	2 nd 3 rd 4 th
3 rd /	2/	3/	2 - - -
4 th /	2/	4/	3 - - -
5 th /	2/	4/	3 - - -
6 th /	2/	4/	3 - - -
7 th /	2/	5/	4 2 - -

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

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips

You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots

The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell Shield and have a 1st-level and a 2nd-level spell slot available, you can cast Shield using either slot.

Spells Known of 1st Level and Higher

You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when

you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Weapon Bond

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third

weapon, you must break the bond with one of the other two.

War Magic

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Eldritch Strike

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Arcane Charge

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

Improved War Magic

Starting at 18th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

Knight (UA)

Born to the Saddle

Starting at 3rd level, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed. In addition, you have advantage on saving throws made to avoid falling off your mount. If you fall off it, you can automatically land on your feet if you aren't incapacitated and you fall less than 10 feet.

Implacable Mark

At 3rd level, you excel at foiling attacks and protecting your allies by menacing your foes. When you hit a creature with a melee weapon attack, the target is marked by you until the

end of your next turn. A creature ignores this effect if the creature can't be frightened. The marked target has disadvantage on any attack roll against a creature other than you or someone else who marked it.

If a target marked by you is within 5 feet of you on its turn and it moves at least 1 foot or makes an attack that suffers disadvantage from this feature, you can make one melee weapon attack against it using your reaction. This attack roll has advantage, and if it hits, the attack's weapon deals extra damage to the target equal to your fighter level.

You can make this special attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn. You can make this attack three times, and you regain all expended uses of it when you finish a short or long rest.

Noble Cavalry

At 7th level, you gain proficiency in two of the following skills of your choice: Animal Handling, History, Insight, Persuasion, or Religion.

Alternatively, you learn one language of your choice.

Hold the Line

At 10th level, you master the ability to harass and slow your enemies. As a reaction when a creature moves at least 1 foot within 5 feet of you, you can make one melee weapon attack against that creature. If you hit, the attack's weapon deals extra damage to the target equal to half your fighter level, and the target's speed is reduced to 0 until the end of this turn.

Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

Defender's Blade

At 18th level, you respond to danger with extraordinary vigilance. You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn. In addition, you gain a +1 bonus to AC while wearing heavy armor.

Monster Hunter

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Insight, Investigation, Nature, or Perception. You can gain proficiency with a tool of your choice in place of one skill choice.

Combat Superiority

When you choose this archetype at 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- **Precision Attack.** When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- **Sharpened Attack.** When you damage a creature with a weapon attack, you can expend one superiority die to add it to the damage roll. You can use this ability after rolling damage. If the attack causes the target to make a

Constitution saving throw to maintain concentration, it has disadvantage on that save.

- **Sharpened Senses.** When you make a Wisdom (Perception) check to detect a hidden creature or object, or a Wisdom (Insight) check to determine if someone is lying to you, you can expend one superiority die to add it to the roll. You can use this feature after seeing the total but before learning if you succeeded or failed.
- **Superior Willpower.** When you make an Intelligence, a Wisdom, or a Charisma saving throw, you can expend one superiority die to add it to the roll. You can use this feature only before you learn if the save succeeded or failed.

Hunter's Mysticism

At 3rd level, your study of the supernatural gives you a limited ability to use magic. You can cast *Detect Magic* as a ritual. You can cast *Protection from Evil and Good*, but you cannot cast it again with this feature until you finish a long rest. Wisdom is your spellcasting ability for these spells.

In addition, you gain the ability to speak one of the following languages of your choice: Abyssal, Celestial, or Infernal.

Monster Slayer

At 7th level, whenever you expend superiority dice to add to a damage roll, you can expend up to two dice instead of just one, adding both to the roll. Both dice are expended as normal. If the target of your attack is an aberration, a fey, a fiend, or an undead, you deal maximum damage with both dice, instead of rolling them.

Improved Combat Superiority

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

Relentless

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

Samurai

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

Fighting Spirit

Starting at 3rd level, your intensity in battle can shield you and help you strike true. As a bonus action on your turn, you can give yourself advantage on all weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. The number of hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level.

You can use this feature three times. You regain all expended uses of it when you finish a long rest.

Elegant Courtier

Starting at 7th level, your discipline and attention to detail allow you to excel in social situations. Whenever you make a Charisma (Persuasion) check, you gain a bonus to the check equal to your Wisdom modifier. Your self-control also causes you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Tireless Spirit

Starting at 10th level, when you roll initiative and have no uses of Fighting Spirit remaining, you regain one use.

Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you take the Attack action on your turn and have advantage on an attack roll against one of the

targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. You can do so no more than once per turn.

Strength Before Death

Starting at 18th level, your fighting spirit can delay the grasp of death. If you take damage that reduces you to 0 hit points, you can use your reaction to delay falling unconscious, and you can immediately take an extra turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points.

Once you use this feature, you can't use it again until you finish a long rest.

Scout (UA)

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency in three of the following skills of your choice: Acrobatics, Athletics, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You can choose to gain proficiency with thieves' tools in place of one skill choice.

Combat Superiority

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice. Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a long or short rest.

You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- Survival Superiority. When you make a check that allows you to apply your proficiency in

Athletics, Nature, Perception, Stealth, or Survival, you can expend one superiority die to bolster the check. Add half the number rolled on the superiority die (rounding up) to your check. You apply this bonus after making the check but before learning if it was successful.

- Precision Attack. When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.

- Scout's Evasion. If you are hit by an attack while wearing light or medium armor, you can expend one superiority die as a reaction, adding the number rolled to your AC. If the attack still hits, you take half damage from it.

Natural Explorer

At 3rd level, you are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Improved Combat Superiority

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

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

Sharpshooter (UA)

Steady Aim

Beginning when you choose this archetype at 3rd level, your aim becomes deadly. As a bonus action on your turn, you can take careful aim at a creature you can see that is within range of a ranged weapon you're wielding. Until the end of this turn, your ranged attacks with that weapon gain two benefits against the target:

- The attacks ignore half and three-quarters cover.
- On each hit, the weapon deals additional damage to the target equal to 2 + half your fighter level.

You can use this feature three times. You regain all expended uses of it when you finish a short or long rest.

Careful Eyes

Starting at 7th level, you excel at picking out hidden enemies and other threats. You can take the Search action as a bonus action.

You also gain proficiency in the Perception, Investigation, or Survival skill (choose one).

Close-Quarters Shooting

At 10th level, you learn to handle yourself in close combat. Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on your roll.

In addition, if you hit a creature within 5 feet of you with a ranged attack on your turn, that creature can't take reactions until the end of this turn.

Rapid Strike

Starting at 15th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.

Snap Shot

Starting at 18th level, you are ever ready to spring into action. If you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.