

AUSTRALIAN RANGER

This was supposed to be a quick little fun thing that I made due to a joke I saw on Reddit. Now it has expanded into a much larger project that I hope will be fun for people to play.

This homebrew will include a subclass for rangers called "The Bushranger" along with some new feats and properties for thematically appropriate weapons that would be cool/useful for such a ranger to use. I hope you enjoy!

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THE BUSHRANGER CONCLAVE

Australia. A far away land full of the most deadly creatures that the material plane has to offer. Surrounded by shark infested waters, the few sources of water in this sun blasted landscape are filled with ferocious giant crocodiles. It gets so little rain that its population has to import all plants fully grown and then just sit around watching them die.

Bushrangers have a complicated relationship with the denizens of this hellish landscape. To some, they are heroes; brave folk who stand up against a tide of oppression and tyranny. Yet there are others who see them as foul villains: murderers, and thieves. No matter the viewpoint, they are legends of the Outback. Famous rogues who follow not the laws of a country, but that of their own personal morality.

THE BUSHRANGER FEATURES

Ranger Level Feature

3rd	Aussie Slang, Bonus Proficiencies, Dead Eye
7th	Tough Stuff
11th	Last Stand
15th	Shiny and Chrome

AUSSIE SLANG

You know Aussie Slang, the strange language of Australians. Aussie Slang is a confusing mix of dialect, swearing, and sarcastic humor that is practically impossible for non-Australians to understand.

A creature must make a DC 25 Intelligence check to understand Aussie Slang. The spell *Comprehend Languages* only provides advantage on this check, as the literal meaning and the actual meaning of Aussie Slang are very different to each other.

BONUS PROFICIENCIES

Starting at 3rd level, your tinkering and experimentation has allowed you to gain proficiency with heavy armor and firearms. You also gain proficiency with Gunsmith's Tools. You may use these tools to craft ammunition at half the cost, repair damaged firearms, or even build a firearm from raw materials (DM's discretion).

The properties for firearms are included at the end of the subclass description.

DEAD EYE

Also at 3rd level, as a bonus action you can activate your Dead Eye. Choose a creature you can see. For the next minute, or until the target dies, you die, or you are incapacitated, all of your attack rolls against that creature are made with advantage. Once you have used this ability, you must finish a short or a long rest before you can do so again.

Additionally, you have advantage on Charisma (Intimidation) checks while you are wearing heavy armor.

TOUGH STUFF

At 7th level, your travels around Australia have lead you to become naturally adapted to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*.

In addition, you gain proficiency in Wisdom saving throws.

LAST STAND

Beginning at 11th level, you can use a bonus action on your turn to enter into a ready stance. While in this stance, you gain a special reaction that refreshes every time you are damaged by a creature.

You can use this reaction to make one weapon attack against the last creature that damaged you, provided that you can see the creature, and it is within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

This benefit lasts until the beginning of your next turn. Once you have used this ability, you must finish a short or long rest before you can do so again.

SHINY AND CHROME

Starting at 15th level, your tenacity and grit allows you to keep fighting despite grievous wounds. If you drop to 0 hit points while you're wearing heavy armor and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.



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FIREARM PROPERTIES

Firearms are ranged weapons that require special proficiency to be able to add a character's proficiency bonus to attacks made with them. As an emerging and dangerous technology, some weapon properties are unique to firearms.

Ammunition. Firearms use bullets as ammunition. Hit or miss, the ammunition of a firearm is destroyed upon use.

Missfire. Firearms have a chance to misfire, as shown by the number in parentheses after the missfire property. When an attack roll is made with a firearm, and the number on the dice roll is equal to or lower than the weapon's missfire score, the weapon jams. The attack misses, and the weapon cannot be used again until a character uses an action or a bonus action (the character's choice) to clear out the blockage.

Reload. Only a limited number of attacks can be made with a weapon that has this property, as shown by the number in parentheses after the reload property. A character must then reload it using an action or a bonus action (the character's choice). A character must have one free hand to be able to reload a firearm.

Scatter. A single attack roll is made with disadvantage, and is compared against the AC of all creatures within a 30 foot cone. If the attack misses a creature, it still takes piercing damage equal to the character's Dexterity modifier as long as it is within 10 feet. This damage does not apply if the attack missed due to a missfire.

FIREARMS

Name	Cost	Damage	Weight	Properties
Handgun	350 gp	2d4 piercing	3 lb.	Ammunition (range 50/200), missfire (2), reload (6)
Pocket Pistol	250 gp	1d8 piercing	2 lb.	Ammunition (range 20/80), light, missfire (1), reload (1)
Rifle, bolt-action	900 gp	2d10 piercing	8 lb.	Ammunition (range 300/1200), missfire (1), reload (2), two-handed
Rifle, repeating	1,500 gp	1d12 piercing	8 lb.	Ammunition (range 200/800), missfire (3), reload (5), two-handed
Shotgun	500 gp	2d6 piercing	7 lb.	Ammunition (range 30), missfire (2), reload (1), scatter
Bullets (5)	10 gp	—	1 lb.	—

FEATS FOR FIREARMS

These feats are useful for those who seek to master firearms.

ELEMENTAL AMMUNITION

Prerequisite: The ability to cast at least one spell

You have practiced imbuing your shots with elemental power. When you gain this feat, choose one of the following damage types: acid, cold, fire or lightning. When you hit a creature with a ranged weapon attack, you can expend one spell slot to deal damage of the chosen type to the target, in addition to the weapon's damage.

The extra damage is 2d4 for a 1st-level spell slot. For each spell level higher than 1st, the die increases one step, 2d6 for a 2nd level slot, 2d8 for a 3rd, 2d10 for a 4th, to a maximum of 2d12 for a 5th level spell slot.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

HANDGUN EXPERT

Through extensive practice fighting with handguns and pocket pistols, you gain the following benefits:

- You have advantage on your Initiative rolls while you are wielding a separate weapon in each hand.
- When you take the attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded firearm that you are holding.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

MASTER GUNSLINGER

Your knowledge of firearms is so extensive that you gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You can clear out the blockage of a missfired weapon with no action required. You can only do so once per turn.
- Whenever you have disadvantage on an attack roll you make with a firearm, you only missfire if both of the two d20 rolls would have missfired.

TRICK SHOT

You have trained to perform trick shots, adding special effects to your weapon attacks with firearms. If a trick shot requires a saving throw to resist its effects, the saving throw DC equals 8 + your proficiency bonus + your Dexterity modifier.

Whenever you make an attack using a firearm, you can choose to use one of the following effects on that target:

- If you hit the target, it must make a Strength saving throw. If it fails, you can push it up to 10 feet away from you.
- If you hit the target, it must succeed on a Dexterity saving throw or drop one held object of your choice that is then pushed 15 feet away from your target.
- You can attempt to attack a target that is behind total cover, as long as it is not hidden from you and there is a path for a bullet to ricochet and hit the target. This attack is made with disadvantage, but your target gains no cover bonus against this attack.