DUALINK

Reishi Huntsman

Ranger Subclass



Bleach Edition

Reishi Huntsman

Reishi Huntsmen are Quincy-trained rangers who draw spiritual particles into disciplined forms, bows, bindings, and angelic wings of Vollständig. They stalk corrupted spirits and hostile souls as quarry, striking with constructed ammunition and sealing techniques.

Reishi Huntsman Magic

You learn additional spells when you reach certain levels in this class, as shown below. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

- 3rd: *guiding bolt, hunter's mark*
- 5th: *misty step, silence*
- 9th: *dispel magic, lightning arrow*
- 13th: *banishment, freedom of movement*
- 17th: *swift quiver, wall of force*

Heilig Bogen

At 3rd level, you can form a spirit bow from reishi.

As a bonus action, you conjure a Heilig Bogen in your hands or cause it to vanish.

While the bow exists, it counts as a longbow for you, you are proficient with it, and it doesn't require ammunition.

When you make an attack with it, you create a piece of spiritual ammunition as part of the attack. The bow and its ammunition are magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

If you let go of the bow, it vanishes. You can conjure it again on a later turn.

Reishi Focus

You can use your Heilig Bogen as a spellcasting focus for your ranger spells.

Quincy Heir

If you have the Quincy Heir feat, you don't gain a second bow.
Instead, when you finish a long rest, you can replace one technique you know from this subclass with another.

Quincy Techniques

Also at 3rd level, you learn techniques fueled by reishi.
You learn two Quincy techniques of your choice from the list below.
You learn one additional technique at 7th level and 11th level.
You can use a technique a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
If a technique requires a saving throw, the save DC equals 8 + your proficiency bonus + your Wisdom modifier.

Hirenkyaku

As a bonus action, you teleport up to 20 feet to an unoccupied space you can see.
If you teleport in this way immediately before making an attack with your Heilig Bogen on the same turn, that attack is made with advantage.

Reishi Snare

As an action, you target one creature you can see within 60 feet.
The target must succeed on a Strength saving throw or be restrained until the end of its next turn.

Heilig Pfeil

When you hit a creature with an attack using your Heilig Bogen, you can cause the attack to deal an extra 1d8 radiant damage.

Spirit Pin

When a creature you can see within 60 feet moves, you can use your reaction to hinder it.

The creature must succeed on a Strength saving throw or have its speed reduced to 0 until the end of the current turn.

Blut Technique

At 7th level, you learn to circulate reishi through your body as defensive or offensive reinforcement.

As a bonus action, you enter one of the following states, which lasts for 1 minute or until you are incapacitated.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Blut Vene

When you take damage, you can use your reaction to reduce that damage by 1d10 + your Wisdom modifier (minimum reduction of 1).

Blut Arterie

Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal extra radiant damage equal to your Wisdom modifier (minimum of 1).

You choose Vene or Arterie each time you activate this feature.

Sankt Technique

At 11th level, you can impose a

Quincy seal that denies recovery and weakens resistance.

As an action, you conjure a Sankt Seal at a point you can see within 120 feet.

The seal fills a 20-foot-radius, 40-foot-high cylinder centered on that point for 1 minute.

The area is lightly obscured by pale motes and faint glyph-lines.

When a hostile creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw.

On a failed save, the creature takes 3d8 radiant damage, can't take reactions until the start of its next turn, and can't regain hit points until the start of its next turn.

On a successful save, the creature takes half as much damage and suffers no additional effects.

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

Vollständig

At 15th level, you can awaken a perfected spiritual form.

As a bonus action, you enter Vollständig for 1 minute.

The transformation ends early if you are incapacitated.

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

While in this form, you gain the following benefits:

- **Wings of Reishi.** You gain a flying speed of 40 feet and can hover.
- **Perfect Step.** Opportunity attacks against you are made with

disadvantage.

- **Judgment Arrow.** Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage.
- **Unerring Reprisal.** When a creature you can see within 60 feet succeeds on a saving throw against one of your ranger spells or Quincy techniques, you can use your reaction to force it to reroll the saving throw. The creature must use the lower of the two rolls. Once you use this reaction, you can't use it again until the start of your next turn.

