

# GUNSLINGER

A human dressed in rugged leathers spins in a wide flourish, his cloak swirling to distract his foes from the heavy pistol he draws from its holster. With a crack like thunder and a flash from the dragon-headed muzzle, he dispatches the vagabonds with cold efficiency.

A grey-haired gnome adjusts his spectacles as he takes stock of the foes surrounding him. With fingers stained black with the residue of his experiments, he stands up on his wagon and pulls two double-barelled blunderbuses from where they were tucked in his belt and takes aim.

Hitching her collar up to stave off the night's chill, a half-orc woman releases the cast-iron press and gently tips out the metal ball into her palm. It's still warm, and she carefully sets it on a small portion of black, coarse powder measured out on a piece of parchment. Wrapping it all up, she sets it with the others she has made this night, wondering if it will be the one to deliver her vengeance on the morrow.

Gunslingers are peerless marksmen and daring provocateurs, expert tinkerers and audacious desperados. They combine the martial prowess of a fighter, the shrewd cunning of a rogue, the boundless curiosity of a wizard, and a warlock's reckless fascination with their own mortality. They wield an exceptionally dangerous class of weapons called firearms, which are the basis for their unique fighting styles.

## OF GREAT METTLE

Gunslingers devote considerable effort to mastering the use of firearms, a haphazard class of weapons powered by an

extremely volatile compound called black powder. The secrets to developing and using their resources with (relative) safety are as closely guarded as the arcane knowledge of a wizard college or the holy relics of a mystery cult. Many would-be gunslingers fall victim to their own creations before they ever make it to an adventuring career, and there are fewer old gunslingers than there are of any other path.

In combat, gunslingers are capable with a variety of weapons, but their fighting styles focus around the use of their signature weapons. In their mettle, they can perform feats of great daring and tenacity.

## GENIUS AND MADNESS

Gunslingers are an exceptionally rare combination of many disparate roles. Part artificer, part alchemist, part warrior, and all daredevil, gunslingers are a baffling breed who seem to bend unfathomable reserves of ingenuity in the pursuit of a death wish.

The trailblazing attitude necessary to set out on the gunslinger's path manifests differently in different people. Some become desperados, bold outlaws who revel in the criminal life, while others seek the life of adventure to bring justice to those who have done wrong.

## CREATING A GUNSLINGER

As you create your gunslinger character, consider how the character came to learn about firearms and find the opportunity to work with them. Did you learn in the workshop of a master gunsmith, or were you trained as part of a small, elite outfit to carry out special missions? Were you trained as a musketeer who fights as part of a line, or as an expert marksman who excels at eliminating major foes?

What caused you to take up the life of adventuring? Was your workshop unable to offer appropriate challenges, or did it get destroyed in a particularly devastating accident, forcing you to seek the wealth to rebuild? Did you realize that certain threats could only be handled by a smart warrior wielding a deadly weapon? Perhaps you met an adventurer who showed you how your abilities could be put to better use than in a workshop?

## QUICK BUILD

You can make a gunslinger quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Intelligence your next highest if you plan to create the most advanced firearms or proceed down the path of the Fulminator. Choose Charisma instead if you plan to emphasize social interaction. Second, choose the Guild Artisan background.

## CLASS FEATURES

As a gunslinger, you gain the following class features:

### HIT POINTS

**Hit Dice:** 1d10 per gunslinger level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per gunslinger level after 1st





## PROFICIENCIES

**Armor:** Light armour, medium armour

**Weapons:** Simple weapons, martial weapons, firearms

**Tools:** Gunsmith's Kit

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose two from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Perception, Persuasion, and Stealth.

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) leather armour or (b) a chain shirt
- (a) a shortsword or rapier or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A pistol, a horn of black powder, and a pack of 50 bullets

## FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### AKIMBO

When you take the Attack action and attack with a firearm that you're holding in one hand, you can use a bonus action to attack with a different firearm that you're holding in the other hand.

Additionally, you may draw, stow, or reload a two one-handed firearms when you would normally be able to draw, stow, or reload only one.

### BOMBADIER

When you roll a 1 or a 2 on a damage die for a ranged weapon attack you make with a heavy firearm, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

### DEFENSIVE

While you are wearing armour, you gain a +1 bonus to AC.

### GUERRILLA

While you are wielding a firearm, you may do not suffer disadvantage on ranged attack rolls for being within 5 feet of a hostile creature. Additionally, you ignore half cover and three-quarters cover against targets within 30 feet of you.

### MARKSMAN

You gain a +2 bonus to ranged attack rolls you make with firearms.

## TRICK SHOT

Starting at 1st level, you can use an action to make a special ranged weapon attack with a firearm called a Trick Shot. A Trick Shot creates a dramatic effect such as breaking a lock or chain, pushing a medium-sized lever, disarming an opponent, causing a bullet to ricochet around cover, or another similar effect which the DM approves.

If you would attack a creature using a Trick Shot, you make the attack with disadvantage. In some cases, the DM may determine that the creature must make a saving throw or contested skill check against your Trick Shot instead. In this case, the save DC equals 8 + your Proficiency bonus + your Dexterity modifier.

## GRIT

The life of a gunslinger is marked by feats of pluck and panache. Some gunslingers claim to be touched by fate, though a more skeptical observer may conclude that the many dangers inherent to their livelihood simply cull out the hapless and the remiss. Whatever the reason, all gunslingers have grit.

Grit represents a gunslinger's ability to perform remarkable deeds. A gunslinger has a number of grit points equal to his or her proficiency bonus, which are used to create a variety of effects called Stunts. The number of grit points a gunslinger has can never exceed their Wisdom modifier. A gunslinger regains all grit points after a long rest. The gunslinger can also regain grit points in the following ways:

**Critical Hit with a Firearm.** Each time the gunslinger scores a critical hit with a ranged weapon attack using a firearm, they regain 1 grit point.

**Killing Blow with a Firearm.** When the gunslinger reduces a creature to 0 hit points with a ranged weapon attack using a firearm, they regain 1 grit point. If the gunslinger reduced a creature to 0 hit points with a critical hit, only 1 grit point is recovered.



## STUNTS

At 2nd level, you gain the ability to use your grit points to perform remarkable acts of daring and tenacity. You gain two of the following Stunt options of your choice. You gain additional options as you reach higher levels, as shown in the Stunts Known column on the Gunslinger table.

### BRUTAL SHOT

*Prerequisite: 5th level*

When you score a critical hit with a ranged attack roll you make with a firearm, you may spend 1 grit point to roll all the attack's damage dice three times instead of twice. You must make this decision before rolling the damage dice.

## THE GUNSLINGER

Level	Proficiency Bonus	Features	Stunts Known
1st	+2	Fighting Style, Trick Shot	—
2nd	+2	Grit, Stunts	2
3rd	+2	Expertise, Gunslinger Archetype	2
4th	+2	Ability Score Improvement	2
5th	+3	Extra Attack, Quick Load	3
6th	+3	Tenacious	3
7th	+3	Expertise	3
8th	+3	Ability Score Improvement	4
9th	+4	Evasion	4
10th	+4	Gunslinger Archetype feature	4
11th	+4	—	5
12th	+4	Ability Score Improvement	5
13th	+5	Blindsense	5
14th	+5	Low Profile	6
15th	+5	Gunslinger Archetype feature	6
16th	+5	Ability Score Improvement	6
17th	+6	—	7
18th	+6	Gunslinger Archetype feature	7
19th	+6	Ability Score Improvement	7
20th	+6	True Grit	7

### CHEAT DEATH

*Prerequisite: 17th level*

Whenever you are reduced to 0 hit points, you can immediately spend all of your remaining grit points (minimum of 1) to be reduced to 1 hit point instead.

### DEADEYE

You can spend 1 grit point to gain advantage on the next ranged attack roll you make with a firearm this round. You must spend the grit point before making the attack roll.

### FORTUITOUS

Whenever you regain hit points, you can spend 1 grit point to treat any dice rolled to determine the number of hit points you regain as having rolled their maximum value.

### INSCRUTABLE

As long as you have 1 grit point remaining, you gain the following benefits:

- Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.
- You are considered proficient with the Insight skill. If you were already proficient with this skill, your proficiency bonus is doubled for ability checks made using this skill.

### LIGHTNING REFLEXES

You can spend 1 grit point to gain a +5 bonus to initiative. You can choose to spend the grit point before or after you roll the die.

Additionally, if you would be surprised while you are conscious, you can spend 1 grit point and not be surprised.

### LIGHTNING SPEED

Once per turn, you can spend 1 grit point to use the Dash action as a bonus action.

### QUICK CLEAR

*Prerequisite: 5th level*

You can spend 1 grit point to clear a firearm as a bonus action.

### QUICK SHOT

*Prerequisite: 11th level*

When you use your action to make a ranged weapon attack with a firearm, you can spend 1 grit point to make an additional ranged weapon attack with a loaded firearm as a bonus action.





### REMARKABLE ATHLETICS

As long as you have 1 grit point remaining, you gain the following benefits:

- Climbing doesn't cost you extra movement.
- You can make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

### RESILIENCE

When you make an ability check or saving throw, you can spend one grit point to roll an additional d20. You can choose to spend your grit point after you roll the die, but before the outcome is determined. You determine which of the d20s is used for the ability check or saving throw.

### SUPERIOR POSITIONING

*Prerequisite: 5th level*

You can spend grit points to make a ranged weapon attack with a firearm at multiple creatures in a line. The line has a maximum length determined by the regular range increment of the weapon. You must pay 1 grit point for every creature you wish to target beyond the first, and you must target creatures in order.

For example, a 20th-level gunslinger wielding a pistol would be able to target up to six creatures in a 30-foot line, provided he or she had sufficient grit points. If one creature in that line were an ally, the gunslinger could choose not to target that creature. If that creature was not targeted, no creatures beyond the gunslinger's ally can be targeted.

### EXPERTISE

At 3rd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with gunsmith's tools. Your proficiency bonus is doubled for any ability check that uses either of the chosen proficiencies.

At 7th level, you can choose two more of your proficiencies (in skills or with gunsmith's tools) to gain this benefit.

### GUNSLINGER ARCHETYPE

At 3rd level, you choose a path that you strive to emulate in your form and technique. Choose Fulminator or Sniper. Both archetypes are detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 10th, 15th, and 18th level.

### ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### QUICK LOAD

With great practice, you have become so adept at reloading your weapon that you can do it near-instantaneously. Starting at 5th level, you ignore the loading and reload properties with one-handed firearms with which you are proficient. You can also spend 1 grit point to ignore the loading and reload properties of a two-handed firearm with which you are proficient.

You must still load the weapon, which requires a free hand as per the ammunition property.

### TENACIOUS

Beginning when you reach 6th level, you regain all your expended grit points when you finish a short or long rest.

### EVASION

Beginning at 9th level, you can nimbly dodge out of the way of certain area of effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.



## BLINDSENSE

Starting at 13th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

## LOW PROFILE

Starting at 14th level, half cover counts as three-quarters cover for you.

## TRUE GRIT

At 20th level, when you roll initiative and have no grit points remaining, you regain one.

# GUNSLINGER ARCHETYPES

The way of a gunslinger is often one of self-discovery instead of tradition, of improvisation instead of practice. Gunslinger associations are loose and are prone to intense internecine rivalry. Different gunslingers can have vastly different fighting styles, which are roughly outlined below.

## FULMINATOR

The Fulminator combines the already impressive engineering abilities of a regular gunslinger with arcane knowledge in order to infuse their weapons and ammunition with magical effects.

## SPELLCASTING

When you reach 3rd level, you augment your gunslinger abilities with the ability to cast spells. See chapter 10, “Spellcasting”, in the *Player’s Handbook* for the general rules of spellcasting and chapter 11 for the wizard spell list.

**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 Fulminator 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 Fulminator 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 8th, 14th, or 20th level.

**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

## INFUSE AMMUNITION

Starting at 3rd level, you gain the ability to channel your gunslinger spells into ammunition for later use. When you cast a gunslinger spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical piece of ammunition throughout the casting, you can expend a spell slot, but none of the spell’s effects occur. Instead, the spell transfers into that piece of ammunition for later use if the item doesn’t already contain a spell from this





feature.

You can load the ammunition into a firearm thereafter and, as a bonus action, prime the spell for use in your next ranged weapon attack with that firearm. If the attack is successful, the spell is cast, dealing the effects (including damage) of the spell. The spell is cast using your spellcasting ability. If the spell targets more than one creature, the creature that primes the ammunition selects the additional targets. If the spell has an area of effect, it is centred on the item. If the spell's range is self, it targets the creature that primes the ammunition.

For example, if a gunslinger infuses the *fireball* spell into a piece of ammunition, which is used in a successful ranged weapon attack, it would also trigger the *fireball* spell centred on that target.

You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier.

**WAR MAGIC**

Beginning at 10th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

**ELDRITCH BOLT**

Beginning at 15th level, when you hit a creature with a ranged weapon attack using a firearm, you can expend one gunslinger spell slot to deal acid, cold, fire, lightning, or thunder damage (your choice) to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

**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.

**SNIPER**

The sniper specializes in eliminating threats from a distance. Those who pursue this path become peerless marksmen and masters of fieldcraft, able to infiltrate and provide overwatch.

**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.

**SPECIAL RECONNAISSANCE**

Starting at 10th 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
- Armour Class
- Current hit points
- Total class levels (if any)
- Gunslinger class levels (if any)

**SUPERIOR CRITICAL**

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

**FULMINATOR SPELLCASTING**

Gunslinger Level	Cantrips Known	Spells Known	Spell Slots per Spell Level			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	2	—
17th	3	11	4	3	2	—
18th	3	11	4	3	2	—
19th	3	12	4	3	2	1
20th	3	13	4	3	2	1

**DEATH STRIKE**

Starting at 17th level, you become a master of instant death. When you make a ranged weapon attack with a firearm and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.





# VANGUARD

by Christian Cole

Vanguards are powerful defenders who protect their allies from harm. Through countless hours of training, the Vanguard is able to shirk off devastating blows with their steel-will or sunder their foes with honed precision. For their allies, they are a beacon of hope and strength. For their enemies, they are symbols of futility and death.

## BATTLE CRY

When you choose this archetype at 3rd level, you may choose two Battle Cries. You learn one more Battle Cry of your choice when you reach 7th, 10th, and 15th level. Each time you learn a new Battle Cry, you may also replace one you already know with a different one from this list. A full list of Battle Cry options is included at the end of this class description.

Your Battle Cries may be used as a bonus action on your turn. Some Battle Cry can be upheld over multiple turns. While a Battle Cry is being upheld, using another Cry ends the effects of the one which you are upholding, unless specifically stated otherwise. Ending a Battle Cry is a free action.

Many of the Battle Cry options require enemies to make an Ability Save. The DC for these saves equals 8 + your proficiency bonus + your Constitution modifier.

## FERVOUR

Beginning at 3rd level, you gain the ability to channel your valour and tenacity into Fervour. Fervour represents a Vanguard's ability to control the tide of battle and is used to fuel your Battle Cry. At 3rd level, you have two uses of your Battle Cry. You gain an additional use at 7th, 10th, 15th, and 18th levels. Each Battle Cry expends one use of Fervour. You regain all expended uses after a short or long rest.

## EXTENDED GUARD

Beginning at 7th level, you begin to embody the very essence of your class title. Whenever an ally that is within 5 ft. of you is targeted by an enemy melee attack that you can see, you can use your reaction to impose yourself between your ally and the attacker. If you do, you become the target of the attack instead of your ally.

## KNIGHT IN SHINING ARMOR

Also beginning at 7th level, rumours of your gallantry spread throughout the land. When making Charisma (Persuasion) checks toward a noble or a member of a royal court, you may do so as though you had proficiency in the appropriate skill.

## BEACON OF THE BATTLEFIELD

Beginning at 10th level, you gain the ability to use two Battle Cries per turn. You may use both your action and your bonus action to perform a Battle Cry.

## REFINED TECHNIQUE

Starting at 15th level, you hone a talent of your choice. Choose one of the following options.

### IMPROVED DEFENCE

While you are wearing armour, you gain a +1 bonus to AC. This benefit is cumulative with other effects that boost your AC while wearing armour (such as the Defence fighting style).

### SUNDERING STRIKE

Whenever you take the Attack action you may use one of your attacks to make a specialized Sundering Strike. You must choose which attack before the outcome of your attack roll is determined. A target that is hit by this attack must succeed on a Dexterity saving throw. On a failed save, you deal an additional amount of damage equal to your Strength or Dexterity modifier (your choice) and the target's AC is reduced by the same amount until the end of your next turn. If the target succeeds its saving throw, its AC is unaffected but it still takes the extra damage.

The saving throw DC for this ability is equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

## UNSTOPPABLE FORCE

At 18th level, you truly stand as a symbol of victory. The first time your hit points are reduced to 0, you automatically regain hit points as though you had used your Second Wind, regardless of if you have finished a short or long rest since last using the feature.

Your unstoppable will strikes fear in the hearts of your enemies. Until the beginning of your next turn, you have advantage on all attack rolls. You may use this feature once per long rest.





## BATTLE CRIES

Your Battle Cry becomes more effective as you gain levels in this class. The range on your Battle Cry is 10 feet. The range increases to 15 feet at 10th level and 30 feet at 15th level.

### CRY OF THE BULWARK

*Prerequisite: must be wearing heavy armour*

You steel your resolve and prepare to shirk your enemies' blows. Your AC increases by an amount equal to your Constitution modifier. This effect ends if you make any attack rolls. You may choose to uphold this Battle Cry and may use any Battle Cry marked "debuff" while doing so.

### CRY OF VALOR

Your own perseverance inspires your allies. Allies within range gain temporary hit points equal to their total number of hit die.

### EXPOSE WEAKNESS

*Prerequisite: 10th level*

You inform a chosen ally of a major flaw in the defense of one enemy. Choose an ally within range. On their next turn, they may choose one of their attacks to land as a critical attack roll if the attack hits their target. The attack must be chosen before the outcome of the roll is determined. This Battle Cry may be used once per long rest.

### FATAL CHALLENGE

You choose an enemy within range and call out a taunting challenge. The target must make a Wisdom saving throw. On a fail, the target enters a blood rage, increasing its damage output. You may choose to uphold this Battle Cry.

Each turn that you uphold the challenge, the enemy adds an additional 1d4 to its damage, but all of its attack rolls against creatures other than you are at disadvantage. In addition, each turn you uphold the challenge and the creature attacks you, you roll 1d4 and subtract it from the attack roll.

### FIERCE CRY (DEBUFF)

You bellow a vicious cry which strikes fear in the hearts of your enemies. All enemies within range must make a Wisdom saving throw. On a fail, creatures become Frightened for one minute or until you become incapacitated. A creature that succeeds its saving throw becomes immune to the effects of this feature for 24 hours.

### INTIMIDATING CRY (DEBUFF)

*Prerequisite: proficiency in Intimidation*

You make an attempt to intimidate your enemies. Choose up to three enemies within range. They must each make a Wisdom saving throw. On a failed save, the creature has disadvantage on their attack rolls for as long as you uphold this Battle Cry. Any affected creature can repeat the save as an action on their turn.

### MOCKING CALL (DEBUFF)

You shout a taunt that echoes across the battlefield. Each hostile creature within range must make a Wisdom saving





throw. On a failed save, the affected creature must use its next action to make a melee attack against you, moving into range as necessary.

### **RALLYING CRY**

You bellow a rallying cry, bolstering your allies. Each ally within range may roll a d4 and add the number to their attack roll on their next attack. You may use this feature a number of times equal to half your proficiency modifier (minimum 1).

### **STALWART CRY**

You encourage an ally to stand strong. Choose an allied creature within range. While you uphold this Cry, the next time that creature must make an ability saving throw, they add their proficiency bonus. If they would already add their proficiency bonus to this saving throw, they may add it twice.

This Cry can be upheld. It ends once the target makes an ability saving throw while benefiting from this Cry, or following the normal rules for ending a Cry.

### **TAUNTING CRY (DEBUFF)**

You goad a single enemy into combat. Choose an enemy within range. The enemy must succeed on a Wisdom saving throw or it gains disadvantage on all attack rolls that do not target you. You may choose to uphold this Battle Cry and may use any Battle Cry marked “debuff” while doing so.

## **CREDITS**

The gunslinger has a storied history going back several editions, and many have attempted to recreate it in 5th edition. In particular, the following people deserve special recognition for their outstanding work on features of the class which were borrowed or inspired in the making of this version of the class.

### **ART CREDITS**

- “Athos the Cunning, *Legend of the Cryptids*” by OXAN, re-edited by Tim Reisdorf and Taylor Reisdorf
- “Blunderbuss”, artist unknown, re-edited by Taylor Reisdorf
- “Repeating Pistol”, artist unknown, re-edited by Taylor Reisdorf
- “Female gunslinger”, artist unknown, re-edited by Taylor Reisdorf
- “Gunmage”, artist unknown, re-edited by Taylor Reisdorf
- “Arquebuser”, artist unknown, re-edited by Taylor Reisdorf
- “Elf Paladin”, artist unknown
- “Finest Hour” by Michael Kormarck

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## **DISCLAIMER**

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## APPENDIX A: FIREARMS

### FIREARMS

Name	Cost	Damage	Weight	Properties
Arquebus	500 gp	1d12 piercing	10 lbs	Ammunition (range 40/120), loading, heavy, two-handed, misfire 2
Blunderbuss	500 gp	2d6 piercing	8 lbs	Ammunition (range 20/60), loading, heavy, two-handed, misfire 3
Pistol, Wheellock	250 gp	1d10 piercing	4 lbs	Ammunition (range 30/90), reload 4, misfire 1
Pistol, Matchlock	100 gp	1d8 piercing	4 lbs	Ammunition (range 30/90), loading, misfire 1
Pistol, Rifled	750 gp	2d6 piercing	3 lbs	Ammunition (range 80/320), reload 4, misfire 1
Long Rifle	1,500 gp	2d8 piercing	10 lbs	Ammunition (range 150/600), loading, heavy, two-handed, misfire 2

### FIREARMS PROPERTIES

The following properties are in addition to those presented in chapter 5, “Equipment”, in the *Player’s Handbook*.

**Ammunition.** The ammunition of a firearm is destroyed upon use. Firearms use small metal balls called bullets as projectiles.

**Misfire.** When you make a ranged attack action with a weapon with this property, any rolls equal to or lower than the misfire number on the d20 roll result in a misfire. When a weapon misfires, the attack automatically fails and the weapon cannot be fired again until it has been successfully cleared. A creature with a Gunsmith’s Kit can use an action to attempt to clear the weapon, which requires an ability check. The DC for this check is 10 + the weapon’s misfire number. Should this check fail, the weapon is considered broken and must be repaired during a short or long rest at half the cost of the weapon (or DM’s discretion).

**Reload.** A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character’s choice). If the weapon was reloaded as a bonus action, its misfire number increases by 2 for the next shot made with this weapon.

### GUNSMITH’S KIT

This kit contains a variety of tools and implements used to create, and maintain firearms. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to examine, craft, or repair firearms. Also, proficiency with this kit is required to create firearms. Creating firearms requires access to the same resources as creating other metallic weapons, such as a forge. The kit weighs 10 lbs.

### CRAFTING FIREARMS

To craft a firearm requires a successful Intelligence check, the DC for which is equal to 10 + 1 for every 100 gp of the weapon’s market value (rounded up). To craft a firearm requires proficiency with a Gunsmith’s Kit, and you add your proficiency bonus to this check if you are proficient with these tools.

### FIREARMS IN THE WORLD

Though the prevalence of firearms is ultimately at the discretion of the DM, the design of this document assumes the following in regards to their nature and role in your campaign:

- Firearms are rare in the world and expensive to produce. To equip an organized force with firearms is too cost prohibitive for large armies, and the largest gunslinger outfits are seldom more than a half-dozen members.
- Black powder—a mixture of charcoal, sulfur, and saltpeter that is used to propel bullets from a firearm—is a volatile compound which most people steer away from. Pre-measured amounts can be stored in packages (called cartridges) with a bullet, or loosely in a powder horn. If exposed to flame, the black powder will combust. If black powder gets wet, it becomes useless.
- The most advanced firearms are muzzle-loaded wheellock pistols (sometimes called pepperboxes) with up to 4 chambers. These weapons combine independent locks into one weapon, but each lock must still be loaded and prepared to fire. More common are single-shot matchlock pistols (commonly called dragons).
- Because of the limitations of current technology, few gunslingers choose to take the time to reload firearms in combat, and most gunslingers still rely on traditional weapons when they have exhausted their loaded ammunition.
- Rifling—the process of making grooves in the interior (bore) of the gun barrel—is a recognized practice among gunsmiths which allows for a weapon to be fired at much better range and accuracy by stabilizing the projectile with rotation. However, the process is expensive and the fouling left behind by the combustion of black powder quickly renders it ineffective without regular cleaning. Most weapons are smoothbore, with the bullet bouncing off the sides of the chamber as it fires, reducing the accuracy to a very short range.