

A FISTFUL FROM FELLOWSHIRE

presents

HALFLING GUNSLINGER

"Neither Chaos nor Law compels the stinger.
The stinger is the cold pawn of Limbo"



The thundering alchemical menace of the *demonsting* may seem anathema to the halfling's quaint nature, but truth be told, they go together like a Buckhorn custom long pipe and Fleetfoot Farms Plainsfarthing cherryleaf.

Having earned the handle of *shrike* or *stinger* for the lethality they deliver despite their diminutive physical presence, halfling gunslingers have trained with their demonsting to achieve superior draw speed, remarkable aim, and icy, detached calm and awareness in even the most nerve-fraying situations.

Level	Sand (+ to hit)	Action Dice*	Ref	Fort	Will	Sneak & Hide
1	d2	1d20	+1	+1	+1	+3
2	d3	1d20	+1	+1	+1	+5
3	d4	1d20	+1	+2	+1	+7
4	d5	1d20	+2	+2	+2	+8
5	d6	1d20	+3	+2	+3	+9
6	d7	1d20 +1d14	+4	+2	+4	+11
7	d8	1d20+1d16	+4	+3	+4	+12
8	d10+1	1d20+1d20	+5	+3	+5	+13
9	d10+2	1d20+1d20	+5	+3	+5	+14
10	d10+3	1d20+1d20	+6	+4	+6	+15

*Applies to attacks with one weapon. A halfling gunslinger fighting with two weapons follows special rules as outlined in the halfling class description in the DCC Core Rules.

Hit Points: The halfling gunslinger gains d6 hit points at each level.

Weapon Training: First and foremost, the mysterious demonsting is the shrike's weapon of choice, but they are handy with thrown weapons (including the lariat) as well. Typically, they are also accomplished pugilists. Halfling gunslinger deed dice (always D6), which are bought for 2 points of Luck, can be used with any firearm, thrown weapon, or unarmed melee attack. Just like warriors and dwarves, a roll of 3 or more on d6 is success. The higher the number, the greater the success.

Demonsting | dmg: 1d8 | Range 30/60/90/180 | Ammo: 6 | 2 shots per action*

*First shot is made with normal action die, -1d is used for second shot.

Alignment: Shrikes can be of any alignment. Halflings are typically lawful, but superstition has it that the demonsling gets inside one's head and nudges the more impressionable onto the slippery slope toward the ways of Chaos. But the expression, "*the stinger is a cold pawn of Limbo,*" must have come from somewhere. Perhaps true neutrality fits the halfling gunslinger best.

Fingers for Needlepoint: If moving at maximum movement or less, while no other action is being taken, a stinger can reload 4 bullets on a Reflex save of DC 10. If the save fails, the bullets are dropped, and the reload must start over.

To repair a damaged firearm (see **Firearm Fumbles**), an Intelligence check can be attempted once per day. The check is DC 15 minus the halfling gunslinger's level.

Lightning Bug: Only when using a pistol or a thrown weapon, a d8 roll is added to a halfling gunslinger's Initiative roll – in addition to their Agility bonus.

Cucumber Tea: *Sand, stones, cool* – call it what you will, the shrike's calm, collected, calculating demeanour manifests as a to-hit bonus that increases with each level. It applies to firearms, thrown weapons, and unarmed attacks.

Down-the-Chimney: Eagle-eye accuracy and the destructive power of the demonsling is a dangerous combination. When the highest possible roll on damage die occurs, it is said to *explode*. This means it is rolled again and this new result is added to the first damage roll. This process can continue indefinitely. On a critical hit, a die explodes regardless of the damage roll result, and one shift up the dice chain occurs for the additional damage roll. If the roll on this new larger die is the highest possible then it explodes upward on the dice chain as well.

The gunslinger is a pawn of Limbo, the balance between extremes. The halfling gunslinger does not roll on a critical hit table. Exploding-dice damage is used on critical hits instead.

Four on the Floor: Halfling gunslingers are accomplished riders. Wolfhounds, lynxes, burros and ponies are preferred. Stingers always use their roll result (never their mount's) on an Initiative check, and, being trained, they roll a d20 on checks to remain mounted in combat.

Halfling Luck: All the typical halfling Luck rules apply with the exception that 2 points of Luck can be used to buy the halfling gunslinger's d6 deed die.

Two-weapon Fighting: Halfling two-weapon fighting rules only apply when the weapons being used are two of any of the following, or some combination of same: firearm, fists (or other body parts), and thrown weapons. NOTE: throwing a lariat requires two hands.

Unlike normal halfling two-weapon fighting rules, the halfling gunslinger can fumble on a roll of 1 on **just one** of their two attack dice. To be clear, unlike other halflings, halfling gunslingers do not have to roll a 1 on both attack dice to fumble.

Firearm Fumbles: Rolling a 1 while using a firearm is a fumble and a d6 must be rolled.

Roll	Result
1	Firearm explodes. Suffer 1d4 dmg and lose 1d3 fingers. Firearm is destroyed.
2	Jam. Firearm cannot be used again until extensive repairs can be made. Intelligence check can be attempted once per day. See Fingers for Needlepoint on Page 2.
3	Flash-blindness. Glare from an overpacked round puts you at -3 to hit for remainder of the skirmish.
4	Dud. Bad ammo requires removal and reload. Miss entire round.
5	Misfire. Normal activity after two actions have passed.
6	Misfire. Normal activity next action.

The halfling gunslinger deed die can be used to attempt the following. Of course, as is the case for warriors and dwarves, the list below merely offers suggestions. You are free to dream up your own *mighty deeds of firearms!*:

Rumbrella: acids, alcohol, oil, explosives, or even magic potions thrown in the air, either by the stinger or by an associate, can be skeet-shot by the shrike's lethal aim. Radius of effect is 10' per stinger level. The extent of the damage that rains down depends on what is shot.

Eight in the Corner: If a target is behind cover, the halfling gunslinger can bank a shot off an object into the target as though making a normal shot at that range.

Southpaw Haymaker: An utterly unexpected left hook from nowhere is deadly precision matched by devastating impact. d6 + Agility modifier + deed die roll result is punching damage.

Troll handshake: A deafening show of the demonsling's power, can decimate an opponent's resolve. Success on a DC 10 causes an NPC to flee from the thunderous warning shot. Personality modifier is applied to the roll.

Postage Paid: Be it projectile or pugilism, the target is hit with exquisite precision. When using a firearm, thrown weapon, a lariat, or an unarmed melee attack, this is a called shot used to disarm, wing, push back, knock prone, open a lock, break a chain, sever a rope... you get the idea. If the deed is intended to damage, Agility modifier is added to the damage roll.

Wedge of Bree: By holding the trigger and fanning the hammer with the off-hand, the shrike can spray all 6 shots of lead-borne oblivion. On a hit,

and successful deed die roll, the number on the deed die is the number of shots that hit. Our intrepid gunslinger gets to determine where those shots ended up.

COMING SOON!

A FISTFUL FROM FELLOWSHIRE

EASTBOUND & DOWNWIND

A 0-LEVEL FUNNEL

Shannafest is in less than three days, and the beer has not even shipped from Port Ansalar!

Mayor Pinebloom is promising five gold pieces if you can get the beer here in time for the festival. With five gold you could buy a pony and a warren in the best part of Daisy Lane!

But more important than all that, think of the hero you'd look to Petunia Peachblossom!

Now, if only you can convince your lazy, ambition-less friends to drive a beer-wagon 500 giant-strides and back in three days. — with constables of the Imperial Elven Cavalry of Ansalar in hot pursuit no less!

VORTEX OF IRON DEATH

LEVEL 1

The forces of Chaos have possessed Sheriff Parnor and you and the other members of the *Fist of Fellowship* have been tracking the demon hordes east for three days.

Standing at the Shiregulch, you ponder going farther ahearth than any shirekin have ever gone before.

Warmole-rustling hill giants incite a stampede!
The mysterious Qiri, High Tribe of All Realms offer aid!

Alas, a miraculous alchemical discovery from beyond time!

Eldritch iron and explosive death...

...Demonsling!

DOMINION OF THE SCARLET STORM

LEVEL 2

The *Fist of Fellowship* tracks the demon horde and their beloved Sheriff Parnor into the North. With the help of the Silken, an otter-like race of aquatic-miners, they make their way into the twin cities of the Kladak: Dawnforge City and Skagawango Prospect.

The dwarven paladin sect, Scarlet Storm, has a plan to defeat the demon fiends, but it requires the aid of their freelance gnome mechanic who has disappeared on a bender in Skagawango Prospect, a *gnoyo* (coyote-gnoll) run sin-city across the river.

There are more weapons in *Skag* than brains — but that doesn't mean you won't need your wits; and your poker-face; your silver tongue wouldn't hurt either, come to think of it; and probably fists.

Yes, definitely fists.

CHAOS TRAIN TO HELL

LEVEL 3

All is finally revealed!

Battle with the hordes of Zanrandoth Peat is joined!
The rescue of Sheriff Parnor is at hand!
The Heartstone of Fellowship is all but recovered!

But wait – betrayal of the Scarlet Storm!
A truce with the forces of Chaos!

And the *Gronstead*...

A thousand-ton alchemical nightmare of iron and fire barreling into the inner-quantum core
of reality to deliver an entropy elixir that will end all existence.

But alas, your finger is on the trigger of the demonsling.
Beneath your saddle are the reality-rending claws of a warmole of Limbo.

Is a halfling from Fellowship really ready to save all reality? For a chance at even just one
more pint of pumpkin-pie pale ale at Brudo & June's Daisy Lane Pub, you bet you are!

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Special thanks to those who've come West before

DCC Gunslinger Class
Noah Stevens

and

Black Powder, Black Magic A zine of six-guns and sorcery
Written and Published By Carl Bussler and Eric Hoffman



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