

THE GUNSMITH, REVISED



A REVISED SPECIALITY FOR THE ARTIFICER CLASS



The Gunsmith, Revised

Introduction: I developed the revised gunsmith specialty after playtesting the artificer from both the player and Dungeon Master perspectives. Crafting and invention should define the artificer class, and each gunsmith's Thunder Cannon should be a unique creation. *The Gunsmith, Revised* realizes that philosophy. Inside, you will find options to customize your Thunder Cannon as a pistol, rifle, or shotgun. You will also find many powerful modifications to perform on the Thunder Cannon as you advance in artificer class levels. In the future, I plan to make available my revised rules for Wondrous Inventions and Artificer Crafting. I included any rules from the original Unearthed Arcana article that survived my playtesting so that, much like the revised ranger, the revised gunsmith fully replaces the original gunsmith specialty.



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The Gunsmith, Revised

I do not shoot with my hand; he who shoots with his hand has forgotten the face of his father. I shoot with my mind.

I do not kill with my gun; he who kills with his gun has forgotten the face of his father. I kill with my heart.

—Stephen King, *The Gunslinger*

Artificer Specialists

Artificers pursue a variety of specializations. This supplement presents a different interpretation of the gunsmith specialty featured in the artificer class *Unearthed Arcana*. Players can select the original gunsmith or the revised version, though DMs will always be free to use only one or the other. Crafting and invention should define the artificer, and the revised gunsmith specialty highlights crafting through the entire character advancement path.

Gunsmith

A master of engineering, you forge a firearm powered by a combination of science and magic.

Master Smith

When you choose this specialization at 1st level, you gain proficiency with smith's tools, and you learn the *mending* cantrip.

Thunder Cannon

At 1st level, you forge a deadly firearm using a combination of arcane magic and your knowledge of engineering and metallurgy. This firearm is called a Thunder Cannon. It is a ferocious weapon that fires leaden bullets that can punch through armor with ease.

You are proficient with the Thunder Cannon. The firearm is a two-handed ranged weapon that deals 2d6 piercing damage. Its normal range is 150 feet, and its maximum range is 500 feet. Once fired, it must be reloaded as a bonus action.

If you lose your Thunder Cannon, you can create a new one over the course of three days of work (eight hours each day) by

expending 100 gp worth of metal and other raw materials.

Crafting Additional Thunder Cannons

At your Dungeon Master's discretion, you can craft additional guns and teach others to use them. Starting at 3rd level, you can craft a less sophisticated copy of your Thunder Cannon over the course of two days of work (eight hours each day) by expending 75 gp worth of metal and other raw materials.

You are proficient with a Thunder Cannon copy. The firearm is a two-handed ranged weapon that deals 1d6 piercing damage. Its normal range is 100 feet, and its maximum range is 300 feet. Once fired it must be reloaded as bonus action.

You can train others to better use firearms over the course of 30 days. You can train a number of creatures equal to your Intelligence modifier at any time, provided that each creature has access to their own Thunder Cannon copy. After a creature spends the requisite amount of time training, they become proficient with your Thunder Cannon copies. You can choose how much to charge (if anything) for such training.

Arcane Magazine

At 1st level, you craft a leather bag used to carry your tools and ammunition for your Thunder Cannon. Your Arcane Magazine includes the powders, lead shot, and other materials needed to keep the weapon functioning.

You can use the arcane magazine to produce ammunition for your gun. At the end of each long rest, you can magically produce 50 rounds of ammunition with this magazine. After each short rest, you can produce 15 rounds.

If you lose your Arcane Magazine, you can create a new one as part of a long rest, using 25 gp of leather and other raw materials.

Thunder Cannon Specialization

At 3rd level, you make a major breakthrough that allows you to improve your Thunder Cannon's design. You gain one of the following specializations of your choice:

Pistol Specialization. You modify the Thunder Cannon for maximum effect at close range. Being within 5 feet of a hostile creature no longer imposes disadvantage on your ranged attack rolls with the Thunder

Cannon. In addition, you can now fire the Thunder Cannon a total of three times before reloading.

Rifle Specialization. You modify the Thunder Cannon to increase its range and stopping power. Your Thunder Cannon's normal range is now 300 feet, and its maximum range is 1,000 feet. In addition, the Thunder Cannon's damage die becomes a d8.

Shotgun Specialization. You modify the Thunder Cannon for use against groups of enemies and to deliver devastating damage at extreme close range. On a hit, you can make another attack against up to two additional targets within 5 feet of the original target and within range of the Thunder Cannon. Shots against additional targets incur a -5 penalty to attack rolls.

Alternatively, if you make a ranged weapon attack against a creature within 10 feet, the target takes an additional 1d6 piercing damage. This damage increases by 1d6 when you reach certain levels in this class: 13th level (2d6) and 17th level (3d6).

Changing Specializations. You can redesign your Thunder Cannon and choose a different specialization over the course of a day (eight hours of work) by expending 25 gp worth of metal and other raw materials.

Thunder Monger

At 3rd level, you learn to channel thunder energy into your Thunder Cannon. As an action, you can make a special attack with your Thunder Cannon that deals an extra 1d6 thunder damage on a hit.

This extra damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. In addition, the total number of shots you can fire before reloading increases by one.

Improved Arcane Magazine

At 6th level, you learn an efficient method of infusing your ammunition with arcane energy.

Your Thunder Cannon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

When you make a ranged weapon attack with your Thunder Cannon, you can cause the attack to deal an additional 1d8 cold, fire, or lightning damage (your choice) to the target. This extra damage increases by 1d8 when you reach certain levels in this class: 14th level (2d8), and 19th level (3d8).

Gunsmith Modifications

At 7th level, you learn to perform additional modifications to your Thunder Cannon. You learn two modifications of your choice, detailed below. You learn an additional modification at 9th, 14th, and 17th level.

Shots with the "special" tag place extraordinary stress on your Thunder Cannon. When you make an attack using a shot with the special tag, you can make only one attack on your turn.

If you make an attack roll as part of a special shot, then you may add your Thunder Cannon's normal damage to the shot. However, you cannot add the elemental damage from your Improved Arcane Magazine.

When you gain a level in this class, you can choose one modification and replace it with another by expending 25 gp worth of metal and other raw materials.

Rapid Fire. You modify your Thunder Cannon to increase its rate of fire. The number of shots you can fire before reloading increases by two. Additionally, when you fire a shot with your Thunder Cannon, you can fire one shot as a bonus action.

Explosive Round (special). You modify your Thunder Cannon to channel blasts of fiery energy. Rather than making an attack roll, you launch an explosive round from the gun. The round detonates in a 30-foot radius sphere centered at point within range. Each creature in that area must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, the target takes 4d8 fire damage, or half as much damage on a successful save.

Shock Round (special). You modify your Thunder Cannon to channel more powerful lightning energy. Make a ranged weapon

attack with your Thunder Cannon. On a hit, the target takes 2d8 lightning damage and it can't take reactions until the start of its next turn. The damage increases by 1d8 when you reach certain levels in this class: 13th level (3d8) and 17th level (4d8).

Piercing Round (*special*). You modify your Thunder Cannon to fire shots that pierce through multiple targets. The shot fires in a line that is 1 foot wide and 60 feet long. You make a separate attack against each creature in that line, up to a maximum of 3 targets.

Overwatch. You modify your Thunder Cannon to incapacitate targets at close range. When a creature moves within 15 feet of you, you can use your reaction to fire a shot. On a hit, the target takes an additional 1d6 (1d8 with Rifle Specialization) piercing damage and must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed save, the creature is knocked prone by the impact.

Blast Wave (*special*). You modify your Thunder Cannon to channel waves of force energy. Rather than making an attack roll, you unleash force energy in a 15-foot cone from the gun. Each creature in the area must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, the target takes 2d6 force damage and is pushed 10 feet away from you. On a successful save, the target takes half as much damage and is not pushed. This damage increases by 1d6 when you reach certain levels in this class: 13th level (3d6) and 17th level (4d6).

Telescopic Sight. You affix a telescopic sighting device to your Thunder Cannon to improve its accuracy. As a bonus action, you can use the sight to take aim at a creature within the Thunder Cannon's range, provided that the creature is at least 30 feet away from you. You may add +5 to any ranged weapon attack rolls against the target. In addition, attacking the target at long range doesn't impose disadvantage on your ranged weapon attack rolls. The effect ends if you make an attack against a different creature, or if you make an attack with a weapon other than your Thunder Cannon.

Acid Round (*special*). Drawing on your knowledge of alchemy, you modify your

Thunder Cannon to infuse shots with acid. Make a ranged weapon attack with your Thunder Cannon. On a hit, the target must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed save, the target takes 3d8 acid damage, or half as much damage on a successful save. If the saving throw fails by 5 or more, the target also has disadvantage on attack rolls until the start of your next turn. This damage increases by 1d8 when you reach certain levels in this class: 13th level (4d8) and 17th level (5d8).

Tracer Round (*special*). You modify your Thunder Cannon to infuse rounds with luminous arcane energy. Make a ranged weapon attack with your Thunder Cannon. On a hit, the target is wreathed in blue, green, or purple light (your choice), and the next attack roll made against the target before the end of your next turn has advantage.

Variant: Improved Thunder Cannon

At your Dungeon Master's discretion, you can use the Thunder Cannon Improvement table to increase the accuracy and damage of your Thunder Cannon when you reach certain levels in this class. The table shows the minimum level at which you can improve your Thunder Cannon, the cost in gp of metal and rare materials, and the bonus conferred to attack and damage rolls.

Thunder Cannon Improvement

Level	Cost	Bonus
5th	200 gp	+1
11th	1,000 gp	+2
16th	5,000 gp	+3

Credits

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