

# GUNSLINGER



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## GUNSLINGER

Most warriors and combat specialists spend their years perfecting the classic arts of swordplay, archery, or polearm tactics. Whether duelist or infantry, martial weapons were seemingly perfected long ago, and the true challenge is to master them.

However, some minds couldn't stop with the innovation of the crossbow. Experimentation with alchemical components and rare metals have unlocked the secrets of controlled explosive force. The few who survive these trials of ingenuity may become the first to create, and deftly wield, firearms.

This archetype focuses on the ability to design, craft, and utilize powerful, yet dangerous, ranged weapons. Through creative innovation and immaculate aim, you become a distant force of death on the battlefield. However, not being a perfect science, firearms carry an inherent instability that can occasionally leave you without a functional weapon. This is the danger of new, untested technologies in a world where the arcane energies that rule the elements are ever present.

Should this path of powder, fire, and metal call to you, keep your wits about you, hold on to your convictions as a fighter, and let skill meet luck to guide your bullets to strike true.

### BONUS PROFICIENCIES

Starting when you choose this archetype at 3rd level, you gain proficiency with firearms, allowing you to add your proficiency bonus to attacks made with firearms. You also gain proficiency with tinker's tools, with which you can craft ammunition and repair and create firearms. If you already have proficiency in tinker's tools, you can learn one language of your choice.

### GUNSMITH

Additionally, at 3rd level, you complete work on your first firearm, a blunderbuss, harmonica musket, or pepperbox (see the "Firearms" table below). At 7th, 10th, 15th and 18th level, you can choose to either create an entirely new blunderbuss, harmonica musket, or pepperbox, or choose 1 upgrade from the firearm upgrades for up to 2 firearms you already have (see "Firearm Upgrades" below).

### ADEPT MARKSMAN

When you choose this archetype at 3rd level, you learn to perform powerful trick shots to disable or damage your opponents using your firearms.

**Trick Shots.** You learn two trick shots of your choice, which are detailed under "Trick Shots" below. Once per turn, when you make an attack with a firearm as part of the Attack action, you can apply one of your trick shots to that attack. Unless otherwise noted, you must declare a trick shot before the attack roll is made. You learn an additional trick shot of your choice at 7th, 10th, 15th, and 18th level.

**Grit.** You have 3 grit points. You gain another grit point at 7th level and one more at 15th level. You regain 1 expended grit point each time you roll a 20 on the d20 roll for an attack with a firearm, or reduce a creature of challenge rating  $\frac{1}{8}$  or higher to 0 hit points (DM's discretion). You regain all expended grit points after a short or long rest.

**Saving Throws.** Some of your trick shots require your targets to make a saving throw to resist the trick shot's effects. The saving throw DC is calculated as follows:

$$\text{Trick Shot DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$



## MAGIC BULLET

At 7th level, you infuse the shots of your firearms with a bit of arcane power. Your attacks with a firearm count as magical for the purposes of overcoming damage resistance.

## QUICKDRAW

When you reach 10th level, you add your proficiency bonus to your initiative. You can also stow a firearm, then draw another weapon as a single object interaction on your turn.

## LIGHTNING RELOAD

Starting at 15th level, you can spend a grit point to reload as a bonus action.

## TRUE GRIT

At 18th level, when you roll initiative and have no grit points remaining, you regain one grit point.

## TRICK SHOTS

These trick shots are presented in alphabetical order.

**Dazing Shot.** When you make a firearm attack against a creature, you can expend one grit point to attempt to dizzy your opponent. On a hit, the creature takes an additional 1d8 damage. The creature also subtracts the number rolled on the d8 from its next attack roll made before the end of its next turn.

**Deadeye Shot.** When you make a firearm attack against a creature, you can expend one grit point to add 1d8 to the attack roll. You can use this trick shot before or after making the roll, but before any of the effects of the attack are applied.

**Disarming Shot.** When you make a firearm attack against a creature, you can expend one grit point to attempt to shoot an object from their hands. On a hit, the creature takes an additional 1d8 and must succeed on a Strength saving throw or drop a held object of your choice.

**Evasive Shot.** When you make a firearm attack against a creature within 5 feet, you can spend a grit point to distract the creature. The attack you make has disadvantage, but deals an additional 1d8 damage. Regardless of whether you hit or miss, the target cannot take reactions until the ends of your next turn.

**Forceful Shot.** When you make a firearm attack against a creature, you can expend one grit

point to attempt to trip them up and force them back. On a hit, the creature takes an additional 1d8 damage and must succeed on a Strength saving throw or be pushed 15 feet away from you.

**Piercing Shot.** When you make a firearm attack against a creature, you can expend one grit point to attempt to fire through multiple opponents. On a hit, the creature suffers normal damage. Choose a single creature in a line directly behind the target within your first range increment. If the original attack roll would hit the section, creature, it takes 2d6 damage. The damage is of the same type dealt by your original attack.

**Violent Shot.** When you make a firearm attack against a creature, you can expend one or more grit points to create a fiery impact. For each grit point expended, the attack gains a +1 to the firearm's misfire score. If the attack hits, it deals an additional 1d10 damage of the firearm's damage type per grit point spent.

**Winging Shot.** When you make a firearm attack against a creature, you can expend one grit point to attempt to topple a moving target. On a hit, the creature takes an additional 1d8 damage and must make a Constitution saving throw or have its movement speed reduced to 0 until the end of its next turn.

## FIREARM TYPES

The firearms you craft are more sophisticated than typical black powder weapons.

**Blunderbuss.** This proto-shotgun fires several small projectiles in a narrow conic pattern. The blunderbuss you make has two barrels.

**Harmonica Musket.** A long-barreled weapon that fires a single projectile. It utilizes a low-tech magazine that allows the user to quickly switch between shots.

**Pepperbox.** A six-barreled pistol.

### Firearms

Name	Damage	Weight	Range	Properties
Blunderbuss	1d8/2d8 piercing	12 lb	20/80	Misfire 2, Reload (2), Scatter, Two-Handed
Harmonica Musket	1d12 Piercing	10 lb	100/400	Misfire 2, Reload (5), Two-Handed
Pepperbox	1d10 piercing	3 lb	60/240	Misfire 1, Reload (6)

## FIREARM PROPERTIES

Firearms are new and volatile technology, and as such bring their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below). These properties replace the optional ones presented in the Dungeon Master's Guide. Firearms are ranged weapons.

**Reload.** The weapon can be fired a number of times equal to its Reload score before you must reload. Reloading can be accomplished with the use of an action, or in place of one of your attacks when you take the Attack action. You must have one free hand to reload a firearm.

**Misfire.** Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make an intelligence check using tinker's tools (DC equal to 8 + misfire score). If the check fails, the weapon is broken and requires 1 hour of work to fix. Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

**Scatter.** The weapon's projectiles have a conic dispersal pattern. Shooting at long range does not impose disadvantage, but loses one of its damage dice, as indicated in the weapon's description.

## AMMUNITION

All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if you possess lead or similar metals, you can craft ammunition with your tinker's tools. It takes 1 hour of work to craft 10 bullets or shells, unless you are crafting special ammunition.

Ammunition produced for one type of firearm, such as a pepperbox, cannot be used with a different type of firearm, such as a blunderbuss.



## FIREARM UPGRADES

The Gunsmith feature lets you choose firearm upgrades, which are presented here in alphabetical order.

### ACCURIZED BARREL

The range on your firearm increases. If your firearm is a blunderbuss, it increases to 30/120. If it is a harmonica musket, it increases to 150/600. If it is a pepperbox, it increases to 90/360.

### AMMO CAPACITY UPGRADE

The value of the reload quality of your firearm increases. If it is a blunderbuss, it increases by 1. If it is a harmonica musket or pepperbox, it increases by 2.

### BIPOD

*Prerequisite: harmonica musket only*

This upgrade consists of a stand that supports your firearm, allowing for more precise aim. At the start of your turn, you can reduce your movement speed to 0 to go prone and deploy your bipod. Being prone in this way does not impose disadvantage on attacks with your firearm. While your bipod is deployed, the first attack you make on each of your turns with that firearm has advantage. Standing up from prone automatically retracts your bipod and costs only half of your movement speed.

### CALIBER INCREASE

*Prerequisite: 15th level*

Your firearm shoots a large round, causing increased damage but requiring a reduction in the number of shots it can hold. If your firearm is a blunderbuss, its damage increases to 1d10/2d10, and its reload value is decreased by 1. If it is a harmonica musket, the damage increases to 2d8, and its reload value is decreased by 2. If it is a pepperbox, its damage increases to 2d6 and its reload value is decreased by 2.

### DOUBLE-BARREL BLAST

*Prerequisite: 10th level, blunderbuss with a reload value of 2 or higher*

You are able to fire two barrels from your blunderbuss simultaneously. When you do so, the attack uses 2 shots and increases the damage by 1 additional damage die.

### MAGNIFICATION LENS

You install an optic which allows for more precise aim. Attacks with your firearm ignore half and three quarters cover.

### RAPID CYCLING

*Prerequisite: 18th level*

You refine your firearm's action to allow you to fire more quickly at the cost of reliability. You can make an additional attack with your firearm as a bonus action, but cannot add your Dexterity modifier to the attack's damage roll. This upgrade increases the firearm's misfire value by 1.

### RELIABILITY UPGRADE

Your firearm has a more sturdy construction. Its misfire score decreases by 1. Additionally, you have advantage on tinker's tools checks you make to fix a misfire.

### RIFLED BARREL

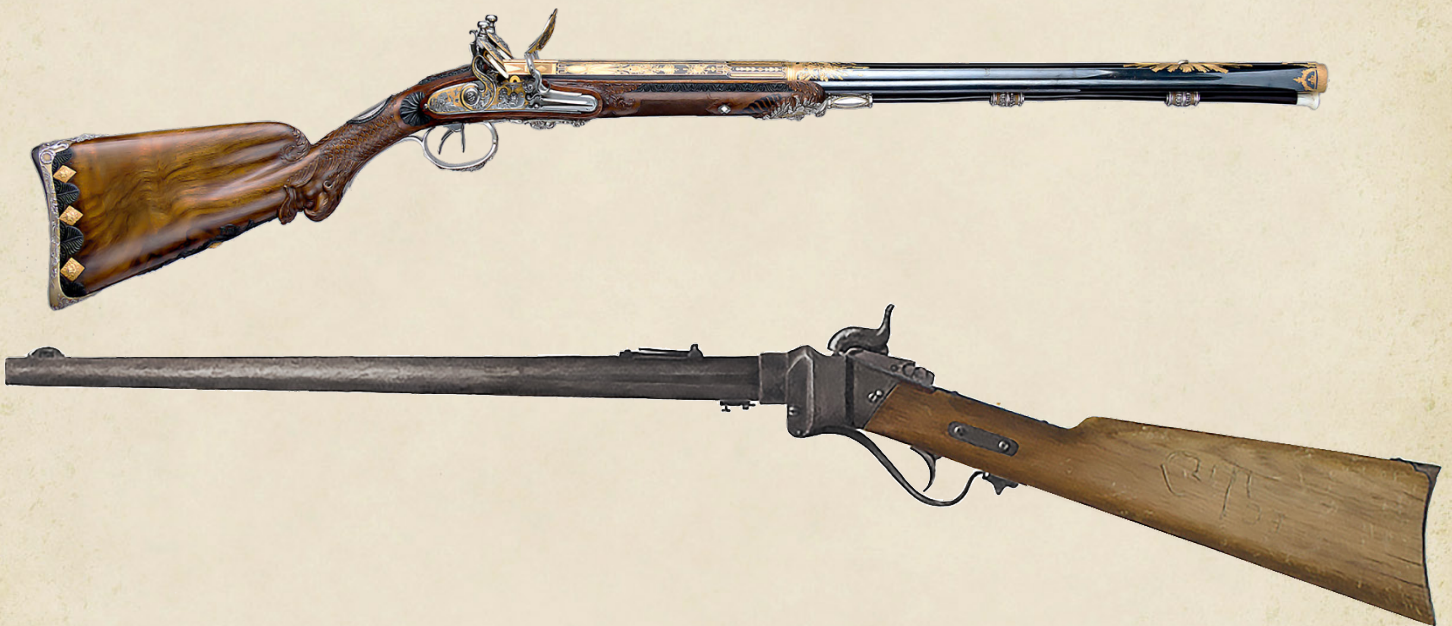
*Prerequisite: 15th level, harmonica musket and pepperbox only*

A perfect spiral groove is carved on the inside of your firearm's barrel or barrels, allowing you to fire tipped, armor-piercing ammunition. Attacks with your firearm ignore 1 point of AC granted by natural and conventional, nonmagical armor and shields.

### SPEED LOADER

*Prerequisite: 10th level, pepperbox only*

You have created a device that allows for rapid reloading of your pepperbox. You can reload your pepperbox as a bonus action.



## CREDITS

*This subclass is a revised version of Matt Mercer's gunslinger. Matt Mercer is a talented voice actor and Dungeon Master for the popular stream, Critical Role.*

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