Locked & Loaded

A Guide to Firearms & The Gunslinger

By Drev

Credits

Designed, Written, & Edited by: Drev
Template: Simple Microsoft Word Template by Laura Hirsbrunner
Cover Art: Gunslinger (F) and Gunslinger (M) by Forrest Immel, Gold Deco 1 by The Knotty-Works, used under one license.
Background: DMG Style by u/AeronDrake
Special Thanks: Blitzz0ne#5642, cal#8531, fröggie#4312, Vampire Kitten#7718, and The Homebrewery

Feedback

If you have any constructive criticism, feedback, suggestions, or even a friendly comment to share, feel free to contact me:

Email: DandDrev@gmail.com
Twitter: @DnDrev

Changelog

1.0: Release (25/07/2020)
1.5: Update 2.0 Pit-Stop (05/01/2021)

Contents

Credits 1
Feedback 1
Changelog 1
Contents 1
Introduction 2
Locked & Loaded 2
Introducing Firearms 2
The Table 2
The Campaign 2
Flavor and Theme 2
Using Firearms 3
Characters and Firearms 3
Tracking Values 3
NPCs and Firearms 3
Gold Costs & Crafting 3
Character Options 4
Artificer 4
Optional Class Features 4
Optional Alchemist Features 4
Optional Artillerist Features 5
Artificer Infusion Options 5
Arcane Gunsmith 5
Barbarian 6
Path of the Bullet Hell 6
Bard 7
Optional Class Features 7
College of Fusillade 7
Cleric 7
Optional Class Features 7
Tech Domain 8
Fighter 8
Optional Class Features 8
Officer 9
Gunslinger 10
Bounty Hunter 13
Marksman 14
Specialist 15
Ranger 16
Optional Class Features 16
Rogue 16
Optional Class Features 16
Feats 17
Equipment 18
Firearms 18
Adventuring Gear 21
Tools 21
Services 22
Trinkets 22
Firearm Options 23
Firearm Brands 23
Firearm Calibers 24
Firearm Mods & Oils 24
Firearm Mods 25
Firearm Oils 27
Firearm Quality 29
Appendices 30
Appendix A: Magic Items 30
Appendix B: Repeating Crossbows 30

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica , Theros and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by Drev and published under the Community Content Agreement for Dungeon Masters Guild.

Introduction

This guide aims to provide both dungeon masters and players a comprehensive firearm system. Within, you'll find unique rules for firearms, a bounty of optional systems to use at your whim, a fully-fledged class with a host of varied subclasses, and advice for each class regarding their potential interactions with this system, alongside a firearm-oriented subclass for each one.

Locked & Loaded

In the **Introduction**, we'll discuss how to use this guide to its full extent in your games. You'll find advice for both players and dungeon masters regarding the implementation of this guide in any campaign setting or game type, and how to best use firearms as a player or dungeon master.

The **Character Options** chapter provides details and mechanics for the gunslinger class, with six gunslinger careers to choose from at 3rd level. It also includes optional class features and a subclass for every class, feats, backgrounds, and many more options for any player character to enjoy.

In the **Equipment** chapter you'll find the full list of firearms provided by this system, their properties and the rules that govern their use. This chapter also includes new adventuring gear, tools, services, and trinkets.

In **Firearm Options**, you'll find the subsystems for brands, calibers, mods, oils, and quality. The chapter discusses how to use them and why you might want to use them, and it provides a full house of options that can fit into any game or setting.

Finally, in the **Appendices**, you'll find the necessary steps for creating a repeating crossbow and several new magic items.

Introducing Firearms

When introducing any large-scale homebrew to your game, you should consider two things; the table, and the campaign.

The Table

Consult your fellow players. Communication is critical in any cooperative activity, and especially in games such as this where players within the same group may have entirely different desires and avoidances.

Whether you're a player or a dungeon master, convey what you believe is worthwhile about this system, or any homebrew for that matter, to your fellow players and measure their response.

Perhaps there's a staunch resistance to adding more layers and complications to the game, in which case it may be possible to reach a compromise where only those interested have to engage, but otherwise, perhaps this isn't the game for this guide.

However, there may be little resistance to the addition, but also very little interest. Consider how an addition will impact the other players and the tone of the campaign. While it might seem harmless to only use firearms for the character that is interested in them, it could detract from the immersion or enjoyment of other players.

Each group is different, and an honest conversation between members to assess the impact of any addition is all that is necessary.

The Campaign

This consideration is mostly for dungeon masters, but every player should feel free to openly discuss the parameters of a campaign.

Firearms are revolutionary weapons. Their addition to any campaign setting shouldn't be taken lightly, unless the campaign in question is a dungeon crawl or generally combat-oriented game where lore and politics may take a back seat.

Consider who owns firearms. What laws exist around them? Who makes the firearms, where do they sell them, and for how much do they sell them for?

In **Eberron**, perhaps the artificers of House Cannith hold the blueprints for these devastating weapons – a final advancement of the Last War that never made it to the field.

In the **Forgotten Realms**, it might make more sense to limit the manufacturing of firearms to plucky entrepreneurs, eager to prove the worth of their inventions to any mercenary company, adventuring guild, or military that will listen.

In **Ravnica**, a specific laboratory of Izzet League chemisters may be the sole distributors of firearms.

Flavor and Theme

The design, style, and terminology of firearms should vary depending on the setting and the explanation and origin you decided upon. The flavor of your firearms shouldn't necessarily impact the mechanics of the guns you use, and you're not limited to using just one flavor of firearm in a campaign. Here are some examples of how to flavor firearms appropriately for your game.

Divine (Spark)

In deity-oriented settings like Theros, firearms might be powered by the divine will of the deities themselves.

Divine Firearms use celestial spark, more commonly referred to as just **Spark**, to propel golden **Arcs** of wrath.

Futuristic (Lasers)

In a futuristic setting, it's likely that firearms will be powered by technological advancements.

Futuristic Firearms are powered by **Batteries** and project **Laser Beams** at their targets.

Grimdark (Blackpowder)

A low-tech firearm might be more fitting for a grimdark setting where knowledge and access to technology is restricted.

Grimdark Firearms are loaded with explosive **Blackpowder** that propels **Lead Balls**.

High Magic (Arcane Charge)

In a high magic setting where spellcasters are plentiful, perhaps there exist distilleries that can bottle magical essence that is used to fuel firearms.

High Magic Firearms are fueled by distilled magic, known as **Arcane Charge**, and fire **Bolts** of energy.

Modern (Smokeless Powder)

In a modern setting, perhaps one that is similar to our world, conventional firearms as we know them are dominant.

Modern Firearms can fire a wide range of payloads, but typically shoot bullets propelled by smokeless powder.

Planar (Planar Essence)

In a campaign of portals and planar travel, perhaps the secrets of firearms are only known to the residents of a particular plane of existence and are powered by the magic or technology of that plane.

As one example, **Baatorian Firearms** from the **Nine Hells** are powered by **Soul Coins** and shoot **Hellfire**.

As another example, **Spectral Firearms** from the **Ethereal Plane** are fueled by **Ectoplasm** and fire sickly **Globules** of energy.

Steampunk (Clockwork)

In a steampunk game, perhaps firearms are intricate clockwork contraptions that require dedicated care to keep on ticking.

Steampunk Firearms use internal contraptions that require **Oil** and fire a projectile known as **Steamshot**.

Using Firearms

The following section includes advice and guidance on using firearms in your game, whether you're a player or dungeon master.

Characters and Firearms

In many of the game's typical settings, the advent of firearms would be revolutionary.

When it comes to playing a character that uses firearms, consider the relationship between your character and their choice of weapon. Are they infatuated with this new technology? Do they spend a lot of time fiddling and tinkering? How knowledgeable are they about how firearms function in the setting?

Your character's choice of weapon certainly doesn't have to be a core part of their identity, but it's important to consider how your character interacts with them in settings where a commoner would be amazed, or terrified, by their power.

Conversely, you or another player might be playing a character that detests firearms. These are weapons, and like all weapons, they only exist to extend violence. Did the advent of firearms and modern warfare lead to the destruction of your home? Did a relative or friend suffer or perish at the hand of a gunman?

These are tough questions, and not ones to be taken lightly. As part of the discussion with the table regarding the use or implementation of this system, your group should agree to set boundaries. People can die in many different ways, but gun violence is real and prevalent in our world and has hurt many people, both directly and indirectly. Be sure to treat the topic with the respect it deserves and make sure all involved are comfortable with how they might be used at the table.

Tracking Values

Any firearm property that is subject to change as you use it – such as reliability or reload – can be easily represented using a die, usually a d6.

Have the dice in front of you at the table, starting on the appropriate face for the firearm property it is representing. Every time you expend ammunition, or your firearm loses a level of reliability, turn your dice to the appropriate value.

Once the session is over, record your current values on a piece of scrap paper, so you remember how they stand for next time.

If you have multiple firearms, grab multiple dice of differing colors and assign a color to each firearm.

One could also use counters, playing cards, or a dry-erase card.

NPCs and Firearms

When giving firearms to NPCs, there are a few key things to remember.

Firstly, combat needs to remain smooth and fun, so don't track an NPC's ammunition, or their firearm properties such as reliability and reload. The table can assume, and you can describe, that the creature is reloading their firearm, and very few fights would drag on long enough for an NPC's firearm to run out of ammunition or reliability.

Secondly, if you want an NPC to have a particularly special firearm, feel free to give them access to mods, oils, or any of the other options presented in this guide, even if you don't use them at the table. These are most easily presented as special traits, or augmentations to the NPC's attack action.

Finally, remember that the players can loot it! Don't give NPCs access to firearms that you wouldn't want to fall into the player's hands.

Gold Costs & Crafting

The gold costs of firearms and any player's ability to obtain or craft one is completely up to your discretion.

In worlds where firearms are rarer, or more difficult to produce, increase their cost. In worlds where firearms are more common and cheaper to make, decrease the cost instead.

Perhaps firearms in your world are relics from a bygone age and require original schematics to understand and create. Or, maybe there are entire factories dedicated to their production, and knowledge of their components and inner workings is easily accessible.

Either way, don't get too bogged down in making gold costs 'realistic'. It's more important that the cost of a firearm represents its power and availability, rather than the expenses of the materials and equipment required to create it.

Otherwise, crafting an item presented in this guide follows the same rules for crafting any other item, found in *Xanathar's Guide to Everything (XGtE)*. If you don't use *XGtE*, the rules found in the *Dungeon Master's Guide* also work. If you're a player, check with your DM as to which rule set you use.

Character Options

In this chapter you'll find optional class features, subclasses, optional features for subclasses, feats, backgrounds, and much more.

Gunslinger or not, there are firearm-focused options here for any player character.

Artificer

The artificer class receives new features, infusions, Alchemist and Artillerist features, and a new subclass in this section.

Optional Class Features

Like the optional class features in *Tasha's Cauldron of Everything*, the features here are not gained automatically. Consulting with your DM, you decide together whether or not you gain a feature presented here at the appropriate level requirement.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and do not qualify for anything in the game that requires the replaced feature.

Gunsmith's Kit Proficiency

1st-level artificer feature

You gain proficiency with the gunsmith's kit.

Martial Firearm Proficiency

1st-level artificer feature

You gain proficiency with martial firearms.

Simple Firearm Proficiency

1st-level artificer feature

You gain proficiency with simple firearms.

Optional Alchemist Features

Like the optional class features in *Tasha's Cauldron of Everything*, the features here are not gained automatically. Consulting with your DM, you decide together whether or not you gain a feature presented here at the appropriate level requirement.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and do not qualify for anything in the game that requires the replaced feature.

Experimental Bomb

3rd-level Alchemist feature, which replaces the Experimental Elixir feature

Whenever you finish a long rest, you can magically produce an *experimental bomb* in a pouch you touch. Roll on the Experimental Bomb table for the bomb's effect, which is triggered upon impact. As an action, a creature can throw the bomb at a point they can see within 30 feet of them. The bomb explodes in a 10-foot radius centered on that point.

You can create additional *experimental bombs* by expending a spell slot of 1st level or higher for each one. When you do so, you can use your action to create the bomb in an empty pouch you touch, and you can choose the bomb's effect from the Experimental Bomb table.

Creating an *experimental bomb* requires you to have alchemist's supplies on your person, and any bomb you create with this feature lasts until it explodes or until the end of your next long rest.

When you reach certain levels in this class, you can make more bombs at the end of a long rest: two at 6th level and three at 15th level. Roll for each bomb's effect separately. Each bomb requires its own pouch.

Experimental Bomb

d6	Effect
1	**Caustic.** Creatures within the area must succeed on a Dexterity saving throw against your spell save DC or take acid damage equal to 1d6 + your Intelligence modifier, and their AC is reduced by 1 until the end of their next turn.
2	**Explosive.** Creatures within the area must succeed on a Dexterity saving throw against your spell save DC or take fire damage equal to 2d6 + your Intelligence modifier, and they are deafened until the end of their next turn. It ignites flammable objects in the area that aren't being worn or carried.
3	**Grease.** Until the end of your next turn, the area is considered difficult terrain. Creatures that start their turn within the area or move into the area for the first time on their turn must succeed on a Dexterity saving throw against your spell save DC or be knocked prone.
4	**Pitch.** Until the end of your next turn, the area is considered difficult terrain. If a creature within the area takes fire damage, it and each other creature within the area takes fire damage equal to your Intelligence modifier.
5	**Spark.** Creatures within the area must succeed on a Constitution saving throw or take lightning damage equal to 1d6 + your Intelligence modifier, and they are blinded until the end of their next turn.
6	**Toxic.** Creatures within the area must succeed on a Constitution saving throw or take poison damage equal to 2d6 + your Intelligence modifier and become poisoned until the end of their next turn. Nonmagical plants within the area wilt and die.

Radical Reactivity

9th-level Alchemist feature, which replaces the Restorative Reagents feature

You can incorporate radical reactants into some of your works:

- Whenever a creature takes damage from an *experimental bomb*, its maximum hit points are reduced by an amount equal to half of the damage taken + your Intelligence modifier (minimum of 1)
- You can cast *fireball* without expending a spell slot and without preparing the spell, provided you use alchemist's supplies as the spellcasting focus. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Explosive Mastery

15th-level Alchemist feature, which replaces the Chemical Mastery feature

You have been exposed to so many violent reactions that explosions pose little risk to you, and you can manipulate your explosives to create devastating bombs:

- You can add your Intelligence modifier to Dexterity saving throws, and you gain resistance to fire damage and thunder damage.
- You can cast *delayed blast fireball* without expending a spell slot and without preparing the spell, provided that you use alchemist's supplies as the spellcasting focus. Once you cast the spell with this feature, you can't cast it again until you finish a long rest.

Optional Artillerist Features

Like the optional class features in *Tasha's Cauldron of Everything*, the features here are not gained automatically. Consulting with your DM, you decide together whether or not you gain a feature presented here at the appropriate level requirement.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and do not qualify for anything in the game that requires the replaced feature.

Gunsmith's Kit Proficiency

3rd-level Artillerist feature, which replaces the Tool Proficiency feature

You gain proficiency with the gunsmith's kit. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Eldritch Cannon Improvement

3rd-level Artillerist feature

In addition to woodcarver's tools and smith's tools, you can also use a gunsmith's kit to create an eldritch cannon.

When you create a cannon, in addition to the options on the Eldritch Cannons table, you can choose from the following types:

Chain Gun. Upon being activated, the cannon sprays shots in a 10-foot cube within 60 feet of it that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 piercing damage on a failed save or half as much on a successful save.

Aim-Bot. Upon being activated, the cannon projects magical energy that highlights the weakest point of a creature of your choice within 60 feet of it. Until the start of your next turn, attacks made against the creature gain a bonus to attack rolls equal to your Intelligence modifier (minimum of +1) and deal an additional 1d8 force damage on a hit.

Arcane Firearm Improvement

5th-level Artillerist feature

You can use a gunsmith's kit to turn a firearm that you are proficient with into an arcane firearm.

Artificer Infusion Options

Ablative Armor

Item: A suit of armor (requires attunement)

This armor has 6 charges that the wearer can expend to shield itself from incoming projectiles.

A creature wearing this armor can expend 1 charge as a reaction to protect itself when it is hit by a ranged weapon attack. When it does so, the damage it takes from the attack is reduced by 1d10 + its Intelligence modifier.

The armor regains 1d6 expended charges daily at dawn.

Automatic Firearm

Prerequisite: 6th-level artificer
Item: A simple or martial firearm (requires attunement)

This magic firearm grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it gains the repeating property if it doesn't already have it.

If the firearm has the auto property, the number shown in parenthesis after the firearm's auto property increases by 2, otherwise, the firearm gains the auto (2) property.

Arcane Gunsmith

Gunsmiths are the primary entrepreneurs, manufacturers, and producers of firearms, mods, and oils. An arcane gunsmith infuses their tinkering with magical essence, allowing them to create truly devastating weapons.

Tool Proficiency

3rd-level Arcane Gunsmith feature

You gain proficiency with the gunsmith's kit. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Arcane Gunsmith Spells

3rd-level Arcane Gunsmith feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Arcane Gunsmith Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Arcane Gunsmith Spells

Artificer Level	Spell
3rd	*Compelled duel, hunter's mark*
5th	*Branding smite, cordon of arrows*
9th	*Conjure barrage, lightning arrow*
13th	*Dimension door, resilient sphere*
17th	*Conjure volley, swift quiver*

Battle Ready
3rd-level Arcane Gunsmith feature

Your combat training and your experiments with firearms have paid off in two ways:

- You gain proficiency with simple and martial firearms.
- When you attack with a magical firearm, you can use your Intelligence modifier, instead of your Strength or Dexterity modifier, for the attack and damage rolls.

Gunsmith
3rd-level Arcane Gunsmith feature

You can craft simple and martial firearms, common and uncommon firearm mods, and common and uncommon firearm oils at half their usual cost. This benefit extends to such items of higher rarities at 5th level (rare), 9th level (very rare), and 15th level (legendary).

Extra Attack
5th-level Arcane Gunsmith feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

Imbue Firearm
9th and 15th-level Arcane Gunsmith feature

You have advantage on ability checks made with a gunsmith's kit relating to firearms, and you can imbue a firearm you are attuned to with one of the following effects when you finish a long rest:

- You imbue your firearm with elemental potential. When you hit a creature with a ranged weapon attack made with your imbued firearm, it takes an additional 1d4 damage. You choose the damage type from the following list when you imbue the firearm: acid, cold, fire, or lightning.
- You imbue your firearm with efficiency and speed. When you make a ranged weapon attack with your imbued firearm, you can make an additional attack with that firearm, or reload the firearm, as a bonus action.
- You imbue your firearm with extreme precision. You gain a +2 bonus to ranged weapon attack rolls made with your imbued firearm.

You can imbue a number of firearms up to your Intelligence modifier in this way, and the imbuement lasts until you next finish a long rest. At 15th level, you can choose up to two effects instead of one when you imbue a firearm in this way.

Overcharge
15th-level Arcane Gunsmith feature

You have learned how to manipulate a firearm beyond its regular capacity. As a bonus action, you can overcharge a firearm that you are attuned to, granting that firearm the following additional effects for 1 minute:

- The firearm does not lose levels of reliability.
- When you make a ranged weapon attack with the firearm, it deals one additional damage die.
- The firearm's ranged weapon attacks score a critical hit on a roll of 19 or 20.

When the overcharge ends, the firearm loses all levels of reliability.

Barbarian
The barbarian class receives a new feature and a new subclass in this section.

Path of the Bullet Hell
A barbarian that walks the path of the bullet hell understands how to use heavy firearms to a devastating capacity.

One Person Army
3rd-level Path of the Bullet Hell feature

You gain proficiency with simple and martial heavy firearms. You also gain proficiency with the gunsmith's kit.

Shell Rain
3rd-level Path of the Bullet Hell feature

While you are raging, your heavy firearms deal additional damage equal to your rage damage bonus.

Additionally, when you attack recklessly on your turn, you also gain advantage on ranged weapon attacks you make with a heavy firearm.

Demolisher
6th-level Path of the Bullet Hell feature

When you make a burst attack with a heavy firearm, objects and structures within the area of your burst attack automatically take damage equal to half your Barbarian level (rounded down) x your Strength modifier. The damage type is the same as the damage type of the firearm used to make the burst attack.

Suppressing Fire
10th-level Path of the Bullet Hell feature

When you make a ranged attack with a heavy firearm on your turn, you can move up to half your speed without provoking an opportunity attack.

Additionally, critical hits made with a heavy firearm can benefit from your Brutal Critical.

Gunzerker
14th-level Path of the Bullet Hell feature

While you are raging, you can ignore the two-handed property of any heavy firearms you are wielding. Additionally, you no longer require a free hand to reload a heavy firearm.

Additionally, while raging, if you make a ranged attack with a heavy firearm you are holding in one hand, you can make an additional ranged attack with a heavy firearm you are holding in the other hand as a bonus action.

Bard

The bard class receives a new feature and a new subclass in this section.

Optional Class Features

Like the optional class features in *Tasha's Cauldron of Everything*, the features here are not gained automatically. Consulting with your DM, you decide together whether or not you gain a feature presented here at the appropriate level requirement.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and do not qualify for anything in the game that requires the replaced feature.

Small Firearm Proficiency

1st-level bard feature

You are proficient with simple small firearms.

College of Fusillade

This quiet offends us. Let them hear us and tremble! Bear forth the song! Amplify! Louder... LOUDER! CAN YOU HEAR US OVER THIS NOISE?!

SUCH SWEET CACOPHONY!

- Sound Soldier, *bard of the College of Fusillade*

Bards of the College of Fusillade conduct grand orchestras on the battlefield through the power of their firearms. A particular favorite of bards of this college is the thunder cannon; a powerful, shoulder-mounted cannon capable of blasting an area with sheer sound.

Bonus Proficiencies

3rd-level College of Fusillade feature

You gain proficiency with medium armor, the gunsmith's kit, simple firearms, and the thunder cannon.

If you're proficient with a firearm, you can use it as a spellcasting focus for your bard spells.

Fighting Style

3rd-level College of Fusillade feature

You adopt a 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 something in the game lets you choose again.

Akimbo
You can engage in two-weapon fighting with firearms. When you take the Attack action and attack with a firearm with the light property that you're holding in one hand, you can use a bonus action to attack with a different firearm with the light property that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

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

Cannoneer
When you roll a 1 on a damage die for a ranged attack you make with a weapon with the bulky property, you can reroll the die and must use the new roll, even if the new roll is a 1.

Gun Show

3rd- and 9th-level College of Fusillade feature

You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

When you damage a creature with a ranged weapon attack made with a firearm on your turn, you can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and a Charisma (Performance) check.

The target must succeed a Wisdom (Insight) check against your Charisma (Performance) check.

The target takes psychic or thunder damage (your choice) equal to the roll of your Bardic Inspiration die, and if you won the contest, it is blinded or deafened (your choice) until the end of its next turn. The target automatically wins the contest if it can't hear you.

At 9th-level, the target is both blinded and deafened if you win the contest.

Extra Attack

6th-level College of Fusillade feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. At least one of these attacks must be made with a firearm.

Shock and Awe

14th-level College of Fusillade feature

Whenever you deal psychic or thunder damage to a creature, you can use a bonus action to force it to make a Charisma saving throw against your spell save DC.

On a failed save, the target is charmed by you or frightened of you (your choice) for up to 1 minute.

Cleric

The cleric class receives new features and a new subclass in this section.

Optional Class Features

Like the optional class features in *Tasha's Cauldron of Everything*, the features here are not gained automatically. Consulting with your DM, you decide together whether or not you gain a feature presented here at the appropriate level requirement.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and do not qualify for anything in the game that requires the replaced feature.

Scatter Firearm Proficiency

1st-level cleric feature

You are proficient with simple scatter firearms.

Small Firearm Proficiency

1st-level cleric feature

You are proficient with simple small firearms.

Tech Domain

Clerics that serve within the domain of technology represent many forms of advancement, but none more so than the capability of modern engineering, mechanics, and technology. Such clerics in the Forgotten Realms might serve a deity such as Gond, whereas a cleric of the Tech Domain in Eberron might serve Onatar.

These clerics use the blessings of their deity to upgrade, enhance, and replicate. They might even be mistaken for artificers by the uninitiated eye, but their abilities come not from intelligent tinkering, but from divine schematics and powers.

Domain Spells

1st-level Tech Domain feature

You gain domain spells as the cleric levels listed in the Tech Domain Spells table. See the Divine Domain class feature for how domain spells work.

Tech Domain Spells

Cleric Level	Spell
1st	*Catapult, grease*
3rd	*Heat metal, magic weapon*
5th	*Conjure barrage, haste*
7th	*Fabricate, summon construct* (metal only)*
9th	*Animate objects, conjure volley*

**Appears in Tasha's Cauldron of Everything*

Bonus Proficiencies

1st-level Tech Domain feature

You gain proficiency with the gunsmith's kit, and simple and martial firearms

Advanced Armament

1st-level Tech Domain feature

You can designate a crossbow or firearm you are proficient with as your advanced armament. The weapon produces its own ammunition and gains the repeating property if it didn't already have it. You can use your advanced armament as a spellcasting focus for your cleric spells.

At 6th-level, the ammunition your designated weapon produces is considered to be magical.

Channel Divinity: Protect Technology

2nd-level Tech Domain feature

As an action, you present your advanced armament or holy symbol, and designate a number of objects, structures, or constructs of Huge or smaller size that you can see within 30 feet, up to your Wisdom modifier. A target is abjured from harm by divine magic.

If a target is an object or structure, it is immune to all damage but force damage for 1 minute. If a target is a construct, it gains temporary hit points equal to 5 x your Cleric level for up to 1 minute.

Deific Creation

6th-level Tech Domain feature

Your creations and summons have become strengthened by divine magic.

You can maintain concentration on up to two spells at once, so long as both spells are of the conjuration or the transmutation school.

You can maintain a second concentration spell in this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Divine Strike

8th-level Tech Domain feature

You gain the ability to infuse your weapon strikes with the power of mechanical energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Unstoppable Progress

17th-level Tech Domain feature

You can cast up to two spells of 1st-level or higher on your turn, so long as both spells are of the conjuration or the transmutation school.

Fighter

The fighter class receives new features and a new subclass in this section.

Optional Class Features

Like the optional class features in *Tasha's Cauldron of Everything*, the features here are not gained automatically. Consulting with your DM, you decide together whether or not you gain a feature presented here at the appropriate level requirement.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and do not qualify for anything in the game that requires the replaced feature.

Fighting Style Options

1st-level fighter feature

When you choose a fighting style, the following styles are added to your list of options.

Close-Quarters Shooting
You suffer no disadvantage on ranged attack rolls due to being within 5 feet of a hostile creature that can see you and who isn't incapacitated.

Firearm Afficionado
You gain proficiency in up to three martial firearms of your choice. Whenever you gain a level in this class, you can replace one of these proficiencies with a different one.

Sniper
You suffer no disadvantage on your ranged attack rolls due to you being prone.

Gunsmith's Kit Proficiency
1st-level fighter feature

You gain proficiency with the gunsmith's kit.

Martial Firearm Proficiency
1st-level fighter feature

You gain proficiency with martial firearms.

Simple Firearm Proficiency
1st-level fighter feature

You gain proficiency with simple firearms.

Officer

Officers are trained in the art of tactical commands. An Officer might struggle in combat alone, but they can turn a troop of rookies into a devastating squad through their tactical knowledge and crucial commands.

An Officer might not always command by authority, however, as some Officers prefer to encourage and assist rather than order and demand. An Officer might even behave as a complete fool on the battlefield (by strategic choice or innate incompetence), allowing their allies to take advantage of distracted and frustrated enemies.

Firearm Proficiency
3rd-level Officer feature

You gain proficiency with the gunsmith's kit, simple firearms, and martial firearms.

Authority
3rd-level Officer feature

Your commands drive the ebb and flow of battle. You have a pool of authority dice, which are d6s, equal to half your fighter level, rounded down.

At 7th level, your authority dice become d8s. At 15th level, they become d10s.

You regain all of your expended authority dice when you finish a short or long rest.

Tactical Genius
3rd-level Officer feature

As a reaction, when a creature you can see within 30 feet makes a weapon attack, you can allow the creature to reroll its attack roll. It muse use the new result, and it can only choose to reroll its attack roll before the outcome of the attack has been determined.

If the attack hits, you can choose to expend one authority die and roll it. The attack deals extra damage equal to the roll.

The attacker must be able to see or hear you to benefit from your Tactical Genius.

Focus Fire
7th-level Officer feature

Whenever you hit a creature with a ranged attack made with a firearm, you can expend an authority die to mark it.

If a friendly creature makes an attack against a marked target, it can roll one of your authority dice and add the result to its attack roll or damage roll. It can choose to roll the authority die after it has made its attack roll, but not after the outcome has been determined.

The mark lasts until the start of your next turn or until the authority die is rolled, whichever occurs first.

Attentive Command
10th-level Officer feature

In combat, you get a special reaction that you can take once on every creature's turn. You can use this special reaction only if you would expend an authority die as part of it, and you can't use it on the same turn that you take your normal reaction.

Combat Delegation
15th-level Officer feature

You can forfeit an attack to allow a creature within 30 feet that you can see to make one weapon attack as a reaction, so long as the creature can see or hear you.

You can forfeit any number of attacks in this way, so long as they are made as part of the Attack action on your turn.

Superior Authority
18th-level Officer feature

Whenever a feature allows a creature to roll an authority die, you can expend and roll an additional authority die and add the result.

Gunslinger

A cloaked body lies still at the edge of a rooftop, waiting patiently as their target meanders through the streets below. In just a few short seconds, that target will meander into the gunslinger's sights. They take a deep breath.

Your ally slips into the encampment unnoticed but hurries back after just one minute. While you wonder what went wrong, an explosion causes the watchtowers surrounding the camp to fall and burn.

Adaptive Combatants

Gunslingers rely on the adaptability of their arsenal to win their battles. Their superior skill with and knowledge of these revolutionary weapons allows them to deftly modify their weapons and apply the appropriate oils, ensuring that they enter any situation fully prepared.

Method and Nerve

A gunslinger's grit and mettle is tested constantly. Their ability to remain collected under pressure allows them to hit their mark no matter the situation.

They are characterized by steely determination and perseverance in the face of grave danger, and many gunslingers have the wisdom and intuition necessary to navigate the most tense of social situations.

The Gunslinger

Level	Proficiency Bonus	Class Features	Adrenaline Points
1st	+2	Gunsmith (Common), Reliable Firearm	—
2nd	+2	Adrenaline, Fighting Style	2
3rd	+2	Gunslinger Career, Wanderer's Wit	3
4th	+2	Ability Score Improvement, Gunsmith (Uncommon)	4
5th	+3	Extra Attack	5
6th	+3	Gunslinger Career feature, Quickdraw	6
7th	+3	Evasion	7
8th	+3	Ability Score Improvement, Gunsmith (Rare)	8
9th	+4	Speedloader	9
10th	+4	Nerves of Steel	10
11th	+4	Gunslinger Career feature	11
12th	+4	Ability Score Improvement, Gunsmith (Very Rare)	12
13th	+5	Extra Attack (2)	13
14th	+5	Ability Score Improvement	14
15th	+5	Deadeye	15
16th	+5	Ability Score Improvement, Gunsmith (Legendary)	16
17th	+6	Gunslinger Career feature	17
18th	+6	Grit	18
19th	+6	Ability Score Improvement	19
20th	+6	Trigger Finger	20

Creating a Gunslinger

To create a gunslinger, review the following subsections, which show your hit points, proficiencies, and starting equipment. Then consult the Gunslinger table to see which features you gain at each level. Those features explained in detail in the "Gunslinger Features" section.

Quick Build

You can make a gunslinger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Constitution. Choose Strength instead of Dexterity if you want to use heavy firearms and other firearms with the bulky property. As a gunslinger, you'll benefit from being perceptive and insightful: choose Wisdom as your third highest ability score.

Second, choose one of the following backgrounds: criminal/spy, pirate, or soldier.

Hit Points

Hit Dice: 1d8 per Gunslinger level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Gunslinger level after 1st

Proficiencies

Armor: Light armor, medium armor
Weapons: Simple firearms, martial firearms, simple weapons, hand crossbows, heavy crossbows, shortswords
Tools: Gunsmith's Kit, Tinker's Tools
Saving Throws: Dexterity, Constitution
Skills: Choose two from Insight, Intimidation, Perception, Performance, Sleight of Hand, and Survival

Starting Equipment

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

- any simple weapon
- your choice of studded leather armor or scale mail
- gunsmith's kit and 20 ammunition

If you forgo this starting equipment, as well as the items offered by your background, you start with 5d4 x 10 gp to buy your equipment.

Multiclassing and the Gunslinger

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose gunslinger as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Strength or Dexterity score of 13 and a Wisdom score of 13 to take a level in this class, or to take a level in another class if you are already a gunslinger.

Proficiencies Gained. If gunslinger isn't your initial class, here are the proficiencies you gain when you take your first level as a gunslinger: light armor, medium armor, simple firearms, martial firearms.

Class Features

As a gunslinger, you gain the following class features, which are summarized in the Gunslinger table.

Gunsmith

1st-level gunslinger feature

Your knowledge and understanding of firearms has granted you the skill to craft firearms and their accessories quicker and cheaper.

It takes you half of the normal time to craft firearms, common mods, and common oils, and it costs you half as much of the usual gold.

You can craft mods and oils of a higher rarity at a reduced cost and time upon reaching certain gunslinger levels. This feature applies to uncommon mods and oils at 3rd level, rare at 8th, very rare at 13th, and legendary at 18th level.

Reliable Firearm

1st-level gunslinger feature

Your personal tinkering has produced an ever-faithful firearm. You gain one of the following firearms of your choice: a barn rifle, scatterbox, or hammershot. The firearm you choose is your reliable firearm.

Your reliable firearm is in poor condition, but your intimate understanding of it makes it exceptionally reliable when you use it. This firearm cannot benefit from mods or oils, and it cannot lose further levels of reliability once it reaches reliability (1). When a creature other than you attempts to use your reliable firearm, it is considered to have reliability (0), regardless of its actual level of reliability. Due to it requiring a unique understanding to use, your reliable firearm is considered to be worthless.

If you lose your reliable firearm, or it is destroyed, you can recreate it, or a different firearm from the same selection, at the end of a long rest by tinkering with scrap materials and your gunsmith's kit. When you create a new reliable firearm, the previous one is destroyed.

Once you reach 6th level, your reliable firearm counts as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Adrenaline

2nd-level gunslinger feature

Your training has taught you to react with lightning speed in grim situations. The endurance of your nerve is represented by a number of Adrenaline points. Your gunslinger level determines the number of points you have, as shown in the Adrenaline Points column of the Gunslinger table.

You can spend these points to fuel various adrenaline features. You start knowing four such features: Careful Aim, Fan the Hammer, Return Fire!, and Run and Gun. You learn more adrenaline features as you gain levels in this class.

When you spend an adrenaline point, it is unavailable until you finish a short or long rest, at the end of which you bolster your resolve and regain all of your expended adrenaline points.

Some of your adrenaline features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Adrenaline save DC = 8 + your proficiency bonus + your Constitution modifier

Careful Aim

You can spend 1 adrenaline point to give yourself advantage on your next attack roll on the current turn. You can only use this adrenaline feature if you move no more than half your speed until the start of your next turn.

Fan The Hammer

Immediately after you take the Attack action on your turn with a firearm, you can spend 1 adrenaline point to make an additional attack with that firearm as a bonus action.

Return Fire

As a reaction upon being attacked, you can spend 1 adrenaline point to make an attack with a firearm against the attacker.

Run and Gun

When you take the Dash action on your turn, you can spend 1 adrenaline point to take the Attack action as a bonus action.

Fighting Style

2nd-level gunslinger feature

You adopt a particular style of shooting 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.

When you reach a level in this class that grants the Ability Score Improvement feature, you can replace your chosen fighting style with a different fighting style from the following options.

Akimbo

You can engage in two-weapon fighting with firearms. When you take the Attack action and attack with a firearm with the light property that you're holding in one hand, you can use a bonus action to attack with a different firearm with the light property that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Archery

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

Blind Fighting

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Cannoneer
When you roll a 1 on a damage die for a ranged attack you make with a weapon with the bulky property, you can reroll the die and must use the new roll, even if the new roll is a 1.

Close-Quarters Shooting
You suffer no disadvantage on ranged attack rolls due to being within 5 feet of a hostile creature that can see you and who isn't incapacitated.

Sniper
You suffer no disadvantage on your ranged attack rolls due to you being prone.

Gunslinger Career
3rd-level gunslinger feature

You commit yourself to a career that you desire to emulate in your shooting abilities. Choose one of the gunslinger careers detailed at the end of the class description. Your career grants you features at 3rd level and then again at 6th, 11th, and 17th level.

Wanderer's Wit
3rd-level gunslinger feature

Your experiences have hardened your wit. You gain a bonus to Charisma ability checks equal to your Wisdom modifier.

Ability Score Improvement
4th-level gunslinger feature

When you reach 4th level, and again at 8th, 12th, 14th, 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack
5th-level gunslinger feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. At least one of these attacks must be made with a firearm.

The number of attacks increases to three when you reach 13th level in this class.

Quickdraw
6th-level gunslinger feature

You can add your Constitution modifier to your initiative bonus.

At the start of your first turn of each combat, you can spend 2 adrenaline points to force a creature you can see within 60 feet of you to make a Dexterity saving throw. If the creature fails, you have advantage on attack rolls, Wisdom (Insight) checks and Charisma (Intimidation) checks against them for up to 1 minute or until the creature successfully attacks you.

You can only use this feature a number of times equal to your Constitution modifier (minimum of once) before you must finish a short or long rest to regain all its uses.

Evasion
7th-level gunslinger feature

Your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball 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.

Speedloader
9th-level gunslinger feature

You can reload any firearm as a bonus action. Additionally, you can draw or stow two weapons when you would normally be able to draw or stow only one, so long as one of the weapons you draw or stow is a firearm.

Nerves of Steel
10th-level gunslinger feature

You can use an action or a bonus action to expend 1 adrenaline point and end one effect on yourself that is causing you to be charmed or frightened.

Deadeye
15th-level gunslinger feature

Your skill with the gun is unparalleled. When you take the Attack action on your turn, you can spend a number of adrenaline points up to your Constitution modifier to make an additional number of attacks, each against a single separate target, equal to the number of adrenaline points expended. If you spend 5 or more adrenaline points with this feature, you can instead choose to make your additional attacks against the same creature.

You can only use this feature again once you have completed a short or long rest.

Grit
18th-level gunslinger feature

When you are targeted by a spell effect or an attack, you can use your reaction and spend 3 adrenaline points to become resistant to all damage until the end of your next turn. You can use this feature after you know the attack or spell was successful, but not after you suffer damage or any effects from the attack or spell.

Additionally, whenever you make a Wisdom or Constitution saving throw and fail, you can spend 1 adrenaline point to reroll it. You must take the second result and cannot reroll the same saving throw more than once.

Trigger Finger
20th-level gunslinger feature

If you roll for initiative and have no adrenaline points remaining, you regain 5 adrenaline points.

Gunslinger Careers

All gunslingers are expert shooters with an array of skills at their disposal. Gunslingers direct their talents into particular areas of skill, embodied by gunslinger careers. Your career is only a reflection of your expertise, and has no indication of your profession.

Bounty Hunter

Bounty Hunters are experts at tracking down and capturing their prey, dead or alive. Not all Bounty Hunters are in it for the money, however, as some operate against a specific person, organization, or creature type (such as dragons), and some carry out grand quests to find an ancient power or artifact, prying information from enemies that stand in their way.

Hunter's Contract

3rd-level Bounty Hunter feature

As a bonus action on your turn, you can expend 1 adrenaline point to mark a target you can see within 60 feet. The mark lasts for up to 1 hour or until your concentration is broken (as if concentrating on a spell).

For the duration, you gain a bonus to attack rolls made against the marked target and a decrease to attack rolls made against all other targets equal to your proficiency bonus.

You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses of this feature when you finish a short or long rest.

Tools of the Hunt

3rd, 6th, and 11th-level Bounty Hunter feature

You have created implements that are highly beneficial to those in your line of work. You gain one special tool of your choice from those detailed under "Bounty Hunter Tools" below. The tools you gain from this feature are operable only by you and allies you designate. You gain an additional tool at 6th level (2), and 11th level (3).

At the end of a long rest, you can swap one of your selected tools for another one. If a tool is destroyed or lost, you can recreate that tool or a different one of your choice at the end of a long rest.

Interrogator

6th-level Bounty Hunter feature

You learn two languages of your choice, and you gain proficiency with either Deception, Intimidation, or Persuasion. If you were already proficient with your chosen skill, you can add twice your proficiency bonus to ability checks made with it.

Your presence lets everyone around you know you mean business. You know when you hear a creature speak a lie, so long as you can understand them.

Mercantile Mercenary

11th-level Bounty Hunter feature

You have advantage on Charisma ability checks relating to buying or selling items, and negotiating the terms of a quest or other contract.

Additionally, you have advantage on Intelligence (Investigation) checks made to find gold and other stowed items on a creature's person.

Dead or Alive

17th-level Bounty Hunter feature

Your hunting expertise allows you to finish a fight with extreme efficiency. As an action, you can expend 5 adrenaline points to make a ranged attack with a firearm or a crossbow against a target you have marked as part of your Hunter's Contract feature.

Before you make the attack roll, you must declare whether you intend to take the target dead or alive.

On a hit, the target does not suffer the normal effects of the attack. Instead, if the target has 100 hit points or fewer, it is killed instantly (dead), or immediately drops to 0 hit points and is unconscious but stable (alive).

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

Bounty Hunter Tools

Body Bag

This large bag contains an extradimensional space that can hold a single corpse or creature of Medium or smaller size. As an action, you can place an unconscious creature or a corpse within the bag. While a creature is in the bag, it remains unconscious and does not require air, food, or water for a number of hours equal to your proficiency bonus, after which the creature regains consciousness and can exit the bag by expending half of its movement. You can retrieve a creature or corpse from the bag as an action. The bag never weighs more than 10 lb.

Equipment Cloak

You can activate this tool as an action. While active, weapons and other objects you designate on your person become invisible. It remains active for up to 1 hour, or until you make an attack with an affected weapon or interact with an affected object.

You can activate this tool a number of times per long rest equal to your proficiency bonus.

Jump Pack

As a bonus action, you can activate this mechanical backpack. The item remains active for up to 1 minute, until you deactivate it (no action required), or until you are knocked prone (whichever occurs first). Once activated, your jump distance is tripled for the duration, and whenever you make a jump, you can choose to remain at the peak height of your jump until the start of your next turn.

You can activate this backpack a number of times per long rest equal to your proficiency bonus.

Lock Manipulator

This tool functions as thieves' tools. While you are wielding it, you are considered to be proficient with thieves' tools. If you were already proficient, you can add twice your proficiency bonus to checks made with this tool.

As an action while holding this tool, you can expend 2 adrenaline points to cast the knock spell. When you cast the spell in this way, it has a range of 5 feet and the audible distance of the knock is reduced to 30 feet.

You can cast the spell in this way a number of times per long rest equal to your proficiency bonus.

Tracking Device
You gain a number of circular metal disks equal to your proficiency bonus. As a bonus action, you can attach a disk to a creature or surface within 5 feet of you. The disk remains for up to 1 hour or until removed, and goes unnoticed until a creature spots it with a successful Wisdom (Perception) or Intelligence (Investigation) check, The DC of which is equal to 10 + your proficiency bonus.

As an action, you can focus your attention on a disk that is currently attached to a target. You immediately know the location of the disk and the shortest route to it from your current position.

Translator Stone
You can activate this stone tablet as an action. It remains active for up to 1 hour or until you deactivate it (no action required). If the stone tablet is held within clear audible distance of a creature that is speaking a language you don't know for at least 1 minute, you can command it to translate the language being spoken, allowing you to understand (but not speak) that language until the stone is deactivated or until you command the stone to translate a different language.

You can activate this tablet a number of times per long rest equal to your proficiency bonus.

Marksman

A Marksman is a crack-shot that always hits their mark, utilizing their uncanny perceptiveness and intelligent tactics to their advantage in combat.

Eagle-Eyed
3rd-level Marksman feature

You gain proficiency in the Perception skill. If you are already proficient with this skill, you add double your proficiency bonus to checks you make with it.

Additionally, you suffer no disadvantage on Wisdom (Perception) checks that rely on sight due to being within an area that is lightly obscured by non-magical means, or when attempting to perceive something within or beyond an area that is lightly obscured by non-magical means, such as dim light, patchy fog, or moderate foliage.

Called Shots
3rd, 6th, 11th, and 17th-level Marksman feature

You have learnt how to effectively target the critical weaknesses of your enemies. When you gain this feature, you learn three called shots, which are detailed under "Called Shot Options" below.

You can expend 1 adrenaline point to use one of your called shots, which affects the next ranged attack you make with a firearm. You can only use one called shot per attack. If a called shot requires your target to make a saving throw to resist the maneuver's effects, it must succeed against your Adrenaline save DC.

You gain an additional called shot option of your choice at 6th, 11th, and 17th level. You can replace one called shot option you know with a different called shot option whenever you reach a level in this class that grants the Ability Score Improvement feature.

Reposition
6th-level Marksman feature

If you take the Attack action on your turn, you can use a bonus action and expend 1 adrenaline point to reposition.

When you reposition, your movement doesn't provoke opportunity attacks and you have advantage on the next ranged attack roll you make with a firearm until the start of your next turn. If this attack hits, your walking speed increases by 30 feet until the start of your next turn.

You can use this feature a number of times equal to your Constitution modifier (minimum of once), and you regain all its expended uses when you finish a short or long rest.

Stable Shooter
6th-level Marksman feature

Your Careful Aim adrenaline feature no longer costs an adrenaline point, so long as you use the feature while you are prone.

Superior Sight
11th-level Marksman feature

You have advantage on Wisdom (Perception) checks that rely on sight. Additionally, as a bonus action on your turn, you can spend 1 adrenaline point to make a Wisdom (Perception) check to spot a hidden creature or object.

Focus
17th-level Marksman feature

Your instincts have become hardened and refined, granting you a preternatural ability to find your mark.

When you take the Attack action on your turn, you can expend up to 5 adrenaline points to enter a state of focus for a number of rounds equal to the number of adrenaline points expended.

For the duration, you always have advantage on ranged attack rolls made with a firearm, even if you would normally have disadvantage on the attack, so long as you are aware of the target's presence.

Called Shot Options

Blinding Shot
On a hit, the target must succeed on a Dexterity saving throw against your or be blinded until the start of your next turn.

Critical Shot
Your attack scores a critical hit on a roll of 19 or 20.

Deafening Shot
The audible distance of your attack is doubled, and on a hit, the target and each creature within 5 feet of it must succeed on a Constitution saving throw or be deafened until the start of your next turn.

Intimidating Shot
You forego your attack to fire a harmless but intimidating shot into the air. A number of creatures of your choice, up to your Constitution modifier, that you can see within 30 feet of you must succeed on a Wisdom saving throw or become frightened of you until the start of your next turn.

Long Shot
The normal and long ranged of your firearm are doubled for this attack.

Penetrating Shot
Your attack can penetrate through and ignore cover up to 5 feet thick, so long as the cover is not made of adamantine.

Powerful Shot
On a hit, your attack deals additional damage equal to the ability modifier used to make the attack.

Pushing Shot
On a hit, the target must succeed on a Strength saving throw or be knocked prone or pushed up to 15 feet away from you (your choice).

Relinquishing Shot
On a hit, the target must succeed on a Strength saving throw or it must drop one object of your choice that it is holding. If it drops the object, the object lands at its feet.

Smoke Shot
Your attack releases a 10-foot cube of smoke in a space of your choice within 5 feet of you. The area is heavily obscured until the smoke disperses at the start of your next turn. If there is a strong wind, the smoke disperses at the end of your current turn instead.

Stupefying Shot
If the target must make a Constitution saving throw to maintain concentration due to damage from your attack, it does so at disadvantage.

Weakening Shot
On a hit, the target must succeed on a Constitution saving throw or suffer disadvantage on its weapon attack rolls that use Strength until the start of your next turn.

Specialist

Gunsmiths are the primary entrepreneurs, manufacturers, and producers of firearms, mods, and oils. An arcane gunsmith infuses their tinkering with magical essence, allowing them to create truly devastating weapons.

Specialist Firearms

3rd-level Specialist feature

When you choose this career, select one firearm type: heavy, long, scatter, or small. Firearms of your chosen type are considered to be specialist firearms for you.

Your knowledge and expertise of your specialist firearms allows you to add twice your proficiency bonus to any checks you make with a gunsmith's kit that relates to your specialist firearms.

Whenever you gain a level in this class that grants the Ability Score Improvement feature, you can change your selected type.

Firearm Adept

3rd-level Specialist feature

You're able to wield your specialist firearms with fantastic skill and gain one of the following benefits based on the type of your specialist firearms:

Armored & Dangerous (Heavy)
Heavy firearms weigh half as much for you, and you gain proficiency with heavy armor.

Locked & Loaded (Long)
Once per turn, when you miss a ranged attack made with a long firearm, you can roll a d8 and add it to your attack roll, potentially turning it into a hit.

Breach & Clear (Scatter)
Your scatter firearms gain the siege property, and you have advantage on ranged attack rolls made with scatter firearms against objects and structures within normal range.

Up Close & Personal (Small)
Being within 5 feet of a hostile creature doesn't impost disadvantage on your ranged attack rolls made with small firearms. Additionally, you ignore the requirement of a free hand to reload your small firearms.

Jury Rigger

6th-level Specialist feature

Whenever you finish a long rest, you can spend 10 minutes tinkering with a firearm to imbue it with the effects of a mod of your choice until you next finish a long rest.

A firearm imbued with the effects of a magical mod in this way does not require attunement, unless it has other magical mods attached. The mod must be of a rarity you can craft with your Gunsmith feature.

Fieldstrip

11th-level Specialist feature

You can now attach and detach a number of mods to and from your specialist firearms equal to twice your Dexterity modifier (minimum of 2) over the course of 1 minute, and you no longer have to expend gun oil when you maintain your firearms.

Firearm Expert

11th-level Specialist feature

You are considered to be an expert with your specialist firearms and gain an additional benefit based on their type:

Pin Down (Heavy)
Once per turn, when you damage a creature with a ranged attack made with a heavy firearm, its speed is reduced by 10 feet, and it cannot take the Dash action until the start of your next turn.

Sure Shot (Long)
Once per turn, when you make a ranged attack roll with a long firearm, you can treat a d20 roll of 9 or lower as a 10.

Buckshot Blast (Scatter)
Once per turn, when you roll the maximum value on a damage die for a ranged attack you made with a scatter firearm against a creature no more than one size larger than you, the target is knocked prone.

Additionally, your ranged attack rolls made with scatter firearms suffer no disadvantage due to the target being prone.

Sidearm Skirmish (Small)
Once per turn, when you make a ranged attack against a creature with a small firearm, your speed increases by 10 feet and you don't provoke opportunity attacks from the target for the rest of your turn.

Favored Arsenal
17th -level Specialist feature

You can attune to a magical firearm without consuming an attunement slot, so long as it is a specialist firearm for you.

Additionally, you can spend a short rest focusing on a firearm you are currently attuned to and a firearm you would like to attune to. At the end of the short rest, your attunement breaks with the first firearm and reforms with the other.

Firearm Master
17th-level Specialist feature

You have mastered the use of your specialist firearms and gain an additional benefit based on their type:

Dreadnought (Heavy)
Once per turn, when you make a ranged attack against a creature with a heavy firearm as part of the Attack action, you can make an additional attack against the same creature. This additional attack is always made at disadvantage.

Grenadier (Long)
Once per turn, immediately before you make a ranged attack roll with a long firearm, you can choose to make it explosive. On a successful hit, the attack deals an additional 2d6 fire damage to the target and each creature within 5 feet of it.

Unyielding (Scatter)
When you make a ranged attack against a creature with a scatter firearm for the first time on your turn, the attack deals an extra die of damage.

Additionally, you have advantage on Strength saving throws made against being forcibly moved or knocked prone.

Pistoleer (Small)
On your turn, you can now interact with two objects or features of the environment as part of the free Object Interaction on your turn, instead of one as normal.

Additionally, you can no longer be forced to drop small firearms you are wielding, and you can interact with an object even if your hands are occupied by small firearms.

Ranger
The ranger class receives new features and a new subclass in this section.

Optional Class Features
Like the optional class features in *Tasha's Cauldron of Everything*, the features here are not gained automatically. Consulting with your DM, you decide together whether or not you gain a feature presented here at the appropriate level requirement.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and do not qualify for anything in the game that requires the replaced feature.

Fighting Style Options
2nd-level ranger feature

When you choose a fighting style, the following styles are added to your list of options.

Close-Quarters Shooting
You suffer no disadvantage on ranged attack rolls due to being within 5 feet of a hostile creature that can see you and who isn't incapacitated.

Firearm Afficionado
You gain proficiency in up to three martial firearms of your choice. Whenever you reach a level in this class, you can replace one of these proficiencies with a different one.

Sniper
You suffer no disadvantage on your ranged attack rolls due to you being prone.

Gunsmith's Kit Proficiency
1st-level ranger feature

You are proficient with the gunsmith's kit.

Martial Firearm Proficiency
1st-level ranger feature

You are proficient with martial firearms.

Simple Firearm Proficiency
1st-level ranger feature

You are proficient with simple firearms.

Rogue
The rogue class receives new features, a new limitation on the Sneak Attack feature, and a new subclass in this section.

Optional Class Features
Like the optional class features in *Tasha's Cauldron of Everything*, the features here are not gained automatically. Consulting with your DM, you decide together whether or not you gain a feature presented here at the appropriate level requirement.

If you take a feature that replaces another feature, you gain no benefit from the replaced feature and do not qualify for anything in the game that requires the replaced feature.

Long Firearm Proficiency
1st-level rogue feature

You are proficient with simple long firearms.

Small Firearm Proficiency
1st-level rogue feature

You are proficient with simple small firearms.

Sneak Attack Limitation
1st-level rogue feature

A ranged attack made with a firearm with the bulky property can't benefit from your Sneak Attack.

Feats

Gunner (Revised)

This feat appears in Tasha's Cauldron of Everything, but has been altered here to function with Locked & Loaded firearms.

You have a quick hand and keen eye when employing firearms, granting you the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with simple firearms. If you have this proficiency already, you gain proficiency with martial firearms instead.
- You gain proficiency with the gunsmith's kit. If you have this proficiency already, you can add twice your proficiency bonus to ability checks made with it.
- You can reload a firearm you are proficient with as a bonus action.

Gunslinger Apprentice

Prerequisite: Proficiency with a martial firearm

Through your training with firearms, you've grown comfortable with maintaining such weapons and you've developed a particular style of shooting:

- You gain proficiency with the gunsmith's kit. If you have this proficiency already, you can add twice your proficiency bonus to ability checks made with it.
- You learn one Fighting Style option of your choice from the gunslinger class. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the gunslinger class.

Siege Master

You have trained with siege weaponry enough to become comfortable and efficient with their use, granting you the following benefits:

- You require one less action than normal to load, aim, or fire a siege weapon (minimum of 1).
- If you use an action to load a siege weapon on your turn, you can aim it as a bonus action.
- If you use an action to aim a siege weapon on your turn, you can fire it as a bonus action.

Equipment

This chapter contains the rules regarding firearms and features the firearms themselves, as well as new adventuring gear, tools, services, and trinkets.

Firearms

This section contains the rules regarding firearms, firearm descriptions, and the Firearm table.

Starting With Firearms

The campaign might call for player characters to start with firearms at 1st-level. Perhaps they are soldiers or secret agents sent on a mission, or perhaps the campaign setting is so advanced that firearms have replaced the weapons found in the *Player's Handbook*.

If the characters are starting with firearms, they gain the funds for their class from the Starting Wealth table below. The DM decides if these funds are in addition equipment or wealth a character would normally gain from their class, or if they replace such equipment or wealth.

Alternatively, the DM can choose which firearms a character starts with.

Starting Wealth by Class

Class	Funds
Artificer	6d4 x 100 gp
Barbarian	2d4 x 100 gp
Bard	5d4 x 100 gp
Cleric	5d4 x 100 gp
Druid	2d4 x 100 gp
Fighter	5d4 x 100 gp
Gunslinger	6d4 x 100 gp
Monk	2d4 x 100 gp
Paladin	5d4 x 100 gp
Ranger	5d4 x 100 gp
Rogue	4d4 x 100 gp
Sorcerer	2d4 x 100 gp
Warlock	3d4 x 100 gp
Wizard	2d4 x 100 gp

Firearm Proficiency

Just like the weapons found in the *Player's Handbook*, firearm proficiencies are split between two categories – **simple** and **martial**.

Once again, depending on the nature of the campaign, there are many answers to the question of 'who is proficient with what?'.

If firearms are rarer pieces of equipment in the setting, perhaps no one is proficient in firearms, barring those character options that would grant such proficiencies.

Otherwise, firearms might be common enough for most people to be able to use simple firearms with proficiency.

In the Character Options chapter, certain classes receive optional features, some of which grant proficiency with simple or martial firearms, or proficiency with a specific type of firearm, such as simple small firearms.

Firearm Properties

In addition to the new properties listed below, firearms also use the following weapon properties found in the *Player's Handbook*: ammunition, heavy, light, special, and two-handed, which have been reprinted here for convenience.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container, or chambering the ammunition from a magazine, is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. Ammunition expended by a firearm cannot be recovered.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon.

Auto. When you roll damage for a ranged weapon attack made with a weapon with the auto property, you can expend 1 piece of ammunition to reroll 1 damage die. You must use the new roll, but you can reroll the same damage die more than once. You can reroll a number of damage dice per attack equal to the number shown in parenthesis after the weapon's auto property.

Bulky. When making a ranged attack with a weapon with the bulky property, you must use your Strength modifier for the attack roll.

Burst. When making a ranged attack with a weapon with the burst property, you can target any number of creatures, so long as each target is within the area in parenthesis after the weapon's burst property. You must expend an additional piece of ammunition beyond the first used to make the attack for each additional creature you target.

You make one attack roll against the targets and roll the firearm's damage dice. You deal damage to each target you hit equal to the rolled total divided by the number of targets you hit, rounded down, plus your Dexterity modifier.

Explosive. A weapon with the explosive property fires a projectile that can explode in an area. When you hit a target with a ranged attack, the target and each creature, object, and structure within 5 feet of the target takes additional damage equal to what is shown in parenthesis after the weapon's explosive property.

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls made with a weapon with the heavy property.

Light. A weapon with the light property is small and easy to handle, making it ideal for use when fighting with two weapons.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have

disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reliability. A weapon with the reliability property has a d6 reliability die that represents the condition of the weapon. A weapon's reliability die starts at its highest value and decreases by 1 each time the weapon is reloaded. At the DM's discretion, a weapon's reliability die might also decrease if the weapon is subjected to harsh conditions, such as being submerged, covered in mud, or exposed to extreme temperatures and weather.

Once a weapon's reliability die equals 2 or lower, ranged weapon attacks made with the weapon automatically miss targets beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage. When a weapon's reliability die equals 1, it cannot be reloaded. You can restore a weapon's reliability die to its highest value with maintenance.

Reload. A weapon with the reload property draws ammunition from its own reserve, such as a magazine. A weapon with this property has a maximum reload score shown in parenthesis after the weapon's reload property, and it has a current reload score that starts off equal to its maximum reload score. Whenever you expend a piece of ammunition with the firearm, its current reload score decreases by 1. When a weapon's current reload score equals 0, it cannot expend further pieces of ammunition.

You can reload a firearm as an action or, if you can make more than one attack with the Attack action, you can replace one of these attacks with a reload. Reloading a weapon requires a free hand. For each piece of ammunition you load a weapon with, its current reload score increases by 1. A weapon's current reload score can never exceed its maximum reload score.

When you reload a weapon, you can also unload any currently loaded ammunition as part of the same reload, reducing the weapon's current reload score by 1 for each piece of ammunition you unload.

Repeating. When you make a ranged attack with a weapon with the repeating property as part of the Attack action, you can use a bonus action to make an additional attack with the same weapon.

Scatter. Weapons with the scatter property have the potential to hit more than one target with a ranged weapon attack. On a hit within normal range, the target suffers the attack's normal effects, however, the attack also deals half damage to a different target of your choice that you can see within 5 feet of the initial target, so long as the secondary target is not in cover.

If the initial target is two or more sizes large than you, it takes the additional damage instead.

Siege. Attacks made with a weapon that has the siege property deal double damage to objects and structures.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Firearms" later in this section).

Two-Handed. This weapon requires two hands when you attack with it. This property is relevant only when you attack with the weapon, not when you simply hold it.

Special Firearms

Firearms with special rules are described here.

Arclight Gun. When you reduce a creature to 0 hit points with a ranged weapon attack made with this firearm, you can choose to knock the creature out. You make this choice the instant the damage is dealt. A knocked-out creature falls unconscious and is stable.

Jet Blaster. Creatures hit by a ranged weapon attack made with this firearm are pushed up to 15 feet away from you.

Signal Gun. This firearm shoots a glaring projectile that casts bright light out to a radius of 120 feet and dim light for a further 120 feet for 1 hour or until extinguished. The projectile adheres to surfaces it hits. If this firearm is fired into the air, the projectile travels up to this firearm's long range and descends at a rate of 30-feet per round. If the projectile hits a creature, it is extinguished at the start of your next turn.

Firearm Types

All firearms belong to one of the following types: **heavy**, **long**, **scatter**, and **small**. These types can be thought of as families of firearms that are similar in design, operation, and function.

Ranged Weapons

Firearms are **ranged weapons.** Whenever the game refers to a ranged weapon, or a ranged weapon attack, this includes firearms. However, whenever this guide refers to a firearm specifically, it is not referring to any and all ranged weapons.

Loud

Most of the time, the noise of an adventurer's weapon in combat isn't important. However, firearms are louder than most other weapons.

For those times where stealth is important, the audible distance of a firearm can be determined by multiplying the maximum value of its damage dice by 100.

For example, the scattergun deals 2d6 piercing damage, which is a maximum of 12 damage, so attacks made with it have an audible distance of 1,200 feet. At the DM's discretion under certain conditions, such as fighting in an echoing cave or open field, an attack made with a firearm might audible from up to twice its normal audible distance.

Maintenance

Firearms are constructed with many mechanical parts, with some being more complex and more prone to degradation in use than others. A firearm's reliability die represents a host of factors that might impact the performance of the firearm.

A firearm's reliability die can be restored with maintenance. Maintenance is a light activity which takes 1 hour and requires the use of a gunsmith's kit and gun oil. A character can maintain, modify, and apply special oils to a number of firearms equal to their Dexterity modifier (minimum of 1) during this 1-hour period, and 1 gun oil is consumed for every firearm maintained.

At the end of this activity, any firearms the character chose to maintain have their reliability die restored to its highest value.

Underwater Shooting

A firearm suffers the normal penalties when used to make a ranged weapon attack underwater, unless the firearm is a mariner's carbine.

Firearms Table

Name	Cost	Damage	Weight	Properties
Simple Heavy Firearms	—	—	—	—
Demolisher	200 gp	2d4 fire	10 lb.	Ammunition (range 40/120), explosive (1d4 fire), reliability, reload (2), siege
Jet Blaster	150 gp	—	25 lb.	Ammunition (range 20/60), bulky, heavy, reliability, reload (3), special, two-handed
Recurve Bolter	125 gp	2d6 piercing	20 lb.	Ammunition (range 80/160), reliability, reload (4), two-handed
Simple Long Firearms	—	—	—	—
Dart Rifle	70 gp	1d6 piercing	6 lb.	Ammunition (range 60/180), reliability, reload (3), two-handed
Hunter's Rifle	110 gp	1d10 piercing	8 lb.	Ammunition (range 120/480), heavy, reliability, reload (2), two-handed
Light Carbine	85 gp	1d8 piercing	6 lb.	Ammunition (range 80/320), reliability, reload (4), two-handed
Simple Scatter Firearms	—	—	—	—
Blockbuster	175 gp	3d4 bludgeoning	10 lb.	Ammunition (range 20/60), bulky, heavy, reliability, reload (2), scatter, two-handed
Scattergun	125 gp	2d4 bludgeoning	8 lb.	Ammunition (range 30/90), reliability, reload (4), scatter, two-handed
Simple Small Firearms	—	—	—	—
Coat Pistol	25 gp	2 piercing	1 lb.	Ammunition (range 20/60), light, reliability, reload (2), special
Hammershot	100 gp	1d6 piercing	4 lb.	Ammunition (range 60/240), light, reliability, reload (6)
Messenger Pistol	110 gp	1d4 piercing	3 lb.	Ammunition (range 40/160), light, reliability, reload (5), repeating
Signal Gun	20 gp	1d4 fire	2 lb.	Ammunition (range 80/320), light, reliability, reload (2), special
Martial Heavy Firearms	—	—	—	—
Cyclone	1,500 gp	4d4 slashing	50 lb.	Ammunition (range 60/240), auto (4), bulky, burst (15ft. cube), heavy, reliability, reload (10), repeating, two-handed
Dragon Maw	1,000 gp	3d6 fire	50 lb.	Ammunition (range 30/30), bulky, burst (30ft. line), heavy, reliability, reload (6), two-handed
Thunder Cannon	750 gp	2d6 thunder	40 lb.	Ammunition (range 60/180), bulky, explosive (1d6 thunder), heavy, reliability, reload (4), siege, two-handed
Martial Long Firearms	—	—	—	—
Combat Rifle	300 gp	1d12 piercing	10 lb.	Ammunition (range 150/600), auto (3), heavy, reliability, reload (6), two-handed
Mariner's Carbine	175 gp	1d8 piercing	6 lb.	Ammunition (range 80/320), reliability, reload (5), two-handed
Overcharge Rifle	500 gp	2d10 piercing	20 lb.	Ammunition (range 500/2000), heavy, reliability, reload (1), two-handed
Repeating Carbine	275 gp	1d10 piercing	7 lb.	Ammunition (range 100/400), reliability, reload (5), repeating, two-handed
Martial Scatter Firearms	—	—	—	—
Scatter Pistol	150 gp	2d4 bludgeoning	5 lb.	Ammunition (range 20/60), bulky, light, reliability, reload (6), scatter
Shotbolt	275 gp	2d8 bludgeoning	10 lb.	Ammunition (range 60/180), heavy, reliability, reload (4), repeating, scatter, two-handed
War Drummer	350 gp	2d6 bludgeoning	12 lb.	Ammunition (range 30/90), auto (2), bulky, heavy, reliability, reload (5), scatter, two-handed
Martial Small Firearms	—	—	—	—
Arclight Gun	100 gp	1d8 lightning	2 lb.	Ammunition (range 30/90), light, reliability, reload (4), scatter, special
Hand Cannon	200 gp	2d6 piercing	5 lb.	Ammunition (range 80/320), bulky, light, reliability, reload (5)
Rapid Pistol	225 gp	2d4 piercing	4 lb.	Ammunition (range 50/200), auto (2), light, reliability, reload (8)
Tempest	275 gp	2d4 piercing	6 lb.	Ammunition (range 60/240), auto (3), reliability, reload (10), repeating, two-handed

Firearm Descriptions

The following firearm descriptions are intended to clarify the inspirations, purposes, and design of certain firearms.

Arclight Gun. A peculiar, small pistol that fires an arc of lightning that can spread to another nearby target.
Blockbuster. An almost comically cumbersome, high-recoil weapon that fires a devastating number of pellets.
Coat Pistol. A tiny, palm-sized pistol used for personal protection. It won't seriously injure, but it might deter.
Combat Rifle. A decently balanced rifle with a modest capacity, long range, and respectable damage.
Cyclone. A large, boxy weapon with many barrels that rotate when firing the cyclone's trademark barrage.
Dart Rifle. A modest rifle mostly used for pest control.
Demolisher. A portable bomb launcher.
Dragon Maw. Fueled by a tank, this weighty firearm projects either a bolt or line of fire.
Hammershot. A pistol featuring a revolving cylinder.
Hand Cannon. A beefy 'small' firearm capable of high damage.
Hunter's Rifle. An ordinary single-shot rifle.
Light Carbine. A standard carbine favored by bandits and guards alike.
Mariner's Carbine. A modified light carbine with specialized projectiles for underwater combat.
Messenger Pistol. An ordinary pistol with a stubby barrel and a small internal magazine.
Overcharge Rifle. An oversized rifle capable of extreme damage at extreme range.
Rapid Pistol. An advanced variant of the messenger pistol with a high rate of fire.
Recurve Bolter. A hybrid of bow and gun with high single-target damage.
Repeating Carbine. A carbine with an efficient loading mechanism.
Scattergun. A boxy firearm that fires a spread of pellets.
Scatter Pistol. A hand-held variant of the scattergun.
Shotbolt. A powerful firearm with compensated recoil.
Signal Gun. This bright-red pistol launches a flare.
Tempest. A compact, rapidly firing sub rifle.
Thunder Cannon. A shoulder-mounted cannon with a deafening payload.
War Drummer. A destructively fast firing firearm with high recoil.

Adventuring Gear

This section describes new items necessary for firearms.

Adventuring Gear

Item	Cost	Weight
Firearm Ammunition (20)	3 gp	2 lb.
Bandolier	2 gp	2 lb.
Gun Oil	1 gp	1/2 lb.

Bandolier. A bandolier can hold up to 40 shots worth of firearm ammunition within its pouches. In addition, it has two holsters; one on the hip and another on the back. The hip holster can hold 1 small firearm and the back holster can hold 1 long or scatter firearm.

Firearm Ammunition (20). Firearm ammunition is used with a firearm to make a ranged attack. Each time you attack with a firearm, the firearm expends one piece of ammunition. Rather than loading a firearm with one piece of ammunition at a time, a firearm has a reserve of ammunition, such as a magazine or battery, that must be reloaded when empty.

Gun Oil. This oil is necessary to perform maintenance on firearms and is consumed during the process. Using gun oil during maintenance restores a firearm's reliability to its original value.

Gunner's Pack

If you are buying your starting equipment, you can purchase a gunner's pack for the price shown, which might be cheaper than buying the items individually.

Gunner's Pack (45 gp). Includes a bandolier, a gunsmith's kit, a hooded lantern, a steel mirror, 40 shots of firearm ammunition, 4 pouches, 2 flasks of oil, 5 gun oil, 5 days of rations, a tinderbox, and a waterskin.

Tools

This section features the gunsmith's kit; a set of necessary tools and implements for properly managing and maintaining firearms.

Gunsmith's Kit

Type: Tool | Cost: 25 gp | Weight: 6 lb.

A necessary tool for any firearm wielder, a gunsmith's kit allows its owner to maintain, modify, and otherwise tinker with firearms.

Components. A gunsmith's kit includes metal files, scourers, cloths, polish, and precise implements used for deconstructing and reconstructing firearms.

Arcana, History. Your knowledge of firearms aids you in identifying the properties of magical firearms and mods or the history of such items.

Investigation. When you examine the scene of a gunfight, proficiency with a gunsmith's kit is useful for determining factors such as a shooter's position, the firearm they used, the type of ammunition that was shot, and the skill of a shooter.

Medicine. This tool proficiency grants additional insight whenever you treat anyone suffering from a gunshot wound, or when examining the corpse of a creature killed by a firearm.

Sabotage Armament. Your knowledge of a firearm's internal design enables you to sabotage them with ease. With a gunsmith's kit in hand, you can spend 1 minute tinkering with a firearm or a similar weapon, such as a cannon, to sabotage it. The sabotage is not immediately obvious unless a creature inspects the weapon. A sabotaged weapon cannot be used to make ranged weapon attacks until it is maintained or otherwise fixed.

Gunsmith's Kit

Activity	DC
Repair a broken or sabotaged simple firearm	10
Repair a broken or sabotaged martial firearm	15
Repair a broken or sabotaged piece of ordnance	20

Services

An adventurer might not have the proficiency or time required to maintain or otherwise manage their firearms. This section features the services that gunsmiths can offer, and a new service offered by armorers.

Armorer Services

With the advent of firearms, so came the advent of protective measures against firearms. Shotproof armor is one example of such measures. It reduces the impact of a projectile that hits its wearer.

Shotproof Armor

A piece of light armor can be made shotproof by an armorer for the cost of 100 gp. The process takes 1 workday to complete.

A creature wearing shotproof armor has immunity to piercing and slashing damage dealt by projectiles unless it takes an amount of damage from the projectile equal to or greater than 5, in which case the creature takes damage as normal.

Gunsmithing Services

Gunsmiths are masters of crafting ordnance. They can create devastating weapons and grant such weapons powerful boons in the form of mods or brands.

A gunsmith is also capable of maintaining firearms brought to them.

Branding

A gunsmith can brand a firearm, granting it the benefits of the chosen firearm brand. If the firearm already has a brand, a gunsmith can instead change that firearm's brand to a different one.

This process takes 1 workday to complete, and costs 25% of the normal cost of the firearm that is being branded.

Maintenance

A gunsmith can maintain a firearm for 10 gp with the use of a gunsmith's kit over the course of 10 minutes. Once a firearm is maintained, its reliability die is restored to its highest value.

A gunsmith is capable of attaching or detaching any number of mods from the firearm during this period, if requested to do so.

Trinkets

When you would roll on the Trinkets table found in the *Player's Handbook*, you can instead choose to roll on the Firearm Trinkets table below.

Firearm Trinkets

d10	Result
1	A piece of expended ammunition on a necklace
2	A cracked firearm scope
3	A tiny dark wood chest that holds one piece of ammunition
4	A grip of a small firearm, made of bone
5	A bit of folded cloth that when unfolded turns into a worn cattle-wrangler's hat.
6	A scrap of armor pierced by a piece of ammunition.
7	A small pouch filled ammunition primer compound that can't be ignited.
8	An advanced firearm component that fits no gun you've encountered before
9	A perfume vial filled with a clear liquid that smells strongly of gun smoke.
10	An old leather holster with a baroque-patterned silver inlay.

Firearm Options

The subsystems presented in this chapter are optional. Brands supply firearms with unique and flavorful benefits based on their manufacturer. The caliber system offers a deeper dive into ammunition. Mods and oils are more mechanically focused than brands, providing meaningful avenues for weapon customization and combat adaptation. Finally, firearm quality can provide an extra layer of depth to the reliability of firearms for those that desire it.

All of these systems can be used together, but it is advised to stick to three at most in the same campaign to avoid conflicting themes and a bloat of firearm rules and traits.

Although all of these subsystems are optional, mods and oils are considered to be the 'core' subsystems of this guide and are referenced throughout. They add a substantial amount of unique depth to the gameplay of a firearm wielding character.

Firearm Brands

Firearm brands function as small benefits that are thematically tied to certain purposes and designs.

This subsystem is a great way to expand the campaign setting by offering a thematic link between the world and a character's weaponry.

Firearm 'brands' suggest that firearms are common-place enough in the campaign world for manufacturers to be wide-spread and well-known. In campaign settings where this concept isn't thematically appropriate, brands can be thought of as designs, specialisations, or even cultural variants of gunsmithing.

When making your own firearm brand, focus on the brand as an entity within your world before anything mechanical; who is their market? How do they appeal to them? What do they offer that no one else does?

Once you find the answers, the next step is to assign thematically fitting traits and to decide whether or not this brand's firearms cost more or less than their normal cost.

A firearm can only belong to and benefit from one firearm brand. A firearm's brand is decided by the crafter when a firearm is crafted, or chosen by the DM when purchased. Some brands specialize in particular types of firearms, and those firearms are more likely to be found with that particular brand, and vice versa.

Awe & Sons

"Awe & Sons: Awesome"

Awe & Sons want to bring their explosive personality to all gunners. They have no particular specialization.

Firearms made by Awe & Sons cost 50% more than normal and gain the following benefit:

- This firearm gains the explosive property. If this firearm already has the explosive property, its explosive property gains an additional die of damage. Otherwise, a heavy firearm gains the explosive (2d4 fire) property, a long firearm or scatter firearm gains the explosive (1d6 fire) property, and a small firearm gains the explosive (1d4 fire) property.

Big Brain Incorporated

"Big Brains; Bigger Guns"

B.B.I caters to the spellcasters that desire a practical sidearm to complement their spells. They specialize in producing simple long and small firearms.

Firearms made by B.B.I cost their normal amount and gain the following benefit:

- This firearm can be used as a spellcasting focus. When the wielder uses this firearm as a spellcasting focus, the spell does not require verbal components, or material components without a listed cost.

Bunker Breaker

"Once a Bunker, Now a Crater; That's Bunker Breaker!"

Bunker Breaker believes that bigger always means better. They specialize in simple and martial heavy and scatter firearms, and are legendary for their penetrating overcharge rifles.

Firearms made by Bunker Breaker cost 25% more than normal and gain the following benefits:

- This firearm's ranged attacks deal additional damage to objects and structures equal to the wielder's proficiency bonus, so long as they are proficient with this firearm.
- This firearm's maximum reload score increases by 1.

Harrion Arms

"Everyone's Edge"

Harrion Arms want firearms to be accessible to common citizens. They specialize in manufacturing simple firearms, martial small firearms, and repeating carbines.

Firearms made by Harrion Arms cost their normal amount and gain the following benefit:

- If the wielder of this firearm is not proficient with this firearm, they gain a +2 bonus to ranged attack rolls made with it.

Hummingbird

"Never Stop"

Hummingbird cherishes speed above all else: this brand specializes in simple and martial long and small firearms.

Firearms made by Hummingbird cost 50% more than normal and gain the following benefits:

- This firearm gains the repeating property.
- The wielder of this firearm can reload this firearm as the free object interaction on their turn. This firearm must be maintained before the wielder can do so again.

Hunter-Killer

"All Pain, All Terrain"

Hunter-Killer knows the truth of wetwork: this brand specializes in simple and martial long, scatter, and small firearms.

Firearms made by Hunter-Killer cost 50% more than normal and gain the following benefits:

- This firearm doesn't lose reliability due to exposure to environmental factors.

- If a ranged attack made with this firearm deals damage to a creature, the wielder has advantage on Wisdom (Survival) checks made to track that creature for the next 10 minutes.

The Progress Company

"Ahead of the Curve"

The Progress Company lives to please every Progress Citizen. If a firearm can be sold, they make it.

Firearms made by The Progress Company cost twice their normal cost and gain the following benefits:

- This firearm loses the reliability property.
- This firearm can only expend Progress Company branded ammunition. The ammunition is considered to be magical, and it costs three times as much as normal ammunition.

The Shooter's Stock

"Keep Calm and Carry on Shooting"

The Shooter's Stock markets itself to the upper crust of society and claims that all nobles should carry suitably deadly protection. They specialize in simple and martial long, scatter, and small firearms.

Firearms made by The Shooter's Stock cost three times their normal cost and gain the following benefits:

- This firearm's reliability die is a d8.
- You suffer no disadvantage on ranged attack rolls made with this firearm due to reliability.

Vortex

"Get Sucked In"

Vortex have a simple saying; shoot more, kill more. They prefer to craft simple and martial long, scatter, and small firearms but are also well-known for their cyclones.

Firearms made by Vortex cost 25% more than normal and gain the following benefit:

- This firearm gains the auto (2) property. If this firearm already has the auto property, the number shown in parenthesis after its auto property increases by 2.

Whisper

"Don't Get Careless"

Whisper markets itself to the budding assassin need of an edge. They manufacture simple and martial long and small firearms.

Firearms made by Whisper cost 25% more than normal and gain the following benefits:

- Creatures have disadvantage on Wisdom (Perception) checks made to hear this firearm.
- Once per turn, you can draw or stow this firearm without it counting as the free object interaction on your turn.

The Young Junker

"Another One's Treasure"

The Young Junker recognizes that the average firearm is far too expensive for a regular citizen, and often far more advanced than what their needs require. They manufacture anything and everything they can cobble together from the donated and recycled components available to them.

Firearms made by The Young Junker cost half their normal cost and gain the following benefits:

- This firearm's reliability die is a d4.
- This firearm can still be reloaded while its reliability die equals 1.

Firearm Calibers

Typically, the firearms presented in this guide all use the same kind of ammunition, whether that be bullets or batteries.

However, for those looking for an extra dimension to firearm ammunition, there are calibers.

For the purpose of this system, 'caliber' can be interpreted as any distinction between different types of ammunition, whether it is used literally and is akin to modern bullets, or is adapted to the laser weaponry of a futuristic setting and is akin to batteries of different sizes and types.

This optional rule divides firearm ammunition into categories in an attempt to simulate differing calibers of ammunition.

The DM decides if ammunition is categorized by a firearm's type or its damage dice, as shown below. At the DM's discretion, firearms with the special property might require unique ammunition.

Damage-Based Calibers

Firearm ammunition is categorized by damage dice. Using this method, there are 5 types of ammunition: **d4**, **d6**, **d8**, **d10**, and **d12**. A firearm can only be loaded with ammunition of the appropriate damage die. For example, a firearm that deals 1d6 or 2d6 damage can only be loaded with d6 ammunition.

Type-Based Calibers

Firearm ammunition is divided into **heavy**, **long**, **scatter**, and **small**. Using this method, a firearm can only be loaded with ammunition of the same type. For example, a long firearm can only be loaded with long ammunition.

Firearm Mods & Oils

Firearm mods and oils provide player characters with a myriad of ways to customize their firearms to produce drastically different effects and playstyles.

Mods and oils are designed to be used in tandem, where mods allow player characters to construct their own magical weapons and oils acts as a more interesting alternative to magical ammunition.

A dungeon master can also use these systems to provide an NPC with a particularly unique, powerful, or otherwise interesting firearm.

Magical & Mundane

Some firearm mods and oils are mundane, while others are magical. A firearm mod or oil will state whether it is magical or not before its rarity.

Magical mods and oils cease to function while in an anti-magic field, dead magic zone, or similar effect, but they are not considered to be spells or spell effects.

Rarity & Cost

Like magic items, each mod and oil is assigned a rarity which indicates its rough power level as an individual component. Mods and oils also include a cost, listed after their rarity.

Firearm Mods

Beyond the fact that they are efficient and relatively easy to use, firearms are favoured due to their seemingly endless adaptability.

Firearm mods can be used as an alternative to magical firearms or in conjunction with them. If firearm mods are to be used alongside conventionally made magical firearms, it is recommended to add the following trait to such magical firearms to avoid bloat and balance issues:

- **Immutable.** Mods cannot be attached to this firearm.

Mods bestow interesting boons and abilities to firearms and turn an already effective firearm into a deadly machine. They range from simple and modest to grand and complex.

Attaching & Detaching Mods

A character can attach and detach a number of mods up to their Dexterity modifier over the course of 1 minute, or a character can attach and detach any number of mods to or from a firearm they are maintaining.

While a mod is attached, the firearm it is attached to gains the bonuses and traits written in the mod description. While a mod is detached, it is assumed to weigh 1 pound.

Attunement

A firearm with at least 1 magical mod of rare or higher rarity attached to it requires attunement to benefit from such mods when used. A firearm only requires one attunement slot, regardless of how many mods it has attached that require attunement.

Crafting Mods

For the purpose of crafting, an individual mod is considered to be a consumable, reducing the requirements to craft it. Crafting a mod requires smith's tools.

Mod Types

Mods are organized into several different types; **Barrel**, **frame**, **gear**, **receiver**, and **sight**. These mod types describe the function and placement of a particular mod on a firearm.

A firearm cannot have more than one of the same type of mod attached to it at once.

Common Mods

Bayonet

Mundane firearm gear, common, 4 gp

While this mod is attached to a firearm you cannot attach another gear mod to the firearm, and the firearm gains the following benefits:

- This firearm is treated as a dagger for the purposes of melee attacks made with it.

Enhanced Rail

Mundane firearm sight, common, 20 gp

While this mod is attached to a firearm you cannot attach another sight mod to the firearm, and the firearm gains the following benefits:

- This firearm's normal range increases by 10 feet.

Illuminator

Mundane firearm gear, common, 40 gp

While this mod is attached to a firearm you cannot attach another gear mod to the firearm, and the firearm gains the following benefits:

- While wielding this firearm, you can use a bonus action to activate or deactivate the illuminator. While active, it casts bright light in a 60-foot cone, and dim light for an additional 60 feet.

Knock-Out Barrel

Mundane firearm barrel, common, 50 gp

While this mod is attached to a firearm you cannot attach another barrel mod to the firearm, and the firearm gains the following benefits:

- When you reduce a creature to 0 hit points with a ranged weapon attack made with this firearm, the creature falls unconscious and is stable.

Sling

Mundane firearm gear, common, 2 gp

While this mod is attached to a firearm you cannot attach another gear mod to the firearm, and the firearm gains the following benefits:

- You cannot be forced to drop this firearm while you are wielding it.

Uncommon Mods

Arcane Receiver

Magical firearm receiver, uncommon, 400 gp

While this mod is attached to a firearm you cannot attach another receiver mod to the firearm, and the firearm gains the following benefits:

- This firearm counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Clarifier Scope

Mundane firearm sight, uncommon, 250 gp

While this mod is attached to a firearm you cannot attach another sight mod to the firearm, and the firearm gains the following benefits:

- While you are wielding this firearm, you suffer no disadvantage on Wisdom (Perception) checks that rely on sight due to the target being lightly obscured by nonmagical means, such as dim light or moderate foliage.

Double-Barrel
Mundane firearm barrel, uncommon, 200 gp

While this mod is attached to a firearm you cannot attach another barrel mod to the firearm, and the firearm gains the following benefits:

- Once per turn, when you make a ranged weapon attack with this firearm, you can make an additional attack at disadvantage, so long as this firearm has the ammunition to do so.

Hammerhead Choke
Mundane firearm barrel, uncommon, 250 gp

While this mod is attached to a firearm you cannot attach another barrel mod to the firearm, and the firearm gains the following benefits:

- This firearm's scatter property now effects an additional creature within 5 feet of the original target.

Light Build
Mundane firearm frame, uncommon, 150 gp

While this mod is attached to a firearm you cannot attach another frame mod to the firearm, and the firearm gains the following benefits:

- This firearm loses the heavy property if it has it, or gains the light property if it lacked the heavy property.
- A firearm with this mod attached cannot benefit from a sight mod.

Suppressor
Mundane firearm barrel, uncommon, 200 gp

While this mod is attached to a firearm you cannot attach another barrel mod to the firearm, and the firearm gains the following benefits:

- The audible distance of this firearm's ranged weapon attacks is reduced to 30 feet.
- When you are hidden from a creature beyond 30 feet and miss it with a ranged weapon attack, making the attack doesn't reveal your position.

Rare Mods

Arcane Receiver (+1)
Magical firearm receiver, rare, 800 gp

While this mod is attached to a firearm you cannot attach another receiver mod to the firearm, and the firearm gains the following benefits while you are attuned to it:

- This firearm is magical, and you gain a +1 bonus to attack and damage rolls made with it.

Bipod
Mundane firearm gear, rare, 300 gp

While this mod is attached to a firearm you cannot attach another gear mod to the firearm, and the firearm gains the following benefits:

- While you are prone or behind suitable horizontal half cover such as a table or half-wall, you gain a +2 bonus to ranged attack rolls made with this firearm.

Expanded Magazine
Mundane firearm frame, rare, 600 gp

While this mod is attached to a firearm you cannot attach another frame mod to the firearm, and the firearm gains the following benefits:

- This firearm gains a +2 bonus to its maximum reload score.

Proofed Casing
Mundane firearm frame, rare, 400 gp

While this mod is attached to a firearm you cannot attach another frame mod to the firearm, and the firearm gains the following benefits:

- This firearm no longer loses reliability due to being exposed to environmental factors.

Tech-Scope
Mundane firearm sight, rare, 750 gp

While this mod is attached to a firearm you cannot attach another sight mod to the firearm, and the firearm gains the following benefits:

- While you are wielding this firearm, your maximum visibility (as described on p.243 of the *Dungeon Master's Guide*) is doubled.
- You suffer no disadvantage on ranged attack rolls made with this firearm due to long range.

Very Rare Mods

Arcane Receiver (+2)
Magical firearm receiver, very rare, 1,600 gp

While this mod is attached to a firearm you cannot attach another receiver mod to the firearm, and the firearm gains the following benefits while you are attuned to it:

- This firearm is magical, and you gain a +2 bonus to attack and damage rolls made with it.

Hex-Breaker Rifling
Magical firearm barrel, very rare, 2,000 gp

While this mod is attached to a firearm you cannot attach another barrel mod to the firearm, and the firearm gains the following benefits while you are attuned to it:

- When you hit a creature with a ranged attack made with this firearm, you can choose to end one spell of 3rd level or lower on the target. Once this property is used, it can't be used again until this firearm is maintained.
- If damage from a ranged attack made with this firearm would force a creature to make a concentration saving throw, it has disadvantage on the saving throw.

Oil Tank
Magical firearm gear, very rare, 1,000 gp

While this mod is attached to a firearm you cannot attach another gear mod to the firearm, and the firearm gains the following benefits while you are attuned to it:

- This firearm can benefit from the effects of two oils at once. It cannot benefit from the same oil twice.

Seeker Scope
Magical firearm sight, very rare, 2,500 gp

While this mod is attached to a firearm you cannot attach another sight mod to the firearm, and the firearm gains the following benefits while you are attuned to it:

- You suffer no disadvantage on ranged attack rolls made with this firearm due to a target being lightly obscured.
- Ranged weapon attacks made with this firearm ignore half cover and three-quarters cover.

Spell Sink
Magical firearm frame, very rare, 1,500 gp

While this mod is attached to a firearm you cannot attach another frame mod to the firearm, and the firearm gains the following benefits while you are attuned to it:

- Whenever a spell of 1st level or higher is cast within 60 feet of you while you are wielding this firearm, it gains a bonus to its current reload score equal to the spell level.

Legendary Mods

Arcane Receiver (+3)
Magical firearm receiver, legendary, 3,200 gp

While this mod is attached to a firearm you cannot attach another receiver mod to the firearm, and the firearm gains the following benefits while you are attuned to it:

- This firearm is magical, and you gain a +3 bonus to attack and damage rolls made with it.

Devil Scope
Magical firearm sight, legendary, 8,000 gp

While this mod is attached to a firearm you cannot attach another sight mod to the firearm, and the firearm gains the following benefits while you are attuned to it:

- You suffer no disadvantage on ranged attack rolls made with this firearm due to the target being lightly obscured or heavily obscured by any means, or due to the target being invisible, so long as they are not hidden from you.

Masterwork Build
Mundane firearm frame, legendary, 7,500 gp

While this mod is attached to a firearm you cannot attach another frame mod to the firearm, and the firearm gains the following benefits:

- This firearm can no longer lose reliability for any reason.
- This firearm gains a damage threshold (20) for the purpose of attacks made to destroy it.

Prismatic Focuser
Magical firearm gear, legendary, 6,000 gp

While this mod is attached to a firearm you cannot attach another gear mod to the firearm, and the firearm gains the following benefits:

- As a bonus action while wielding this firearm, you can change its damage type to one of the following types, or back to its original damage type: acid, cold, fire, lightning, necrotic, poison, radiant.

Volcanic Rifling
Magical firearm barrel, legendary, 10,000 gp

While this mod is attached to a firearm you cannot attach another barrel mod to the firearm, and the firearm gains the following benefits:

- This firearm gains the explosive (2d6 fire) property. If the firearm already had the explosive property, its damage instead increases by two damage dice.

Firearm Oils

Oils are like potions for firearms. This is an alternative to traditional magic ammunition and is particularly useful if firearms in the campaign setting have ammunition that is separate from the projectile they shoot, such as a battery-powered firearm that fires lasers.

If magical ammunition is preferred, oils can easily be adapted. Many of the oil effects listed in this section, particularly those that apply an effect or additional damage on a hit, can be converted to function as magical ammunition and sold for the same price as a bundle of 20.

Applying Oils

An oil can be applied to a firearm during maintenance, or during a separate 10-minute period, by using a gunsmith's kit. A firearm can only benefit from one oil at a time. If a second oil is applied to a firearm, the first oil applied fades.

Once applied, an oil lasts for 24 hours or until the firearm's reliability die equals 1, whichever occurs first.

Brewing Oils

For the purpose of crafting, oils are considered to be consumables. Brewing an oil requires alchemist's supplies.

Common Oils

Peacemaker Oil
Mundane firearm oil, common, 10 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- When you reduce a creature to 0 hit points with a ranged weapon attack made with this firearm, the creature falls unconscious and is stable.

Oil of Walloping
Mundane firearm oil, common, 50 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- A creature hit by a ranged weapon attack made with this firearm must succeed on a DC 10 Strength saving throw or be knocked prone.

Silversteam Oil
Mundane firearm oil, common, 100 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit.

While applied, a firearm gains the following benefits for the duration:

- This firearm's projectiles are considered to be silvered for the purpose of overcoming resistance and immunity to non-silvered attacks and damage.

Uncommon Oils

Arcane Oil
Magical firearm oil, uncommon, 200 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- This firearm's projectiles are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Cold-Resistant Oil
Mundane firearm oil, uncommon, 75 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- This firearm cannot lose reliability due to low temperatures and cold weather.

Heat-Resistant Oil
Mundane firearm oil, uncommon, 75 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- This firearm cannot lose reliability due to high temperatures and hot weather.

Oil of Silence
Magical firearm oil, uncommon, 100 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- Ranged weapon attacks made with this firearm are silent.

Waterproofing Oil
Mundane firearm oil, uncommon, 75 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- This firearm cannot lose reliability due to being submerged in water.

Rare Oils

Arcane Oil (+1)
Magical firearm oil, rare, 400 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- This firearm's projectiles are magical, and you gain a +1 bonus to attack and damage rolls made with them.

Desecrated Oil
Magical firearm oil, rare, 200 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- Ranged weapon attacks made with this firearm deal an additional 1d6 necrotic damage to celestials.

Elemental Oil
Magical firearm oil, rare, 300 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- Ranged weapon attacks made with this firearm deal an additional 1d4 damage. Elemental oil can be found with the following damage types: acid, cold, fire, lightning, or poison.

Hallowed Oil
Magical firearm oil, rare, 250 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- Ranged weapon attacks made with this firearm deal an additional 1d6 radiant damage to fiends and undead.

Oil of Supreme Proofing
Mundane firearm oil, rare, 175 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- This firearm cannot lose reliability due to being submerged in water.

Tracer Oil
Magical firearm oil, rare, 300 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- When a creature takes damage from a projectile fired by this firearm, it sheds dim light in a 10-foot radius and can't benefit from being invisible until the start of your next turn.

Very Rare Oils

Arcane Oil (+2)

Magical firearm oil, very rare, 750 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- This firearm's projectiles are magical, and you gain a +2 bonus to attack and damage rolls made with them.

Blessed Oil

Magical firearm oil, very rare, 750 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- When you hit a creature with a ranged weapon attack made with this firearm, the target takes no damage and instead regains hit points equal to half of the damage it would have taken.

Cursed Oil

Magical firearm oil, very rare, 400 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- When you damage a creature with an attack using this firearm, the target can't regain hit points until the start of your next turn.

Ricochet Oil

Magical firearm oil, very rare, 500 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- When you make a ranged attack roll with this firearm and miss, you can reroll the attack roll against a different target within 30 feet of the original target.

Vicious Oil

Magical firearm oil, very rare, 300 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- When you roll a 20 on your attack roll with this firearm, the target takes an extra 7 damage of the firearm's damage type.

Legendary Oils

Arcane Oil (+3)

Magical firearm rare, legendary, 1,250 gp

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- This firearm's projectiles are magical, and you gain a +3 bonus to attack and damage rolls made with them.

Oil of Slaying

Magical firearm rare, legendary, 3,000 gp

An oil of slaying has been brewed with the express purpose of slaying a particular kind of creature. Some are more focused than others; for example, there are both oils of giant slaying and oils of storm giant slaying.

This oil can be applied to a firearm during maintenance or a separate 10-minute period by using a gunsmith's kit. While applied, a firearm gains the following benefits for the duration:

- If a creature belonging to the type, race, or group associated with the oil of slaying applied to this firearm takes damage from a ranged weapon attack made with this firearm, it must succeed on a DC 17 Constitution saving throw, taking an extra 2d8 damage of the firearm's damage type on a failed save, or half as much on a successful one.

Firearm Quality

This optional rule is a great way to expand upon the differences in quality that reliability cannot reach. A firearm scavenged from a dungeon or battlefield will likely be broken or heavily damaged, whereas a firearm crafted by the finest gunsmith in the country is likely to be of a far higher quality and in pristine condition. Using this rule, firearms come in four different qualities:

Broken

A broken firearm cannot be used until it has been repaired. Firearms of this quality are worth a quarter of their normal cost.

A creature can attempt to repair a broken firearm with a gunsmith's kit over the course of an hour as a light activity. At the end of the hour, the creature must make a Dexterity (Gunsmith's Kit) check, the DC of which is 10 if it is a simple firearm, or 15 if it is a martial firearm.

On a success, the firearm is now of poor quality instead of broken. On a failed check, the firearm breaks permanently and is considered to be worthless.

Poor Quality

A firearm of poor quality malfunctions when a 1 is rolled on a ranged attack roll made with it. Firearms of this quality are worth half their normal cost.

When a firearm malfunctions, it cannot be used to make further ranged weapon attacks until a creature wielding it uses an Action to fix it.

Average Quality

Average quality firearms function as normal, with no further benefits or flaws, and are worth their normal cost.

Premium Quality

A firearm of premium quality does not automatically miss when a 1 is rolled on a ranged attack roll made with it. Firearms of this quality are worth twice their normal cost.

Appendices

These appendices contain new magic items and an improvement available for crossbows of any type.

Appendix A: Magic Items

This appendix contains several new magic items inspired by the *Locked & Loaded* system.

Duergar Gunner Hat

Wondrous item, rare (requires attunement)

This wide-brimmed and tall leather hat sports a creased crown and rolled brim in a purple-grey hue. While wearing this hat, you gain the following benefits:

- If you have the Sunlight Sensitivity trait, you are unaffected by the trait.
- You have proficiency with simple firearms and martial firearms.
- You have advantage on Wisdom (Insight) checks made to discern lies and omissions.
- You can speak, read, and write Undercommon.

In addition, while attuned to the hat, you have a 50 percent chance each day at dawn of growing a full handlebar moustache. If you already have a moustache, it becomes styled as a handlebar moustache and grows visibly thicker.

Efficient Bandolier

Wondrous item, uncommon

This bandolier can contain up to 60 shots worth of firearm ammunition and one firearm of each type (heavy, long, scatter, and small) within an extradimensional space. The bandolier never weighs more than 2 pounds.

You can draw any item the bandolier contains as if doing so from a regular bandolier or holster.

Holster of Holding

Wondrous item, uncommon (requires attunement)

This holster contains an extradimensional space that can hold up to three ranged weapons.

While attuned to the holster and wearing it, you can use an action to link it to a ranged weapon that weighs no more than 15 pounds that you are currently holding. Once linked, the weapon is deposited within the extradimensional space. A linked weapon returns to the extradimensional space if it is ever further than 30 feet away from you for 1 minute. The holster never weighs more than 2 pounds.

You can break a weapon's link as an action. If you link a fourth weapon to the holster, another weapon of your choice loses its link. If a weapon's link is broken while it is stored within the extradimensional space, it is deposited to an unoccupied space within 5 feet of the holster.

You can use a bonus action on your turn to draw or stow a linked weapon from or to the extradimensional space. If you draw or stow a weapon with the light property, you can draw or stow an additional weapon with the light property.

Pocket Dragon

Wondrous item, common

This tiny metal object is rectangular in shape and has a cap at one end that can be opened. When opened, the pocket dragon produces a tiny magical flame that harms neither you nor your equipment. The flame sheds bright light in a 5-foot radius and dim light for an additional 5 feet. The flame disappears immediately if the cap is closed.

While the cap is open, you can use an action to light one flammable object on fire. If the object is exposed to fuel, such as oil, you can light it on fire as a bonus action, instead of an action as normal.

Scabbard of Holding

Wondrous item, uncommon (requires attunement)

This scabbard contains an extradimensional space that can hold up to three melee weapons.

While attuned to the scabbard and wearing it, you can use an action to link it to a melee weapon that weighs no more than 15 pounds that you are currently holding. Once linked, the weapon is deposited within the extradimensional space. A linked weapon returns to the extradimensional space if it is ever further than 30 feet away from you for 1 minute. The scabbard never weighs more than 2 pounds.

You can break a weapon's link as an action. If you link a fourth weapon to the scabbard, another weapon of your choice loses its link. If a weapon's link is broken while it is stored within the extradimensional space, it is deposited to an unoccupied space within 5 feet of the scabbard.

You can use a bonus action on your turn to draw or stow a linked weapon from or to the extradimensional space. If you draw or stow a weapon with the light property, you can draw or stow an additional weapon with the light property.

Appendix B: Repeating Crossbows

While firearms are powerful weapons, some may still favor the more conventional crossbow. Due to the technological advances of firearms, crossbows can utilize special mechanisms that increase their efficiency.

You can turn a hand crossbow, light crossbow, or heavy crossbow into a repeating crossbow of that type by following the steps below:

- The weapon's gold cost increases by 50%.
- The weapon loses the loading property.
- The weapon gains the reload property. A hand crossbow can make 8 shots, a light crossbow can make 6, and a heavy crossbow can make 4 shots.
- The weapon gains the repeating property.
- The weapon is considered to be a martial weapon if it wasn't already.

Reload Your Loadout

Locked & Loaded is the essential and comprehensive firearm guide for the world's greatest roleplaying game. It contains rules for using firearms, a variety of optional subsystems to make them your own, advice for introducing firearms into your campaign, and a plethora of character options such as backgrounds, feats, subclasses, and much more.

Use this guide to implement exciting new weapons into your campaign and utilize them to their full extent.