tribality

5e

GUNFIGHTER CLASS
FOR FIFTH EDITION

CREATED BY
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The gunfighter is an accurate and deadly ranged attacker of the Wild West, who will use revolvers, or a rifle to attack from a distance. He will quickly draw out his weapons and make several rapid successive shots at a blinding rate of speed.

When up close combat occurs, he sometimes will rely upon his trusty knife hiding in his boot to take out close combatants, or even the butt of his gun used as a club when necessary. His accuracy with his firearms makes him deadly.

THE WILD WEST

Your world may be filled with gunfighters battling in the Wild West so firearms are commonplace, or perhaps your world is filled with a select few that have learned the chemistry behind firearms. Either way the gunfighter is rare among the law abiding citizens of the world. They have the ability to craft weapons and ammunition of their own, face down deadly encounters with bravado, and kill without a second thought with a quick pull of a trigger. The world of the Gunfighter can be full of greed and deception, a lawless world that has bred the gunfighter to settle differences with a squeeze of a trigger, and to constantly look over his shoulder for enemies

CREATING A GUNFIGHTER

The world of the Gunfighter is the deadly Wild West, where a well placed single bullet can end a man's life quickly and violently. The world that you play in can easily be mixed with zombies, giants, ogres, or dragons.

Being able to kill zombies with a barrage of holy bullets, or trying to take out a hobgoblin with a rifle from 500 yards is awesome!.

QUICK BUILD

You can make a gunfighter quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by Intelligence. Second, choose the folk hero background.

THE GUNFIGHTER		
LVL	PROFIENCY BONUS	FEATURES
1	+2	Gunfighting Style, Crafting
2	+2	Action Surge, Danger Sense
3	+2	Gunfighter Path
4	+2	Ability Score improvement
5	+3	Reload
6	+3	Trick Shot
7	+3	Gunfighter Path Feature
8	+3	Ability Score improvement
9	+4	Loaded Shot
10	+4	Gunfighter Path Feature
11	+4	Quick Shot
12	+4	Ability Score improvement
13	+5	Improved Crafting
14	+5	Ability Score improvement
15	+5	Gunfighter Path Feature
16	+5	Ability Score improvement
17	+6	Evasion
18	+6	Gunfighter Path Feature
19	+6	Ability Score Improvement
20	+6	Foe Slayer

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As a gunslinger, you gain the following features

CLASS FEATURES

HIT POINTS

Hit Die: 1d10 per gunfighter level
Hit Points: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (6) + your Constitution modifier

PROFICIENCIES

Armor: None
Weapons: Simple weapons, firearms
Tools: Vehicles (land), smith's tools
Saving Throws: Dexterity, Intelligence
Skills: Choose two: Animal Handling, Deception, Insight, Investigate, Perception, Sleight of Hand, and Stealth.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background (if necessary, convert gold pieces to dollars at a rate of 5 GP = $1)

- Riding Horse with bit and bridle, pads, riding saddle, and saddlebags
- Pistol with 100 rounds of ammunition and single-gun holster & gun belt
- Explorer's Pack
- (a) dagger or (b) handaxe

If you choose to purchase items on your own, then starting wealth would be $100 plus 1d4 x $10. Horses are more expensive in the Wild West, and their costs vary by condition: Poor - $20.00, Fair - $50, Good - $100, Excellent - $150. You can purchase a mule for $20 and oxen for $25

GUNFIGHTING STYLE

You have a specific style that you've learned as your specialty when you use your firearms. Choose one of the following options, and you cannot take one more than once, even if you get to choose again.

CLOSE QUARTERS

You have trained yourself for close combat with the shotgun. When you are five feet from an enemy, you do not have disadvantage when attacking with the shotgun. You also can make a melee attack with your shotgun as a bonus action after firing the shotgun. Treat the shotgun as a club for the melee attack.

DOUBLE PISTOL FIGHTING

You are able to use each hand to hold a pistol or revolver. You can treat the weapons as light, and take advantage of two weapon fighting with them.

DUELING

When you have a single ranged weapon in hand, and no other weapons, you add your Intelligence ability modifier to the attack roll and damage.

LONG DISTANCE SHOOTING

When you are firing with a rifle at a creature that is over 90 feet away, you don't gain disadvantage for firing at long range. Also you gain your Intelligence ability modifier as bonus to hit your target.

FAST DRAW

You gain advantage on your first attack every combat and you cannot be surprised.

CRAFTING

Starting at 1st level, the gunfighter has the crafting ability with firearms. Firearms have to be crafted, maintained and sometimes repaired, and that requires the gunfighter to spend time and money. Crafting takes material costs, skill proficiency, a crafting place, and time. Dependant on the setting that you use, this may only be necessary for special ammunition, or remote locations.

MATERIAL COST & MAINTENANCE

The material costs for crafting firearms follow the rules for crafting in Chapter 8 of the player's guide where you can craft $1.00 of item's market value in one day during downtime. Spending half the items value in material, and maintaining your lifestyle costs during that period of time. Use a conversion rate of 5 gold pieces for every dollar.

Ammunition is not universal, and each type of weapon requires its own type of bullet to be used. Ammunition has to be purchased from a specific vendor determined by your Game Master, or found in caches in reserves. You learn to craft ammunition at higher levels.

Once crafted, the weapon needs to be maintained, cleaned and oiled while being carried by the Gunfighter. Each day, during a long rest the player must spend a minimum of 1 hour cleaning and maintaining the firearms carried. If not, then the Broken condition automatically happens on a natural roll of 1 or 2 when the firearms is used.

Optionally:

If your GM allows, you can craft 1x your intelligence modifier per day in ammunition for one weapon type.

The maximum firearms that can be maintained in good working order at time for a Gunfighter is dependant on their intelligence modifier e.g. a 14 Intelligence gives the Gunfighter the ability to maintain 2 firearms in good working order.

Ammunition. The ammunition of a the firearm is destroyed upon use and has the specified range created by the weapon.

Broken. When a critical miss is made with a firearm, there is the possibility of jamming or mechanical failure. Roll an Intelligence save against a DC 10 to quickly correct the problem, on a failed save the firearm gains the Broken property until repaired. When the firearm has the broken property, it has disadvantage on attack rolls until time is spent repairing the firearm.

Focus. When firing a weapon that requires focus, an action is required to be spent sighting, and reading the weapon. The weapon focus sets movement to 0 ft. The weapon can then be fired the next turn, and normal movement can resume afterwards.

Loud. All Firearms make a thunderous boom that can be heard from 400 yards away. Creatures that are 100 yards away, can detect the direction of the gunfire.

Reload. Each firearm holds a different amount of ammunition, and has to be reloaded by using an action during combat.

Spread. With the spread property, more than one creature or object can be affected by the firearm. Any adjacent creature to the target makes a Dexterity save and on a failed save takes 1d4 piercing damage. [DC of 8 + Intelligence modifier + your proficiency bonus]

FIREARMS & EQUIPMENT

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Single Action Revolver	$28.00	2d6 piercing	3 lb	Ammunition (range 45/120) Reload (6 shots)
Repeating Rifle	$25.00	2d10 piercing	8 lb	Ammunition (range 90/900), reload (7 shots), two-handed
Shotgun (double barrel)	$30.00	2d8 piercing	7 lb	Ammunition (range 30/90), reload (2 Shots), spread, two-handed
Buffalo Rifle	$42.00	4d10 piercing	7 lb	Ammunition (range 180/1500), reload, two-handed, focus
Ammunition	$2.00	-	4 lb	Box with a quantity of 100 bullets (except shotguns)
Ammunition	$1.50	-	1 lb	Box of 25 shotgun shells
Holster & Gun Belt	$3.00	-	-	-
Rifle Sheath	$2.00	-	-	-
Dynamite	$6.00	*special	1 lb	Box of 12 sticks

*Dynamite can be thrown up to 45 feet plus 5 feet for each point of Strength bonus, and any creature that is next to the point that the dynamite lands when it explodes must make a dexterity saving throw versus 10. On a failure they take 4d6 bludgeoning damage and only half on a success. Additional sticks of dynamite added to the explosion cause an additional 1d6 damage and the blast radiance to increase by 5 feet.

ACTION SURGE
Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action. Once you use this feature, you must finish a short or long rest before you can use it again.

DANGER SENSE
Starting at 2nd level, you also gain the uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on savings throws that require Dexterity against effects that you can see, such as traps and spells.

GUNFIGHTER PATH
At 3rd level, you choose a path that you strive to emulate in your gun fighting . The path that you choose grants you features at 3rd level and again at 7th, 10th, 15th and 18th level.

ABILITY SCORE IMPROVEMENT
When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase an ability score of your choice by 2, or your can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

RELOAD
Starting at 5th level, you learn to quickly load your firearms with which you are proficient. You can reload one firearm as a bonus action.

TRICK SHOT
At 6th level, when you hit a target, you are able to attempt a ranged Disarm attempt as long as the target is within the first range increment of the ranged weapon. The target makes a Strength Saving throw against a DC of 8 + Intelligence modifier + your proficiency bonus. On a failed save, the target drops the object you choose. The object lands at 5 feet in a direction you choose. You can perform this once per short rest.

LOADED SHOT

Starting at 9th level, the ammunition that you have can be modified and is able to take on additional properties and is considered magic for game purposes. You can modify bullets during a long rest, and only one property can be added to each bullet. Once a bullet has been infused with these properties it is permanent. You can carry a maximum of 12 loaded shot bullets at any given time. The following infused properties can be added by you to ammunition:

- **Cold:** +1d6 cold damage
- **Fire:** +1d6 fire damage
- **Acid:** +1d6 acid damage

QUICK SHOT

Starting at 11th level, you are able to make an Attack action twice, instead of once.

IMPROVED CRAFTING

Starting at 13th level, you have learned to craft ammunition in limited quantities. You can spend time during a long rest to craft 2 x Your Intelligence Modifier of bullets.

EVASION

Starting at 17th level, you can nimbly dodge out of the way of certain area effects. 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. If you fail you only take half damage.

FOE SLAYER

Starting at 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against your enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

GUNFIGHTER PATH

The Gunfighter has many faces, the Good, the Bad and the Ugly. The path you choose will determine your destiny in this world. Choose a path from Bounty Hunter, Desperado, or Lone Ranger.

BOUNTY HUNTER

BOUNTIES MARK

Starting at 3rd Level, a bounty hunter can set a creature as their mark. As a free action you choose a creature you can see within range and focus on it as your mark. You then have advantage on any Intelligence (Investigate) or Wisdom (Perception) check you make try and find the mark in the future. The bounty hunter gains a +2 bonus to hit against their current mark. The Bounty hunter can not use this ability again against another creature until their previous mark is either dead or captured, or if the bounty hunter takes a long rest The maximum number of different marked creatures that the gunfighter can make in a day is determined by his Intelligence modifier.

BOUNTIES QUARRY

At 7th level, the bounty hunter is able to guess what their bounty is going to do before they do, sensing weakness so that on a successful hit deals an additional 1d6 points of damage to the bounty hunters current mark, damage scales to 2d6 at level 15.

PATCH JOB

At 10th level, the bounty hunter is used to looking after himself. As a bonus action the bounty hunter can heal himself for 1d10 + current gunfighter level. Once the bounty hunter uses this feature they must finish a short or long rest before they can use it again.

FREEZE

At 15th level, the bounty hunter can fire a shot that paralyzes his mark, The mark makes Constitution save (DC 8 + your proficiency bonus + your dexterity

bonus), save ends. If the mark is hit, then the creature makes a Constituion saving throw (DC 8 + your proficiency bonus + your dexterity bonus) and on a failure suffers the paralyzed condition. A successful saving throw on subsequent turns ends the condition.

DEAD OR ALIVE

The bounty hunter always collects his bounty, dead or alive. Starting at 18th level once per day you can choose a target creature to kill. When you attack and hit that creature, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). Creatures that are affected by Wing 'em are at a disadvantage on this save. On a failed save, double the damage of your attack against the creature

DESPERADO

CUNNING ACTION

Starting at 3rd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

SNEAK ATTACK

At 7th level, you are able to add sneak attack bonus with your damage using your firearms when you have advantage or hit with a critical. This bonus starts at 1d6 at 7th level, 2d6 at 11th, 3d6 at 15th, and 4d6 at 19th level.

UNCANNY DODGE

Starting at 10th level, when an attacker that can see you hits you with an attack, you can use your reaction to halve the attack's damage against you.

VANISH

Starting at 15th level, you can use Stealth at advantage when you take the Hide action during combat on your turn. You gain expert proficiency in stealth.

UNEARTHLY DODGE

When you reach 18th level, you reflexes are so acute, that no attack roll against you can have advantage. If you are hit, you may take a reaction to make an Attack against the attack that hit you

LONE RANGER

NATURAL TRACKER

Starting at 3rd Level, you possess almost supernaturally keen senses and a deep appreciation for the untamed wilderness. With your knowledge of the natural world, you are able to track enemies through nearly any landscape, using the smallest clue to set your course, even sometimes the calls and songs of beasts and birds. You choose a creature you can see within range and focus on it as your quarry. You have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it.

IMPROVED CRITICAL

At 7th level, an attack roll of 19 or 20 will score a critical hit.

ADDITIONAL FIGHTING STYLE

At 10th level, add another fighting style

STUN ATTACK

Starting at level 15th when you hit with one of your attacks you can attempt a stunning strike. The target must succeed on a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or be stunned until the end of your next turn. This effect only affects one creature once, and does not stack.

VIGILANTE

You seek and deal out vengeance and retribution for the helpless. Starting at 18th level once per day you can choose a target creature to take out of commission. When you attack and hit that creature, it must make a Constitution saving throw against a DC (8 + your Dexterity modifier + your Intelligence modifier + your proficiency bonus). On a failed save, the creature begins to bleed uncontrollably taking 1 level of exhaustion.