

FUSILIST FOR 5E D&D

(ARTIFICER SPECIALIST)

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FUSILIST (ARTIFICER SPECIALIST)

F is a master of engineering and practiced crack shot, you forge a firearm powered by a combination of science and magic. A force to be reckoned with on the battlefield, the fusilist is a daring and brilliant specialist that relies on their use of firearms and quick wit to overcome foes.

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with smith's tools and woodcarver's tools, assuming you don't already have them. You also gain smith's tools and woodcarver's tools for free—the result of tinkering you've done as you've prepared for this specialization.

In addition, you gain the ability to use firearms as spellcasting focuses for your artificer spells.

Crafting. If you craft a magic item in the weapon category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

FUSILIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Fusilist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

FUSILIST SPELLS

Artificer Level	Spell
3rd	<i>hail of thorns, magic missile</i>
5th	<i>cordon of arrows, find traps</i>
9th	<i>conjure barrage, lightning arrow</i>
13th	<i>death ward, elemental bane</i>
17th	<i>conjure volley, swift quiver</i>

THUNDER CANNON

At 3rd level, you forge a deadly firearm using a combination of arcane magic and your knowledge of engineering and metallurgy. This firearm is called a Thunder Cannon and it is considered magical for the purposes of overcoming resistance to nonmagical damage and for using your Arcane Armament feature.

The Thunder Cannon is a ferocious weapon that fires leaden pieces of ammunition that can punch through armor with ease. This ammunition can be purchased or forged at a base cost of 5 gp per 20 pieces.

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

If you lose your Thunder Cannon, you can create a new one over the course of a long rest by using your smith's tools and expending 300 gp worth of metal and other raw materials.

OPTIONAL RULE: MISFIRE

If you are using a firearm ruleset including the Misfire property, the thunder cannon has a Misfire score of 2.

Additionally, instead of making a repair check with your tinker's tools to repair your Thunder Cannon after a misfire, you can simply cast *mending* to repair the firearm without fail.

ARCANE MAGAZINE

At 6th level, you craft a special leather quiver used to carry your tools and ammunition for your firearms. Your Arcane Magazine includes the powders, metal, and other materials needed to keep your firearms functioning.

You can use the Arcane Magazine to produce a certain amount of ammunition for your firearms. At the end of each long rest, you can magically produce and store up to 40 rounds of ammunition in this magazine. After each short rest, you can produce and store up to 10 rounds.

The Arcane Magazine provides only enough pieces of ammo at any given time to replenish the supply up to its maximum capacity of 40, so you cannot accumulate ammunition indefinitely.

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

VERSATILE MODIFICATIONS

Starting at 14th level, you have made major developments on your Thunder Cannon that allow it to make a variety of special attacks. As an action, select one of the following types of special attacks to make:

Thunder Monger. You channel the thunderous blowback of your weapon back into itself, increasing the power of the next shot. Make an attack roll with your Thunder Cannon, you deal an extra 6d6 thunder damage on a hit.

Blast Wave. You reroute the forceful kickback of your Thunder Cannon into a potent form of attack. Rather than making an attack roll, you unleash force energy in a 15-foot cone from the firearm. Each creature in that area must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d6 force damage and is pushed 10 feet away from you.

Piercing Shot. You tap into the arcane nature of your weapon to amplify the stopping power of your Thunder Cannon, allowing it to shoot through multiple targets by drawing on the power of lightning. Rather than making an attack roll, you cause the gun to unleash a bolt of lightning, 5-foot wide and 30-foot long. Each creature in that area must make Dexterity saving throws with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d6 lightning damage.

Explosive Round You channel a fiery and destructive energy into your Thunder Cannon. Rather than making an attack roll, you launch an explosive round from the gun. The round detonates in a 30-foot radius sphere at a point within range. Each creature in that area must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d6 fire damage.

You may use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a short or long rest.