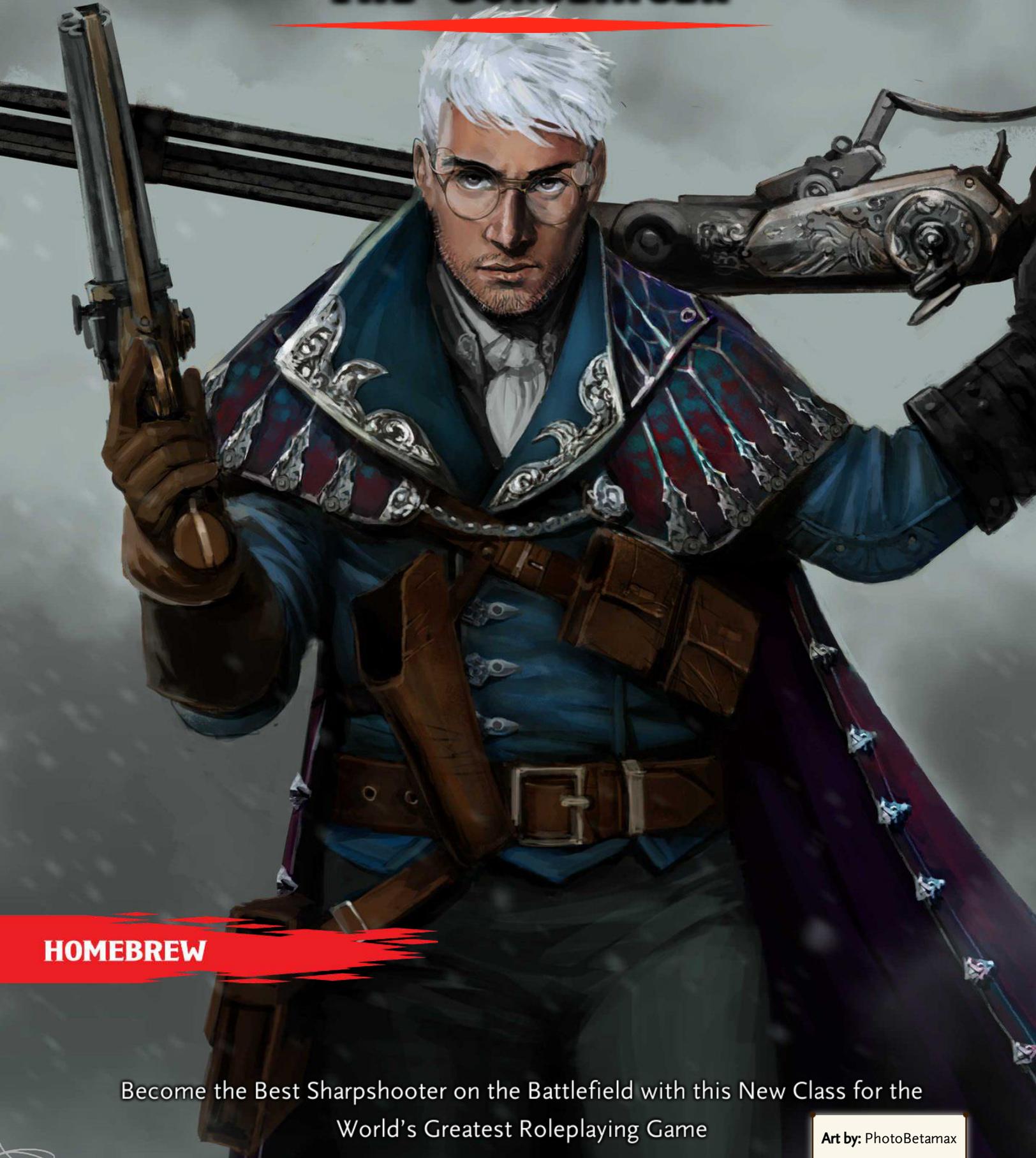# The Gunslinger

Become the Best Sharpshooter on the Battlefield with this New Class for the World's Greatest Roleplaying Game

Art by: PhotoBetamax

The Gunslinger

Level	Proficiency Bonus	Features	Grit Die	Grit Points
1st	+2	Mental Fortitude, Grit	1d4	-
2nd	+2	Adept Marskman, Expertise	1d4	2
3rd	+2	Gunslinger's Trail, Especialist	1d4	2
4th	+2	Ability Score Improvement	1d4	2
5th	+3	Extra Attack, Lighting Reload	1d6	3
6th	+3	Trail Feature, Firecracker	1d6	3
7th	+3	Evasion	1d6	3
8th	+3	Ability Score Improvement	1d6	3
9th	+4	Expertise	1d6	4
10th	+4	Occupational Trait	1d6	4
11th	+4	Trail Feature	1d8	4
12th	+4	Ability Score Improvement	1d8	4
13th	+5	Trained Eye	1d8	5
14th	+5	Mental Fortitude	1d8	5
15th	+5	Vicious Intent	1d8	5
16th	+5	Ability Score Improvement	1d8	5
17th	+6	Trail Feature	1d10	6
18th	+6	Perfect Focus	1d10	6
19th	+6	Ability Score Improvement	1d10	6
20th	+6	True Grit	1d10	6

Class Features

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
Weapons: simple weapons, shortswords, simple firearms, martial firearms
Tools: Tinker's Tools
Saving Throws: Dexterity, Intelligence
Skills: Choose three from Acrobatics, Arcana, Intimidation, Investigation, Perception, Sleight of Hand, and Stealth

Equipment

You start with the following equipment:

- *(a)* a long musket or *(b)* 2 palm pistols
- *(a)* a bayonet or *(b)* a simple firearm
- *(a)* an explorer's pack or *(b)* a dungeoneer's pack
- Leather armor, 2 cases of 20 bullets and tinker's tools

Alternatively, you may start with 5d4 x 10 gp to buy you own equipment.

Mental Fortitude

Beginning at 1st level, you gain a bonus to your Wisdom and Charisma saving throws equal to half your Intelligence modifier, rounded down.

At 14th level, you can add half your proficiency bonus, rounded down, to all your Wisdom and Charisma saving throws if you are not already proficient with them.

Grit

At 1st level, your rigorous training grants you a way to skillfully handle your specialty weapons. You gain the following benefits:

- As a bonus action, you can aim, rolling a d4 and adding the number rolled to your next ranged attack roll on the current turn. This die changes as you gain gunslinger levels, as shown in the Grit Die column of the Gunslinger table.
- When you use the Attack action with light weapon, you can make a single bonus attack with a light firearm that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus Attack.

Adept Marksman

Starting at 2nd level, you can use your grit to swiftly maneuver yourself during combat. You gain 2 Grit Points, and you gain more more as you level up, as shown in the Grit Points column of the Gunslinger table.

You can spend these points to perform the following features: Perfect Aim, Shoot Down and Swift Action.

You regain 1 expended grit point each time you roll a 20 on the d20 roll for an attack with a firearm. You regain all expended grit points after a short or long rest.

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

Grit save DC = 8 + your proficiency Bonus + your Intelligence modifier

Perfect Aim
When you aim on your turn, you can spend 1 grit point perfect your aim, adding 1 roll of your grit die to both your attack and damage rolls for that attack.

Shoot Down
When a ranged weapon attack aimed at you from at least 10 feet away which you can see would hit you, you can fire one piece of ammunition from a firearm against it as a reaction, subtracting 1 roll of your grit die to the attacker's attack roll.

If you turn a hit into a miss, you can spend 1 grit point to fire again, making a ranged attack within the firearm's range against the attacker as part of the same reaction.

Swift Action

You can spend 1 grit point to take a bonus action on your turn. This action can be used only to reload a firearm. You learn more ways to use this bonus action as you level up.

Expertise

At 2nd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with tinker's tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 9th level, you can choose two more of your proficiencies (in skills or with tinker's tools) to gain this benefit.

Gunslinger's Trail

At the 3rd level, you choose the trail that reflects your own personal creed. Choose from the Maverick, the Gunsmith, the Gunner, the Musketeer, the Guardian, the Soulgun or the Grenadier, all detailed at the end of the class description. Your choice grants you a unique feature when you choose it at 3rd level and again at 6th, 11th and 17th levels.

Specialist

Also at 3rd level, your techniques with firearm make you a specialist, gaining the following benefits:

- You can make your Grit bonus attack by using the Attack action with a One-Handed weapon that isn't light.
- When you roll a 1 or 2 on your grit die when you make an aimed attack using a firearm that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Ability Score Improvement

Reaching the 4th level, and again at 8th, 12th, 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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Lighting Reload

Starting at 5th level, you can reload a firearm as a bonus action. Moreover, when a feature from another source allows you to reload a firearm as a bonus action, you can instead do so with no action required. You also no longer need a free hand to reload a firearm.

Firecracker

Starting at 6th level, you can use the bonus action granted by your Swift Action to burst one round of ammunition from a firearm, attempting to disable a nearby opponent. A creature of your choice within 5 feet of you must make a Constitution saving throw. On a failed save, the target takes thunder damage equal to 1 roll of your grit die and becomes blinded or deafened (you choose when you use this feature) until the end of your next turn.

Alternatively, you can use this feature to gain advantage on a roll for a Charisma (Intimidation) check.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm 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.

Occupational Trait

By 10th level, through your extensive dealings with firearms, explosions now rarely do anything to you. You gain resistance to thunder damage, and advantage on saving throws against effects that would make you *blinded* or *deafened*.

Trained Eye

Starting at 13th level, you can recognize even fine details at a glance. You can use the bonus action granted by your Swift Action to take the Search Action on your turn, gaining advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight when you do so.

Vicious Intent

Reaching 15th level, your ranged attacks with a firearm score a critical hit on a roll of 19-20, and you also regain one expended grit point with that roll.

Skillful Action

Beginning at 18th level, you can use the bonus action granted by your Swift Action to add a roll of your grit die to an ability check you make on your turn.

True Grit

At 20th level, you regain 2 expended grit point each time you roll a 19 or a 20 on the d20 roll for an attack with a firearm.

Furthermore, you can roll a d12 in place of your grit die when you aim. Once you use this feature, you can't use it again until you finish a long rest, or until you roll a 19 or a 20 on the d20 roll for an attack with a firearm.

Art by: Forrest Imel

Trail of the Maverick

Mavericks combine ultra-fast reflexes and careful aiming to act as masters of ranged combat. They rely on their speed of fire, their most important gunslinger trait, to perform amazing feats with firearms.

Trick Shot

When you choose this trail at 3rd level, you learn to perform powerful shots to strike your opponents using firearms. Whenever you use Perfect Aim with an attack, you perform one of your trick shots, choosing from among the options presented below.

Deadeye Shot

You focus on a target to find the right place to shoot. On a hit, you score a critical hit with that attack if the combined roll of both your d20 roll and your grit die roll is equal or higher than a roll you would score a critical hit with.

Piercing Shot

You attempt to pierce multiple targets with this shot. On a hit, the fired ammunition continues to travel on a strait line past the target up to a distance in feet equal to 5 time the roll of your grit die. If the fired ammunition passes through a creature and your original attack roll would hit that creature, you can roll for damage as if you've hit that creature with that attack, then the fired ammunition continues to travel for the remaining distance.

Once the fired ammunition travel the total distance or your original attack roll misses a creature, the ammunition stops.

Dazing Shot

You attempt to dizzy the target. On a hit, you subtract the roll of your grit die to the target's Initiative, possibly delaying it's turn. If the target is already last on Initiative, it looses it's next turn, then it's Initiative changes to first place for the next turn with a value equal to the previous first place +1. This effect ends at the start of your next turn.

Quickdraw

By 6th level, you add your proficiency bonus to your initiative. Furthermore, during the first round of combat in which you are not surprised, you can make a single ranged attack with a firearm at your initiative + 1 roll of your grit die as a reaction. Afterward, initiative proceeds as normal.

Fan Fire

Starting at 11th level, you can attack three times, instead of two, when you take the Attack action with a firearm on your turn. You can also make your Grit bonus attack with a one-handed firearm that isn't light.

Critical Tricks

Upon reaching 17th level, whenever you score a critical hit on an attack with a firearm, you can perform one of your trick shots to the target. If your attack was already a Trick Shot, the trick shot's effect is enhanced according to the Trick Shot.

Deadeye Shot

The target takes additional damage from your attack equal to your Dexterity modifier.

Piercing Shot

The distance of the shot doubles, and each time after the first you hit a creature with this shot, the target additional damage equal to the roll of your grit die.

Dazing Shot

The effect last for one additional round, until the start of your second next turn, and you can impose this effect onto the target again if you hit it with this shot while still under the effect, subtracting 1 additional roll of your grit die to its Initiative.

Trail of the Gunsmith

Sometimes gunslingers witnesses a magical phenomenon and tries to replicate it through trial an error, combining their firearm and their wealth of experience with gunpowder, resulting on a special firearm with several magical effects.

Gadgeteer

When you pick this trail at 3rd level, you can manifest magic through your tools and grit. You can use the bonus action granted by your Swift Action to cast *Cordon of Arrows*, *knock*, *Magic Weapon*, or *Pyrotechnics*, using a set of tinker's tools as a spellcasting focus. You also gain the *mending* cantrip if you don't already know it.

Spellslinger

Starting at 3rd level, you can use a firearm under the magic weapon spell from your gadgeteer feature to gain the following benefits.

- You add your Intelligence modifier to any Constitution saving throw made to maintain concentration on that spell.
- You can use it as a spellcasting focus for your Gadgeteer spells.
- When you aim an attack with it, you can make an Arcane Shot, adding the roll of your grit die as force damage to your attack, instead of adding it to your attack roll.

Arcane Disruption

By 6th level, you can shoot at spells to possibly disrupting their effects. You can use Shoot Down with a firearm under the effect of the magic weapon spell from your Gadgeteer against ranged spell attacks aimed at you. You spend no ammunition when you use this feature against a spell attack.

Arcane Arsenal

Starting at 11th level, the duration from the magic weapon spell from your Gadgeteer extends up to 8 hours, and your attacks using that firearm deal extra force damage equal to your Intelligence modifier.

Arcane Overcharge

By 17th level, if you score a critical hit with an attack using a firearm under the magic weapon spell from your Gadgeteer, the spell is upcasted for 1 minute as 4th level spell. If you score another critical under this effect, the spell is upcasted again as a 6th level spell, for a maximum bonus of +3)

Trail of the Gunner

Special weaponry has always been an interest to all Gunslingers, but some decide to specialize their combat skills with them to blast hordes of enemies of deal massive damage to singles creatures, both using a blunderbuss.

Controlled Blast

When you pick this trail at 3rd level, you gain special benefits when you make an aimed attack using a blunderbuss. the benefit changes if you make a *Scatter* shot by using the special property of the blunderbuss, or a *Focus* shot by not using the special property of the blunderbuss.

Scatter: You can choose 1 additional creature within 5 feet of the original target of your attack and within the blunderbuss's range to target with the special property.

Focus: On a hit, you deal 1d4 extra piercing damage. If you don't use the special property of the Blunderbuss with any other attacks you make on this turn, you retain this benefit with all other attacks you make using a blunderbuss on this turn.

Locked and Loaded

Also at 3rd level, each time you use your perfect aim with a firearm, you can additionally reload a single piece of ammunition to that firearm.

Loud and Clear

At 6th level, when you use Firecracker with a blunderbuss, you can add one of the following effects of your choice.

Scatter: You can force each creature within 5 feet of you to make the Constitution saving throw.

Focus: You can target a creature within the blunderbuss's normal range.

Improved Control

Reaching 11th level, the effect of your Controlled Blast is enhanced.

Scatter: You add your Dexterity modifier to the damage of the Scatter shot against each creature that your attack roll hits other than the original target of your attack.

Focus: The extra damage increases to 2d4. Additionally, whenever you hit a creature with an attack under the benefits of your focus shot, the target takes 1d4 piercing damage per each hit at the end of their next turn.

Critical Blast

By 17th level, whenever you score a critical hit on an attack using a blunderbuss, you gain the benefits of a focus or scatter shot with that attack. If it was already a scatter or focus shot, the shot is enhanced as described below.

Scatter: You can target creatures within 10 feet of the original target to target with the scatter effect.

Focus: You can roll a d8 instead of a d4 for the damage dealt with the focus shot feature.

Trail of the Musketeer

Gunslingers who choose this trail take their close quarter combat experience to higher levels, using their firearms and bayonets at a fast pace. Combining both long and short range combat, they've mastered a truly unique fighting style.

Close Quarter Shooter

Starting at 3rd level, you learn how to engage in close quarter combat, gaining the following benefits:

- You gain proficiency with rapiers.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed melee weapon, you can use a one-handed firearm that isn't light to make your Grit bonus attack.
- If you make an attack with a bayonet attached to a two-handed firearm as part of the Attack action on your turn, you can use your Shoot Down against melee weapon attacks until the start of your next turn, parrying the attack with the bayonet. On a successful parry, attacking as part of that Reaction doesn't require you to spend a grit point, and you make the attack with the bayonet.

Nimble Step

Also at 3rd level, you can quickly get in and out of close-range combat with well-practiced footwork. When use the your Swift Action feature, you can move 5 feet without provoking opportunity attacks.

Superior Agility

By 6th level, all your movements become fluid while you fight. You can stand up as a reaction if you are knocked *prone*. You also gain advantage on any Dexterity (Acrobatics) check made to escape a grapple or tumble through a hostile creature's space.

Combined Attacks

Starting at 11rd level, you can take advantage of firearms and melee weapons when fighting. When you hit a creature with a melee weapon attack while holding a firearm, you can spend 1 loaded ammunition from that firearm to deal extra piercing damage to the target equal to the firearm's damage die.

Close Combat Mastery

By 17th level, your attacks using a one-handed melee weapon score a critical hit on a roll of 19-20, and you also regain one expended grit point with that roll.

> ### Tumble
> A creature can try to tumble through a hostile creature's space, making a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. *Source: DMG pg. 272*

Trail of the Guardian

The wisdom and experience gained through their life leads some gunslingers to have a natural leadership over their companions, and a heavy tendency to look out for them. A guardian is someone every warrior wants by their side.

Cover Fire

The moment you choose this trail at 3rd level, you learn to protect your allies. You can use Shoot Down against ranged weapon attacks made against creatures other than you.

Guarding Stance

Also at 3rd level, you can use the Bonus Action granted by your Swift Action to take a guarding stance, gaining the following benefits for 1 minute:

- You gain a second reaction on each of your turns. You can use this reaction only to shoot or reload a firearm, and you can't take more than one reaction on a single turn.
- You don't need to spend a grit point when using Shoot Down to make a ranged attack.
- You can reload a firearm as a reaction at the end of each creature's turn.

Awakening Shock

By 6th level, when one or more allied creatures that can see or hear you fail a saving throw to avoid being charmed or frightened, you can use your Reaction to shoot your firearm upwards, allowing your allies to reroll their saving throw.

Overwatch

Reaching 11th level, you can take an more aggressive stance against your foes. You can use your Action to prepare a ranged attack with a firearm against every creature you can see. The trigger for these attacks is the end of each target's turn. When you use this feature, you also gain an extra Reaction on each target's turn to use only for these attacks.

Critical Reflexes

By 17th level, when you score a critical hit on an attack with a firearm, you gain an extra Reaction which you can take before the start of your next turn, and you can use this Reaction on the same turn as any other Reaction you take.

Trail of the Soulgun

All gunslingers put their trust onto their firearm, but some of them put their life and will into theirs, gaining magical but sinister prowess through his almost fanatical believe in their firearms, as well as their own cursed souls. All soulguns gamble with their lives as much as the lives of their enemies.

Cursed Shot

The moment you choose this trail at 3rd level, you can place a sinister curse in the soul of an enemy through your attacks. Whenever you hit a creature with an attack using perfect aim, that creature is afflicted by a curse of your choice for 1 minute, or until the curse effect takes place, choosing from among the curses presented below. You can only have one of these curses active at a single time, if you place a new curse, the previous curse ends.

When you place one of these curses, the damage type dealt by rolling your grit die changes based on the curse.

Curse of Reflection: The damage type of this curse is force. The cursed target suffers the wounds it causes reflected on it's soul. The next time the target deals damage to another creature with an attack while cursed, the cursed target takes force damage equal to 1 roll of your grit die.

Curse of Devitalization: The damage type of this curse is necrotic. The cursed target is drained from it's physical prowess. The next time target makes an Strength, Dexterity or Constitution ability check or saving throw while cursed, you subtract 1 roll of your grit die from that roll.

Curse of Restriction: The damage type of this curse is psychic. The cursed target is invaded by confusion, impeding it from showing magical skill. The next time the target casts a spell that restores hit points or deals damage while cursed, you subtract 1 roll of your grit die to the hit points regained or the damage dealt.

Soul Protection

Reaching 6th level, you can use the foul energy of your curses to protect yourself. You have advantage on all saving throws made to resist effects originated from a creature cursed by your cursed shot feature.

Additionally, if you fail a saving throw while one of the curses from your cursed shot feature is active, you can end said curse as a reaction to reroll your saving throw.

Potent Curse

At 11th level, your curses remain active even after their effects take place, but such effects can't take place more than once per turn. Each time you make an aimed attack against a creature bearing one of your curses, you gain the benefits of perfect aim, changing the damage type of your grit die to that of the curse.

Finally, if a creature bearing one of your curses dies, you can retract the curse to your firearm as a bonus action. The next time you make an aimed attack with that firearm while the duration of the curse remains, you can use perfect aim without spending a grit point.

Critical Curse

By 17th level, whenever you score a critical hit with an attack using a firearm, you can place a curse from your Cursed Shot feature to the target. If the target is already bearing one of such curses, it additionally suffers one of the following effects the first time the curse effects take place. The effect is determined by the curse.

Curse of Reflection
The cursed target takes force damage equal to half the damage it deals to the creature when.

Curse of Syphoning
The target takes necrotic damage equal to the roll of your grit die when making the ability check or saving throw.

Curse of Restriction
You subtract 2 rolls of your grit die to the hit points regained or the damage dealt by the cursed target.

Art by: ivan sevic

Trail of the Grenadier

Most gunslinger only use explosives to power theirs shots using a firearm, but some see more varied uses for gunpowder, mixing it with different materials to get small packs of portable explosives they call grenades.

Grenade Crafting

When you choose this trail at 3rd level, you learn how to craft grenades, a small pack with explosive and lethal substances.

Grenades. You learn two grenades of your choice, which are detailed under "Grenades" below. Grenades are one time use weapons that explode when used. Grenades have the Noise and Water properties.

   You learn one additional grenade of your choice at 6th, 11th and 17th level. Each time you learn a new grenade. you can also replace one grenade you know with a different one.

   Using a grenade requires both for you to ignite the grenade as a Bonus Action and an Attack from your Attack action to throw the grenade at a point of your choosing up to 60 feet away. Grenades can only be ignited by you. An ignited grenade extinguishes if not used by the end of the turn it is ignited. A grenade is expended when you use it.

Crafting. You can craft a number of grenades equal to your Proficiency bonus at the end of a long rest, using Tinker's Tools and 2 sp worth firearm ammunition per grenade. All crafted Grenades become inert if not used by the end of your next long rest. An inert grenade can no longer be detonated, but it can be used as 2 sp worth of firearm ammunition to craft a new grenade.

   You can also use the bonus action granted by your Swift Action to craft one grenade you know, and you can ignite this grenade as part of the same bonus action.

Art of Detonation

Also at 3rd level, you can set your explosives direction in a way that avoids certain targets. When you use a grenade, you can choose a number of creatures (including yourself) up to your Intelligence modifier to automatically succeed on their saving throw made against the initial effect of your grenade.

Trapper

Starting at 6th level, you can use your grenades to set up traps. Using Tinker's Tools as an Action, you can set up a trap to detonate one of your grenades using a Weight or a Cord trigger. A creature that triggers one of your traps has disadvantage on it´s saving throw against the grenade´s initial effect. A the DM's option, you may use an alternative trigger, such as a timed device using a lit candle.

   Traps require a successful Dexterity (Thieve's Tools) check against your Grit save DC to be disarmed, triggering the trap on a fail, or making the grenade inert on a success. Hidden traps require a successful Intelligence (Investigation) check against your Grit save DC to be found.

Weight. When you set up this trap, you use a plaque on a 5-foot radius flat surface within your reach. The trap triggers when a Small creature or larger moves into the area.

Cord. When you set up this trap, you use a cord tied up to a door, container or a switch within your reach. The trap triggers when the door, container or switch moves the cord.

Arcane Explosives

Also at 6th level, you learn to add arcane elements to your grenades through mundane materials. Your grenades count as magical for the purposes of overcoming resistance and immunity to nonmagical damage and effects, as well as overcoming effects from the water property.

Grenades Improvement

By 11th level, you can better craft and control your grenades, gaining the following benefits:

- The initial effect of your grenades increases by 1 roll of your Grit die.
- The range of effect of your grenades increases to a 15-foot radius sphere.
- Creatures you choose with your Art of Detonation feature take no damage from the grenade's initial effect.
- When you ignite a grenade as a Bonus Action on your turn, you also aim as part of the same bonus action, gaining the benefits of perfect aim for that attack.

Explosive Critical

By 17th level, when you score a critical hit on an attack with a firearm, you can ignite and throw a grenade before the end of your current turn.

Grenades

These grenades are presented in alphabetical order.

Adhesive Grenade: This grenade explodes in a 10-foot radius sphere, coating everything in a thick sticky tar. Creatures within the blast radius must succeed on a Dexterity saving throw, taking acid damage equal to 2 rolls of your grit die and becoming *restrained* on a fail, or half as much and not becoming *restrained* on a success.

The grenade's tar dissolves after 1 minute. A creature restrained by this tar can make a Strength saving throw against your Grenade save DC at the end of each of its turns, breaking free on a success. Additionally, all surfaces within the blast radius become difficult terrain.

Anesthetic Grenade: This grenade explodes in a 10-foot radius sphere, spreading a sleeping powder. The sleeping powder duplicates the workings of a *sleep* spell through non magical means, affecting a total number of hit points from creatures equal to 6 rolls of your grit die.

Each creature affected by this grenade falls unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Concussive Grenade: This grenade explodes in a 10-foot radius sphere, releasing an ear shattering sound. Creatures within the blast radius must make a Constitution saving throw, taking thunder damage equal to 2 rolls of your grit die and becoming disoriented until the end of your next turn on a fail, or half as much and not becoming disoriented on a success.

A disoriented creature is *deafened*, can only speak falteringly (it can't cast a spell that includes a verbal component), and regardless of the creature's abilities, it can't make more than one melee or ranged attack during it's turn. This grenade has no effect if it's magically silenced when used.

Freezing Grenade: This grenade explodes in a 10-foot radius sphere, blasting freezing air. Creatures within the blast radius must succeed on a Constitution saving throw, taking cold damage equal to 2 rolls of your grit die and loosing their Reaction on a fail and having their speed reduced by 10 feet until the start of your next turn on a fail, or half as much and not loosing their Reaction and having their speed reduced on a success.

The area within the blast radius becomes freezing cold for 1 minute, freezing nonmagical liquids in the area that aren't being worn or carried. A creature that enters the area or ends its turn there must also succeed on a Constitution saving throw or loose their Reaction and have their speed reduced by 10 feet until the start of your next turn.

Art: Fuse Shell Smoke Bomb
Owned by: Ubisoft Montreal

Scorching Grenade: This grenade explodes in a 10-foot radius sphere, enveloping the area in fire. Creatures within the blast radius must make a Dexterity saving throw, taking fire damage equal to 2 rolls of your grit die and igniting in flames for 1 round on a failure, or half as much and not becoming ignited on a success. An ignited creature takes fire damage equal to 1 roll of your grit die at the end of each of its turns, unless a creature takes an action to douse the fire, or if some other effect douses the flames (such as the creature being submerged in water), causing the fire to go out.

The fire continues to burn for 1 more round. A creature that enters the area or ends its turn there must succeed on a Dexterity saving throw, taking fire damage equal to 1 roll of your grit die on a fail. The fire ignites flammable objects in the area that aren't being worn or carried.

Shocking Grenade: This grenade explodes in a 10-foot radius sphere, releasing bits of metal that creates a lightning charged field. Creatures within the blast radius must succeed on a Constitution saving throw, taking lightning damage equal to 2 rolls of your grit die and drooping an item of their choice that they are holding on a fail, or half as much and not drooping an item on a success. A creature has disadvantage on it's saving throw if an item they are holding is made of metal.

The lightning charged field remains for 1 minute. A creature that enters the area or ends its turn there must also succeed on a Constitution saving throw or drop an item of their choice that they are holding. Additionally, any item that is not worn or carried inside this field that is made of metal requires succeeding on a Constitution saving throw to pick it up.

Toxic Grenade: This grenade explodes in a 10-foot radius sphere, spreading toxic smoke into the air. Creatures within the blast radius must succeed on a Constitution saving throw, taking poison damage equal to 2 rolls of your grit die and becoming *poisoned* for 1 minute on a fail, or half as much and not becoming *poisoned* on a success.

The smoke last on the blast radius for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. A creature that starts its turn inside the smoke must succeed on a Constitution saving throw or become *poisoned* for 1 minute. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the condition on a success.

Teargas Grenade: This grenade explodes in a 10-foot radius sphere, spreading an irritating vapor into the air. Creatures within the blast radius must succeed on a Constitution saving throw, taking acid damage equal to 2 rolls of your grit die and becoming *blinded* until the end of their next turn on a fail, or half as much and not becoming *blinded* on a success.

The vapor last on the blast radius for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. A creature that starts its turn inside the vapor must succeed on a Constitution saving throw or become *blinded* until the end of their next turn.

Firearms Properties

Firearms are a new technology, and as such bring their own set of weapon properties. These properties replace the optional ones presented on the Dungeon Master's Guide. Firearms are ranged weapons.

Bayonet

Bayonets are any melee weapons with the *light* and *finesse* properties, modified for attachment with a firearm. You are proficient with a bayonet if you are proficient with the weapon which the bayonet was modified from.

Two-Handed firearm may be attached with any bayonet, and one-handed firearm only with simple weapon bayonets.

While attached, you can wield the bayonet by holding the firearm it is attached to. Bayonets attached to a Two-handed firearm require two hands to attack with it.

Reload. The value of this property is the reload score of the weapon. You can use a weapon with the reload property to make ranged attacks only if it has loaded ammunition to fire from the weapon. Each time you make a ranged attack with the weapon, you expend one piece of it's loaded ammunition.

You can use the Attack action to reload this weapon with a number of ammunition pieces up to the reload score of the weapon. If you can make more than one attack as part of the Attack action (such as from the Extra Attack feature), reloading a weapon replaces one of those attacks. Drawing the ammunition from a case is part of the action or attack used to reload it. Reloading a weapon requires a free hand.

Special-Blunderbuss. When you make a ranged attack using a blunderbuss, you can choose another creature within 5 feet of the original target and within the blunderbuss's range. If your attack roll would hit that creature, it takes 1d8 piercing damage.

Noise. When used, a weapon with this property makes a loud sound, much like two stones crashing together at high speed. This sound can be heard up to 100 feet away of the weapon.

Water. If this weapon gets wet or if it is brought underwater, you must use Tinker's Tools to disassemble and clean it before you can use it again. You cannot use a weapon with this property underwater without magical help, such as an enchantment, infusion or a spell.

Firearm Specialist

You are adept at using guns, gaining the following benefits:

- You gain proficiency with firearms determined by their prerequisite proficiency: Palm Pistol (Shortbow), Short Musket (Light Crossbow), Pistol (Hand Crossbow), Long Musket (Longbow), Blunderbuss (Heavy Crossbow).
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- On your turn, when you score a critical hit with a firearm or reduce a creature to 0 hit points with one, you can reload a firearm as a bonus action.
- When you use the Attack action and attack with a one handed weapon, you can use a bonus action to attack with a light firearm that you're holding with your other hand. - - If you are a Gunslinger, you can instead add your ability modifier to the damage of your grit bonus attack.

Crafting a Firearm

If firearms are not available on the market, a character with proficiency in Tinker's Tools may attempt to craft one. At the DM's option, different tools or abilities may be used to craft a firearm, such as making a Strength (Smith's tools) check.

A character crafting a firearm must have a set of Tinker's Tools at hand during the entire process, making an Intelligence (Tinker's Tools) check against the firearm's DC at the end of each day, making progress in 25 gp increments for every success, until the market value of the firearm is reached. Regardless of whether the check is a success or a failure, 25 gp worth of appropriate materials (such as metal or wood) are spent every day of crafting. To craft ammunition, progress is made in 5 gp increments with a DC 10 check.

The character will work for 8 hours on each of the days, though they do not have to be consecutive.

Enchanting a Firearm

Firearms being a new technology could make impossible obtaining a magic firearm, but a character may attempt to enchant a firearm on their own with one or several of the magic properties detailed below, if they are proficient with the Arcana skill. At the DM's option, enchanting may also require a specific formula or item for each magic property.

At the end of each work day when enchanting a firearm, the character makes an Intelligence (Arcana) check with a DC equal to 10 + the combined DC of all magic properties added to the firearm, making progress in 25 gp increments for every success, until the combined market value of all the magic properties is reached. Regardless of whether the check is a success or a failure, 25 gp worth of appropriate materials (such as gems or rare inks) are spent every day of enchanting.

The character will work for 8 hours on each of the days, though they do not have to be consecutive.

Art by: Jack Kaiser
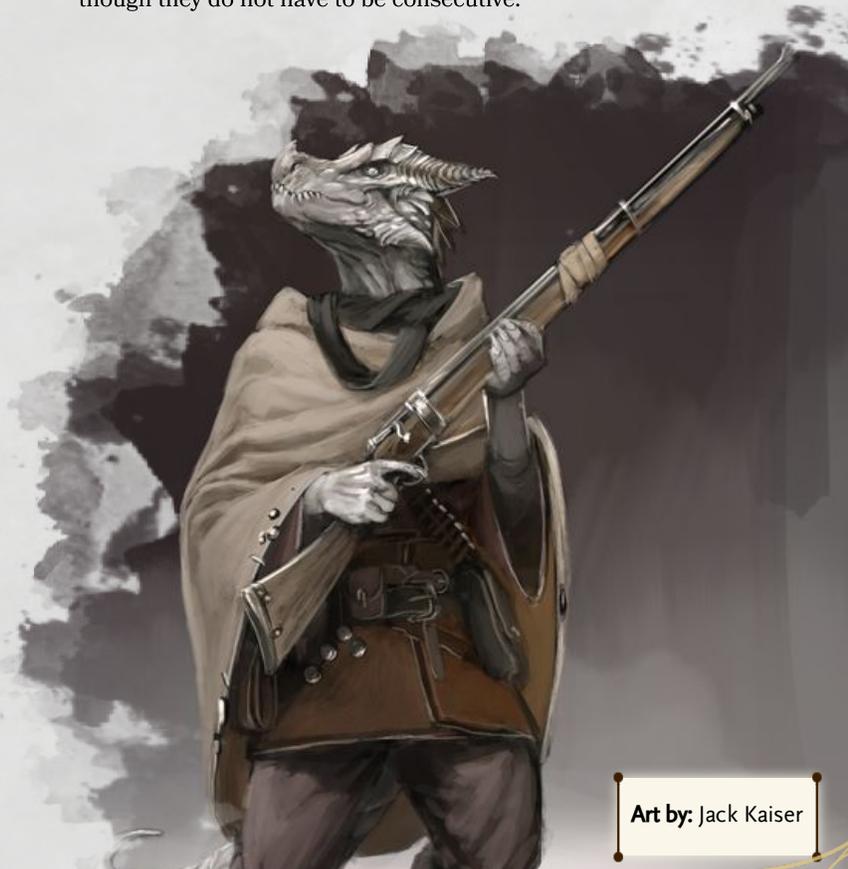
Common Magic Properties

DC Increases by 2 for each Added Property

Magic Property	Added Cost	Description
Silenced	50 gp	When used, a silenced weapon doesn't make a noise.
Tracer	50 gp	In darkness, ammunition fired from this weapon leaves a trace that sheds dim light on a 5-foot wide line. Creatures in darkness hit by this ammunition also sheds dim light in a 5-foot radius. All light shed due to this property extinguishes at the end of your next turn.
Waterbond	50 gp	Being underwater doesn't impose disadvantage or fails on your ranged attack rolls using this weapon.

Uncommon Magic Properties

DC Increases by 4 for each Added Property

Magic Property	Added Cost	Description
+1	250 gp	You have a +1 bonus to attack and damage rolls made with this weapon.
Far Shot	250 gp	This weapon's normal and long range are doubled, and you have a +2 bonus to ranged attack rolls made with the weapon against creatures further than 60 feet away from you.

Attunement and Magic Properties

If the enchantment DC of a weapon is 16 or higher, the weapon requires attunement.

Additional Magic Properties

At the DM's option, you may choose alternative magic properties to enchant a weapon with, but they should have an appropriate cost and added DC compared to those described above.

Rare Magic Properties

DC Increases by 6 for each Added Property

Magic Property	Added Cost	Description
+2	1250gp	You have a +2 bonus to attack and damage rolls made with this weapon.
Stormbringer	1250gp	When you hit a creature with a ranged attack using this weapon, the target generates a charge for 1 minute. As an Action while holding the Stormbringer, you can spend 5 charges to cast *call lighting* at a point directly above the target, with a spell DC of 13. You don't need to maintain concentration on this spell, but the spell ends if you stop holding the Stormbringer. You can also enhance this spell by spending additional charges, increasing the DC by 1 with each additional charge, or casting the spell as 1 level higher with each two additional charges. You can spend a maximum number of charges at a single time equal to your level.

Ancient Bullet
Wondrous Item, Uncommon (+1), Rare (+2), or Very Rare (+3) (Requires Attunement by a Gunslinger)

This bullet is tied to a chain, and once belonged to a legendary marksman. While wearing it, you gain a bonus to the saving throw DCs of your grit features. The bonus is determined by the bullet's rarity.

As an action, you can hold the bullet to regain a number of grit points up to half your current maximum, rounded down. You can't use this action again until the next dawn.

Dragon Fang
Weapon (any bayonet), Rare (Requires Attunement)

This bayonet was carved from a Dragon Fang, which infuses it with the essence of a chromatic, gem, or metallic dragon's breath. When you hit with an attack roll using this bayonet, the target takes an extra 1d6 damage of the same type as the breath infused in the fang—acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Once per turn when you make an attack with a firearm to which this bayonet is attached to, you can replace that attack with a dragon's breath like effect. Each creature in a 20-foot cone or a 30-foot line makes a Dexterity saving throw (DC = 8 + your Proficiency bonus + your attack Ability modifier), taking 3d6 damage of the same type as the breath infused in the bayonet on a fail save, or half as much on a success.

Simple Firearms

Name	Cost	Ammunition	Damage	Weight	DC	Range	Properties
Palm Pistol	25gp	1gp (20) bullets	1d6 piercing	2 lb.	13	(40/160)	Reload 3, Light, Noise, Water
Short Musket	50gp	1gp (20) bullets	1d10 piercing	8 lb.	14	(80/320)	Reload 5, Two-Handed, Noise, Water

Martial Firearms

Name	Cost	Ammunition	Damage	Weight	DC	Range	Properties
Pistol	50gp	1gp (20) bullets	1d8 piercing	4 lb.	14	(60/240)	Reload 5, Noise, Water
Long Musket	75gp	1gp (20) bullets	1d12 piercing	10 lb.	15	(100/400)	Reload 5, Two-Handed, Noise, Water
Blunderbuss	100gp	2gp (20) pellets	1d8 piercing	14 lb.	16	(20/80)	Reload 3, Special, Two-Handed, Noise, Water

Multiclassing

The following information functions as additions to those listed on pages 163 and 164 of the *Player's Handbook*.

Prerequisites

Class	Ability Score Minimum
Gunslinger	Dexterity 13 and Intelligence 13

Proficiencies

Class	Proficiencies Gained
Gunslinger	Simple Firearms, Light armor, one skill from the class's skill list, Tinker's tools.

Optional Rules

Loaded Firearms: Firearms only remain loaded for 1 minute, due to ammunition loosing it's volatile properties after that time if they are not properly stored on a case.

Firearm Proficiencies: Upon taking the Firearm Specialist feat, you gain proficiency with firearms as detailed below:

Proficiencies Required	Proficiencies Gained
Shortbow	Palm Pistol
Light Crossbow	Short Musket
Hand Crossbow	Pistol
Longbow	Long Munsket
Heavy Crossbow	Blunderbuss

Firearms and Artificers
- Artificers are proficient with simple firearms, and gain proficiency with martial firearms if they gain proficiency with martial weapons through their specialist features.
- The Repeating Shot Infusion works with any simple or martial weapon with the Reload property.

Art by: Forrest Imel