



THE G.U.N MAGE

A SORCEROUS ORIGIN

Many sorcerers naturally find themselves able to tap into the well of magical power that resides within them. This power is often gained from some strange series of cosmic events or from a powerful lineage or ancestry. In either case, sorcerers are able to release and manipulate this power with relative ease with either special components or a mystical tool known as an arcane focus. An arcane focus is a focal point of their power, often a gem, amulet or staff. Through these tools, they can bend and twist the magic in unexpected ways.

Some sorcerers are not so lucky. While these “latent” sorcerers can feel their raw power, they are unable to access it. They often described it akin to a silent volcanic mountain, its destructive magma contained deep within, just waiting to burst free. After years of research and experimentation with a few powerful wizards and artificers, they learned that when using a focus, the “latent” sorcerer could “reach” for the power, but much like a weak man hanging on a cliff side, they were not quite able to pull themselves to the peak where their power resides. A special arcane focus was designed just for these latent sorcerers. A tool that could pull on the power within, bringing the power within the “latent” sorcerers reach. These special arcane focuses called Genetic Unconventional Neo-focus.

Sorcerers who began to use these special arcane focus devices referred to them by their acronym G.U.Ns. Many of these metal and stone devices range in size from a daggers length to that of a shortsword, with arcane symbols engraved all over them. A handle extends down from one end with a small lever and six large glowing runes. When the lever is squeezed, the device opens a direct connection between the sorcerer and their power, allowing it to rush into the G.U.N. and it begins to glow with power, the G.U.N. then releases that stored power. They soon discovered that magic channeled through the G.U.N. can be enhanced, but it can also be used to significantly boost their mobility.

G.U.N. MAGE FEATURES

Sorcerer Level	Feature
1st	G.U.N Casting, Bursts
6th	Full Chromatic Burst
14th	Repelling Burst
18th	Unlimited Burst

GUN CASTING

Starting 1st level, when you choose this origin, when you cast a cantrip spell, you can cast it without any somatic or verbal components.

Your G.U.N. counts as an arcane focus. You must have a G.U.N. held in one hand to gain the benefits of G.U.N. casting.

BURSTS

Starting at first level, you learn your first burst, the unique cantrip *chromatic burst*.

When you reach 2nd level in this class, you learn two bursts. Most burst effects are powered by sorcery points. You must have a G.U.N. held in one hand to gain the benefits of your bursts. You can only use a burst once per turn. You learn additional bursts at 6th, 14th, and 18th level.

- **Swift Burst.** You release a short burst of raw energy from your G.U.N. that you use to propel yourself quickly. You can spend 1 sorcery point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.
- **Focused Burst.** Your G.U.N. begins to release the energy stored up, a small burst of power leaks out and you gain brief insight into your opponents future as an ethereal version of your target. When you cast a spell while wielding your G.U.N., you can expend 1 sorcery point and choose to gain a +2 bonus to your spell attack rolls until the end of your turn.

CHROMATIC BURST

Cantrip, evocation

Casting Time: 1 action

Range: 120 feet

Components: V,S (genetic unconventional neo-focus)

Duration: Instantaneous

You release a burst of magical energy from your G.U.N. at a creature that you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 damage. After you roll the damage, choose one of the d4's. The number on the die selected determines damage type.

D4	Damage Type
1	Poison
2	Cold
3	Fire
4	Lightning

This spells damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

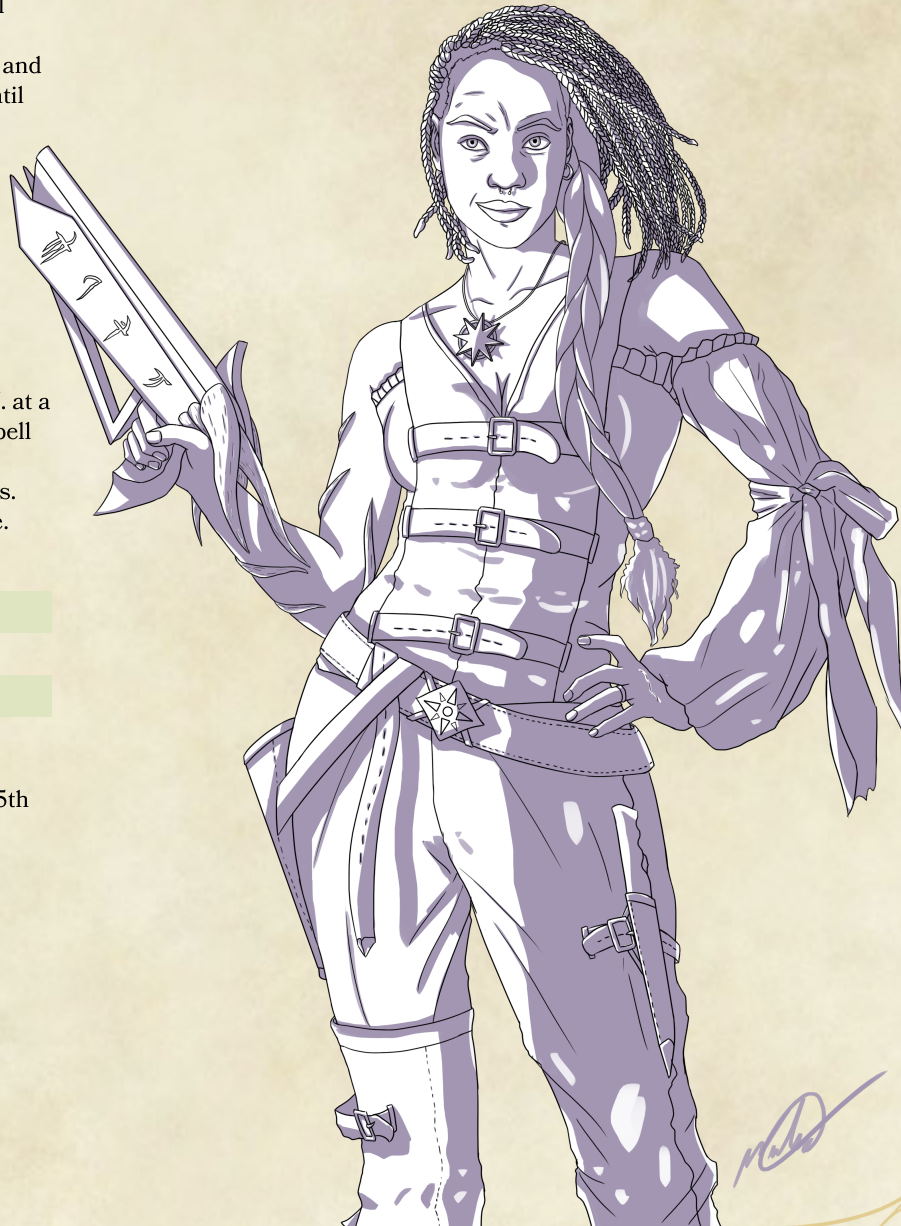
FULL CHROMATIC BURST

At 6th level, you learn a new burst you can spend 3 sorcery points and use your action to release a massive burst of energy in a straight line 100 feet long and 5 feet wide that blasts out from your in a direction you choose. You choose acid, cold, fire, lightning, poison or thunder for the blast you create. Each creature in the line must make a Dexterity saving throw. A creature takes 5d8 damage of the chosen type on a failed save, or half as much damage on a successful one.

When you use this action, you may choose to spend additional sorcery points to increase this effects damage by 1d8 for every 1 additional sorcery point spent.

REPELLING BURST

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to release a quick burst of power dealing thunder damage equal to your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attack is pushed in a straight line up to 20 feet away from you.



UNLIMITED BURST

Beginning at 18th level, you've mastered the control of the raw energy that flows through your GUN. When you successfully roll a critical hit with your chromatic burst, you regain 2 sorcery points.

CREATOR'S NOTES

When using this class, in order to get the most out of it, be sure to incorporate its use into your casting whenever possible. For example;

A player who is casting *fireball*, may describe the rush of power through her body and in the form of raw uncontrollable storm of red energy, that passed into the gun that begins to glow with radiant power. Then squeezing the trigger, releasing a powerful ball of energy that looked like a small sun.

In another instance, the player casting *minor illusion* to form a stone barrier wall. Her gun releasing a blast of chromatic energy, hitting a spot on the ground, causing the ground to erupt into irregular shaped stone pillar.

If the spell is less direct, like casting *charm person*, she might describe a collection of thrumming rings radiating from her GUN and impacting a target all at the same time like a shimmering mirage. Get creative and include this unique tool in your actions. There is no limit to re-flavor, only your imagination.

CREDITS

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