

GUNSMITH

A half-elf grits his teeth as he racks another round in his rifle. Bringing his eye to the scope, he locks his sight on the orc charging towards him, exhales, and pulls the trigger.

Releasing two shots as she dives through the cloud of smoke she made moments ago, a smiling gnome unclips a spherical canister from her belt and tosses it back into the room where it detonates in a ball of fire.

The wind whistling through his beard as he stares down his opponent, a human as quick as lightning draws his pistol and sends a bolt of electric blue arcane energy crackling towards his target.

Soldiers, sharpshooters and scoundrels alike, if they wield a firearm, then in some form or another, they are a gunsmith. Whether specialising in marksmanship, ordnance or adding a little arcane flare to their firearms, it is the gun that unites all gunsmiths and it is the gun that separates them from other adventurers.

CUNNING AND CRAFTY

While soldiers spent years mastering the arts of archery and swordplay and fletchers and blacksmiths honed their weapons to perfection, some minds were not satisfied with the innovation of the crossbow. The endless drive to advance what one considers the pinnacle of technology and inevitable experimentation with alchemical components and rare metals has unlocked the secrets of controlled explosive force. The few who successfully combine caution with cunning creativity and survive these trials of ingenuity go on to create, and deftly wield the first firearms.

This class focuses on one's ability to design, craft, and utilise powerful and dangerous ranged weapons. With creative innovation and immaculate aim, a gunsmith is a distant force of death on the battlefield. However, not a perfect science, firearms carry an inherent instability that can occasionally leave one without a functional means of attack. Such is the danger of new and untested technologies in worlds where the arcane reign supreme.

A THUNDEROUS BOOM

Subtlety is not something one associates with a gunsmith. Typically announcing their presence wherever they travel with a thunderous boom, it is no surprise that the life of an adventurer and the life of a gunsmith go hand in hand. Power with such a specificity for killing would have little use anywhere else.

Something as dubious as the motivations of a gunsmith often remains a mystery, sometimes even to the gunsmith. Though a common goal can be found in wanting to test the limits of their technology, such lethal tools may cause a gunsmith to find themselves pursued by those with less than honourable intentions. However, so long as they are willing to accept the likelihood of the loss of their anonymity, any adventuring party will find a strong ally and a powerful warrior in a gunsmith and their arsenal.



THE GUNSMITH

Level	Proficiency Bonus	Features	Smithing Skill	Grit Points
1st	+2	Gunsmithing	1	—
2nd	+2	Crack Shot (2 trick shots)	1	1
3rd	+2	Shooting Style	2	1
4th	+2	Ability Score Improvement	2	2
5th	+3	Extra Attack	2	2
6th	+3	Shooting Style feature	3	3
7th	+3	Quickdraw, Crack Shot (3 trick shots)	3	3
8th	+3	Ability Score Improvement	3	4
9th	+4	Rapid Repair, Crack Shot (4 trick shots)	3	4
10th	+4	Shooting Style feature	3	5
11th	+4	Extra Attack (2)	3	5
12th	+4	Ability Score Improvement	4	6
13th	+5	Lightning Reload, Crack Shot (5 trick shots)	4	6
14th	+5	Shooting Style feature	4	7
15th	+5	Crack Shot (6 trick shots)	4	7
16th	+5	Ability Score Improvement	4	8
17th	+6	Shooting Style feature	5	8
18th	+6	Hemorrhaging Critical	5	9
19th	+6	Ability Score Improvement	5	9
20th	+6	True Grit, Crack Shot (7 trick shots)	5	10

CREATING A GUNSMITH

The first and most important step in creating a gunsmith is deciding how your character came across the art of gunsmithing. Is it a long taught skill passed down through your family? Did an alchemical accident reveal to you the power of gunpowder and lead you to dedicate yourself to refining its application? Or perhaps you didn't invent your first gun and instead stole it and having spent a number of years trying to unlock its secrets; only recently discovered its inner workings?

What do you want to achieve with your unique inventions? Do you plan to slay monsters, testing your metal and your mettle against ever more dangerous foes? Do you seek fame and fortune as a notorious gunslinger with a quick wit and an even quicker draw? Are your guns tools with which to enact

your vengeance against someone who deeply wronged you many years ago? Do you see yourself as someone who enforces the law or thinks themselves above it? Or, are you terrified of the monstrous force of destruction you've created? Perhaps you fear you've unleashed a force upon the world far more deadly than magic? After all, magic takes dedication and devotion to master, but anyone with fingers can pull the trigger you forged...

QUICK BUILD

You can make a gunsmith quickly by following these suggestions. First make Dexterity your highest ability score, followed by Intelligence. Second, choose the Guild Artisan or Soldier background.

CLASS FEATURES

As a Gunsmith, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per gunsmith level

Hit Points at 1st Level: 8 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armour, medium armour

Weapons: Simple weapons, firearms

Tools: Smith's Tools, Tinker's Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose 2 from Acrobatics, Arcana, Athletics, Intimidation, Investigation, Perception and Performance

EQUIPMENT

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

- (a) Scale Mail or (b) Studded Leather Armour
- (a) a Dungeoneer's Pack or (b) an Explorer's Pack
- A Pistol & Tinker's Tools

GUNSMITHING

Starting at 1st level, you can begin crafting firearms of your own design. Your skill at creating firearms is determined by your Smithing Skill which increases as you gain levels in this class according to the Smithing Skill column of the Gunsmith table. There are six standard gunsmithing options.

- Ammunition
- Muskets
- Pistols
- Revolvers
- Shotguns
- Wrist Pistols

CRACK SHOT

Beginning at 2nd level, you learn to perform powerful trick shots to disable or damage your opponents using your firearms.

GRIT

You gain a number of Grit points determined by your Gunsmith level, as shown in the Grit Points column of the Gunsmith table. Grit points are used to perform Trick Shots. You regain 1 expended grit point each time you roll a 20 on the d20 roll for an attack with a firearm, or deal a killing blow with a firearm to a creature of CR greater than or equal to half your level. You regain all expended Grit points after a long rest.

TRICK SHOTS

You learn two of the following Trick Shot options of your choice. You learn an additional Trick Shot of your choice at 7th, 9th, 13th, 15th and 20th level. Many Trick Shots enhance an attack in some way. Each use of a Trick Shot must be declared before the attack roll is made. You can only use one Trick Shot per attack. If a Trick Shot says it increases the misfire score of your firearm, the increase only effects that attack. Some of your Trick Shots require your targets to make a saving throw to resist the Trick Shot's effects. The saving throw DC is calculated as follows:

$$\text{Trick Shot save DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$

Bullying Shot. As an action, you can expend one Grit point and fire your weapon, using the powerful blast and thundering sound it produces to shake your enemy's resolve. All hostile creatures within 60 feet, that can see and hear you must succeed on a Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Cauterizing Shot. You can use the hot barrel of your firearm to cauterize a wound. As a bonus action after making a firearm attack, you can expend one Grit point to regain hit points equal to 1d10 + half your Gunsmith level.

Dazing Shot. When you make a firearm attack against a creature, you can expend one Grit point to attempt to dizzy your opponent. On a hit, the creature suffers normal damage and must make a Constitution saving throw or suffer disadvantage on attacks until the end of their next turn.

Deadeye Shot. When you make a firearm attack against a creature, you can expend one Grit point to gain advantage on the attack roll.

Disarming Shot. When you make a firearm attack against a creature, you can expend one Grit point to attempt to shoot an object from their hands. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or drop 1 held object of your choice and have that object be pushed 10 feet away from them.

Forceful Shot. When you make a firearm attack against a creature, you can expend one Grit point to attempt to trip them up and force them back. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or be pushed 15 feet away from you.

Fan The Hammer. When you make a firearm attack against a creature, you can expend one or more Grit points to attempt to make additional attacks against that creature by fanning the hammer of your firearm. You make a number of additional attacks equal to the number of Grit points spent. You make the initial attack as normal but each subsequent attack adds a cumulative +1 to the firearm's misfire score.

Piercing Shot. When you make a firearm attack against a creature, you can expend one Grit point to attempt to fire through multiple opponents. The initial attack gains a +1 to the firearm's misfire score. On a hit, the creature suffers normal damage and you make an attack roll with disadvantage against every creature in a line directly behind the target within your first range increment. Only the initial attack can misfire.

Pistol Whip. As an action or reaction, you can expend one Grit point to make an impromptu melee attack with the grip of your firearm. You treat your firearm as if it has the finesse property and make this attack with proficiency dealing 1d8 + your Dexterity modifier bludgeoning damage on a hit.

Ricocheting Shot. When you make a firearm attack against a creature, you can expend one Grit point to ignore any cover the target has, including total cover, so long as there is a way for your shot to ricochet towards the target (DM's discretion).

Violent Shot. When you make a firearm attack against a creature, you can expend one or more Grit points to enhance the volatility of the attack. For each Grit point expended, the attack gains a +2 to the firearm's misfire score. If the attack hits, you can roll one additional weapon damage die per Grit point spent when determining the damage.

Winging Shot. When you make a firearm attack against a creature, you can expend one Grit point to attempt to topple a moving target. On a hit, the creature suffers normal damage and must make a Strength saving throw or be knocked prone.

SHOOTING STYLE

At 3rd level, you choose to specialise in a particular shooting style. Choose Bladebarrel, Grenadier, Head Hunter, Marksman, Vaquero or Spellslinger, all of which are detailed at the end of the class description. The style you choose grants you features at 3rd level and again at 6th, 10th, 14th and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 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. This number increases to three when you reach 11th level in this class.

QUICKDRAW

When you reach 7th level, you add your proficiency bonus to your initiative. You can also stow a firearm and draw another firearm as a single object interaction on your turn.

RAPID REPAIR

Upon reaching 10th level, you learn how to quickly attempt to fix a jammed gun. You can spend a Grit point to attempt to repair a misfired (but not broken) firearm as a bonus action.

LIGHTNING RELOAD

Starting at 13th level, your practice and familiarity with firearms makes reloading them second nature. You can reload any firearm as a bonus action.

HEMORRHAGING CRITICAL

Upon reaching 18th level, whenever you score a critical hit on an attack with a firearm, the target additionally suffers half of the damage from the attack at the end of its next turn.

TRUE GRIT

At 20th level, your boundless resolve allows you to draw upon a limitless well of grit. Whenever, you start your turn with less than half your maximum Hit Points and have no Grit points remaining, you immediately regain 1 Grit point.

Additionally, choose one Trick Shot option you already know. You can now perform this Trick Shot once without expending a Grit point and regain the ability to do so after a short or long rest.

SHOOTING STYLES

While some would consider fighting with firearms a fighting style in and of itself, gunsmiths often find one particular approach to shooting more favourable than others. Your choice of shooting style reflects your practice and aptitude in a particular manner of firearm combat.

BLADEBARREL

Bladebarrels while fascinated and skilled with a firearm, have never forgotten about the reliability and power of the blade. Combining the two by affixing specially designed blades to the barrels of their firearms, bladebarrels become a threat on the battlefield at any distance and always have the right weapon for a fight.

EXPANDED ARSENAL

When you choose this style at 3rd level, you gain access to a new Gunsmithing option, **Gunblades**. The rules for crafting and using gunblades are listed at the end of this class description along with the rest of the gunsmithing options.

Additionally, you gain proficiency with martial melee weapons that deal piercing or slashing damage.

SWIFT STRIKES

At 6th level, whenever you make a melee attack with your gunblade you can make a firearm attack with the same weapon as a bonus action.

Additionally, you ignore disadvantage on firearm attacks made against creatures that are within 5 feet of you.

BACKFIRE

Beginning at 10th level, you learn to use the concussive force of your firearm to empower your melee attacks. When you make a melee attack using your gunblade, you can intentionally cause your firearm to misfire and double the amount of damage the melee attack deals. You cannot make an attack in this way again until you repair your firearm.

COMBAT ROLL

At 14th level, you make the most of your openings in combat. You can now take the Disengage action as a bonus action and reload your firearm as part of that same bonus action.

DEBILITATING SHOTS

Upon reaching 17th level, you use the power of your Trick Shots to gain the upper hand on your enemies in melee combat. Whenever a creature fails a saving throw to resist the effects of one of your Trick Shots, you gain advantage on all melee attacks against them until the end of your turn.

GRENADIER

Those who weren't satisfied with the crossbow went on to engineer the explosive force of the firearm, but some were still unsatisfied by even that. Grenadiers pack small canisters with explosive substances to create the pocket sized bombs they call grenades. Typically considered to have a death wish, even by other gunsmiths, grenadiers are often of the mindset that "if you're gambling with your life, why not go all in?".

EXPANDED ARSENAL

When you choose this shooting style at 3rd level, you gain access to a new Gunsmithing option, **Grenades**. The rules for crafting and using grenades are listed at the end of this class description along with the rest of the gunsmithing options. The maximum number of live grenades you can have at a time equals twice your Smithing skill.

CONTROLLED BLASTS

Beginning at 6th level, you engineer your grenades to detonate in a controlled manner so that they only harm your targets. When you make a grenade attack, you can choose a number of creatures up to your Intelligence modifier (minimum of one creature), to automatically succeed on their saving throw against the grenade.

EVASION

At 10th level, your proficiency in causing explosions makes you equally good at dodging similar effects, such as a black dragon's acid breath or a *lightning bolt* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to only take half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

FASTBALL TECHNIQUE

Beginning at 14th level, your quick throws allow you to follow up on your grenade attacks. When you use your action to throw a grenade, you can make one firearm attack as a bonus action.

SHORTENED FUSE

At 17th level, you can shoot your grenades causing early detonation and a harder to dodge blast. When you throw a grenade as an action, you can expend one Grit point to shoot your grenade causing all creatures within range of the blast to have disadvantage on the saving throw.

HEAD HUNTER

The firearm opened new doors for the experienced and the inexperienced killers alike. Whether seasoned assassins or scorned souls out for revenge, head hunters use bullets to mark their targets and then listen for the sound of metal scratching against bone to track their mark until their death.

HUMANOID SLAYER

Starting when you choose this style at 3rd level, you perfect your skills in tracking and killing humanoid creatures. You gain proficiency in either the Perception or Survival skill and you gain advantage on Wisdom (Perception) and Wisdom (Survival) checks made to track humanoid creatures.

MARKED FOR DEATH

At 3rd level, you consign a creature to death by marking them with a bullet. When you hit a creature with a firearm attack, you can choose to mark that creature for death. For 1 minute, you always know the exact location of your mark even if they are invisible. The effect ends early if the creature moves more than 60 feet away from you, transitions to another plane of existence or you choose to mark another creature.

You can mark a number of creatures per day equal to your Wisdom modifier. At 14th level, you can have two creatures marked at the same time. If you mark a third, the effect ends on the first creature you marked.

PROFESSIONAL COURTESY

Beginning at 6th level, you offer your mark the courtesy of a quick death by exploiting their weaknesses. Whenever you hit your mark with a firearm attack, you deal an additional 1d4 damage of the weapon's type. This damage increases to 2d4 at 10th level, 3d4 at 14th level and 4d4 at 17th level.

EXPEDIENT EXECUTOR

At 10th level, your marks now have disadvantage on saving throws made to resist the effects of your Trick Shots. Your ability to determine your mark's weaknesses give you the upper hand in combat.

INESCAPABLE DEMISE

At 17th level, you refuse to let those you have marked for death escape their fate. When a creature you have marked leaves the 60 foot radius of your *Marked For Death* feature, you can use your reaction to expend one Grit point and immediately take an additional turn. As part of this turn, you can only use your speed to move closer to your mark and you can only make attacks against your mark.

If your mark is still more than 60 feet away at the end of this turn, the mark fades and you must finish a short rest before you can use this feature again.

MARKSMAN

A gunsmith's lethality with ranged weapons is nigh unmatched except by the most skilled of archers, but a marksman's unwavering accuracy is unmatched by all. What they lack in raw power they more than make up for with their ability to consistently hit their target, and there are few targets a marksman cannot hit.

EXPANDED ARSENAL

When you choose this shooting style at 3rd level, you gain access to a new Gunsmithing option, **Sniper Rifles**. The rules for crafting and using rifles are listed at the end of this class description along with the rest of the gunsmithing options.

MARKSMAN'S EYE

Beginning at 6th level, you train yourself to ensure your eye never leaves your target. You can cast the *hunter's mark* spell once at 1st-level and regain the ability to do so after a short or long rest.

Additionally, the benefits of your Deadeye Shot feature now extend to every firearm attack you make that turn.

STEADY BREATHING

At 10th level your steady breathing helps you ignore the distractions of the battlefield, allowing you to zone in on your target. As a bonus action, you can expend one Grit point to ignore disadvantage on firearm attacks against one creature of your choice until the end of your turn.

Alternatively, you can expend one Grit point in the same fashion to end one of the following conditions affecting you: *Blinded*, *Deafened*, *Frightened* or *Stunned*.

UNRELENTING AIM

By 14th level staying on target has become second nature to you. Whenever you make a firearm attack, you can treat a d20 roll of 9 or lower as a 10, unless the roll would cause your firearm to misfire.

VICIOUS INTENT

At 17th level, your firearm attacks score a critical hit on a roll of 19-20, and you regain a Grit point on a roll of 19 or 20 on a d20 attack roll with a firearm.

VAQUERO

It is not uncommon to see someone riding into combat atop a mighty warhorse. It is considerably less common to see said someone wielding firearms. These are the vaqueros of the world. Also known as cowboys or drovers, vaqueros are effective in both close and ranged combat whether mounted or not, a cowboy trusts the effectiveness of his ranged weapons but still appreciates the need to be able to give chase at a moments notice.

BONUS PROFICIENCIES

When you choose this style at 3rd level, you gain proficiency in the Animal Handling skill. If you are already proficient, you can instead double your proficiency bonus for all Animal Handling checks you make.

AT HOME IN THE SADDLE

Starting at 3rd level, you feel as comfortable in the saddle as you do with your feet on the ground. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

RIDER'S BOND

At 6th level, your calm nature allows you to bond with mounts more easily. If you spend at least 10 minutes caring for and bonding with a mount, you gain advantage on all Animal Handling checks with that mount until you do something to harm or significantly scare it (DM's discretion).

Additionally, you add your proficiency bonus to your mount's AC and to any check your mount makes while you can see it and you are able to maintain control of your mount without the use of your hands.

HERD THE CATTLE

Upon reaching 10th level, you master the ability to control enemies from the saddle of your mount. While mounted, firearm attacks you make against creatures that are within 5 feet of you do not have disadvantage. Additionally, you can now use your firearms to make opportunity attacks against creatures when they leave your reach while you are mounted.

UNMOUNTED COMBATANT

Beginning at 14th level, you train your mounts to remain effective in combat even while you are not riding them. On your turn, while you are not mounted, you can verbally command your mount to move up to its walking speed. You can use your bonus action to command your mount to take the Dash, Disengage, Dodge or Help action. Finally you can forgo one of the attacks granted by your Extra Attack feature to command your mount to take the Attack Action.

TRUSTY STEED

At 17th level, you've formed an inseparable bond with your mount. A mount under the effects of your *Rider's Bond* feature has its hit point maximum increased by an amount equal to half your maximum hit points (rounded down) or four times your gunslinger level, whichever is higher, and you can summon your mount from up to 1 mile away with an audible call.

Additionally, if a creature targets your mount with an attack that would cause it to drop to 0 hit points. You can expend one Grit point to have your mount drop to 1 hit point instead.

SPELLSLINGER

There has long been a saying that "Any sufficiently advanced technology is indistinguishable from magic." A spellslinger scoffs at that saying and instead combines advanced technology with magic. Infusing their arsenal with arcane power, a spellslinger has ammunition for every occasion. With the ability to perform crowd control or even more vicious single target damage, who needs a bullet when a fireball will do?

SPELLCASTING

When you reach 3rd level, you augment your firearms with the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting. The spells you can learn are listed in the Spellslinger Spell List at the end of this shooting style description.

Cantrips. You learn two cantrips of your choice from the spellslinger spell list. You learn an additional spellslinger cantrip of your choice at 10th level.

Spell Slots. The Spellslinger Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the first level spell *magic missile* and have a 1st-level and a 2nd-level spell slot available, you can cast the spell using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level spellslinger spells of your choice. The Spells Known column of the Spellslinger Spellcasting table shows you when you learn more spellslinger spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots.

For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. Whenever you gain a level in this class, you can replace one of the spellslinger spells you know with a spell of your choice from the spellslinger spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your spellslinger spells, since you learn your spells through study, memorisation and integration into your firearms. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a spellslinger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus. You can use a firearm of your choice as a spellcasting focus for your spellslinger spells. When using a firearm as a spellcasting focus you do not need to perform the somatic components for a spell and instead merely pull the trigger of your firearm casting the spell as if it had been shot from your gun.



SPELLSLINGER SPELLCASTING

Gunsmith Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	3	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

ARCANE ARSENAL

Beginning at 6th level, firearm attacks made with your spellcasting focus count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Additionally, when casting spells that require an attack roll, you can choose to use the attack bonus of your spellcasting focus in place of your spell attack bonus.

ELDRITCH AFTERBURN

At 10th level, you modify your firearms to harness the residual magic energy left in the barrel of your gun. After casting a spell of 1st-level or higher, firearm attacks made with your spellcasting focus deal an additional 1d6 force damage per the level of spell cast until the end of your next turn. You gain this bonus regardless of whether the spell hit or not.

HOMING ROUNDS

At 14th level, you infuse your ammunition with the will to seek out the targets of your spell attacks. After hitting a creature with a spell of 1st-level or higher, firearm attacks made with your spellcasting focus gain a +1 bonus to hit, per the level of spell cast against that creature until the end of your next turn.

You only gain this effect on creatures hit with spells that require a saving throw if they fail the saving throw.

IMPROVED ARCANE ARSENAL

Starting at 17th level, the firearm you use as your spellcasting focus is magically reloaded whenever you cast a spell of 1st level or higher.

SPELLSLINGER SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash	Melf's Acid Arrow
Chill Touch	Misty Step
Fire Bolt	Scorching Ray
Poison Spray	Snilloc's Snowball Swarm
Ray of Frost	(XGE)
Thunderclap (XGE)	Spider Climb
	Web

1ST LEVEL

Chaos Bolt (XGE)
Chromatic Orb
Ensnaring Strike
Hail of Thorns
Ice Knife (XGE)
Magic Missile
Thunderwave
Witch Bolt

2ND LEVEL

Aganazzar's Scorchers (XGE)
Hold Person

3RD LEVEL

Conjure Barrage
Elemental Weapon
Fireball
Flame Arrows (XGE)
Lightning Arrow
Lightning Bolt

4TH LEVEL

Blight
Fire Shield
Vitriolic Sphere (XGE)

GUNSMITHING

Firearms can be created at any level so long as you have a high enough Smithing Skill and sufficient funds. Certain firearm options require a specific Shooting Style to craft.

Gunblades can only be created by Bladebarrels, **grenades** can only be created by Grenadiers and **sniper rifles** can only be created by Marksmen.

FIREARM AND AMMUNITION PROPERTIES

Firearms are a new and volatile technology, and as such bring their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below). These properties replace the optional ones presented in the *Dungeon Master's Guide*. Firearms are all ranged weapons.

Bladed. This firearm has a blade attached to its barrel and can be used to make melee attacks. The blade's damage and properties are the same as that of the normal weapon named next to this property.

Burning. This ammunition deals an additional 1d8 fire damage on a hit.

Hidden. You have advantage on the first attack you make with this weapon against a creature that fails a DC 15 Wisdom (Perception) check to spot it.

Expanding. This ammunition deals an additional damage die of the firearm's type on a hit.

Reload. The weapon can be fired a number of times equal to its Reload score before you must use your action to reload it. You must have one free hand to reload a firearm.

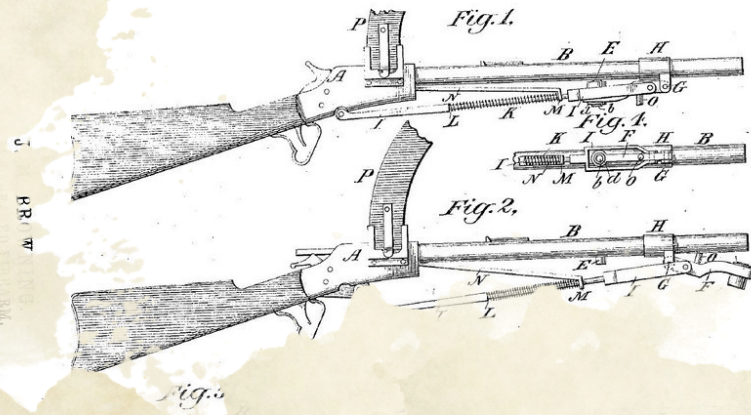
Magical. Your firearm attacks count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Misfire. Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinker's Tools check (DC = 8 + misfire score).

If your check fails, the weapon is broken and must be repaired out of combat at a quarter of the total cost of the firearm. A firearm can never have a misfire score lower than 1 and creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

Penetrating. This ammunition adds a +1 bonus to your attack rolls.

Silenced. Your firearm attacks no longer produce loud sounds when fired allowing you to maintain the element of surprise.



BASIC FIREARM OPTIONS

A basic firearm is a cheaply made, generic version of a certain type of firearm. Basic firearms require a minimum Smithing skill to create, as shown in the Skill column. You must then also spend the listed cost for materials, after which you gain the complete weapon. Basic firearms cannot be modified with the custom firearm options.

BASIC FIREARMS

Type	Skill	Cost	Damage	Weight	Range	Properties
Gunblade	2	200gp	1d8 piercing	5 lb.	(60/240)	Bladed (shortsword), Reload 4, Misfire 1
Musket	2	300gp	1d12 piercing	10 lb.	(120/480)	Two-handed, Reload 1, Misfire 2
Pistol	1	150gp	1d8 piercing	3 lb.	(60/240)	Light, Reload 4, Misfire 1
Revolver	2	200gp	1d10 piercing	5 lb.	(80/320)	Reload 6, Misfire 2
Shotgun	2	300gp	2d8 piercing	10 lb.	(15/60)	Two-handed, Reload 1, Misfire 2
Sniper Rifle	2	400gp	2d12 piercing	10 lb.	(200/800)	Two-handed, Reload 1, Misfire 3
Wrist Pistol	2	50gp	1d6 piercing	1 lb.	(40/160)	Light, Hidden, Reload 1, Misfire 1

CUSTOM FIREARM OPTIONS

Building a custom firearm, is a step by step process that is significantly more costly than constructing a basic firearm. However, this allows you to customise more powerful firearms to your desired specifications. First choose a Frame, followed by a Magazine and finally a Barrel. Certain upgraded options require a higher Smithing skill and can be purchased for an additional cost, this can be done when you first create the firearm, or later when you have reached a higher Smithing skill or acquired more funds.

FRAMES

A firearm's frame is the base for the design of the weapon and determines the base scores for its *Damage*, *Weight*, *Range* and *Misfire* properties as well as its maximum *Reload* score.

FIREARM FRAMES

Type	Skill	Cost	Damage	Weight	Range	Max Reload	Properties
Musket	3	300gp	1d12 piercing	10 lb.	(120/480)	4	Two-handed, Misfire 2
Pistol	3	150gp	1d8 piercing	3 lb.	(60/240)	6	Light, Misfire 1
Revolver	4	250gp	1d10 piercing	5 lb.	(80/320)	10	Misfire 2
Shotgun	3	300gp	2d8 piercing	10 lb.	(15/60)	2	Two-handed, Misfire 3
Sniper Rifle	4	400gp	2d12 piercing	10 lb.	(200/800)	2	Two-handed, Misfire 3
Wrist Pistol	3	50gp	1d6 piercing	1 lb.	(40/160)	1	Light, Hidden, Misfire 1

MAGAZINES

A firearm's magazine determines its *Reload* score. All firearms have a base reload score of 1.

FIREARM MAGAZINES

Reload Score	Skill	Cost
1	1	—
2	1	10gp
4	2	25gp
6	3	50gp
8	4	100gp
10	5	150gp

BARRELS

A firearm's barrel affects various different properties. You can apply multiple barrel modifications to the same firearm. All firearms have a standard barrel.

FIREARM BARRELS

Type	Skill	Cost	Misfire	Properties
Corkscrew	3	100gp	—	Range (+20/+10)
Enchanted	3	500gp	+1	Magical
Silenced	5	250gp	+1	Silenced
Standard	1	—	—	—
Vented	4	150gp	-1	—

CUSTOM GUNBLADE OPTIONS

Bladebarrels can also customise the type of blade they attach to their firearm but only some blades are compatible with firearms, as shown in the gunblade compatibility table below. If your firearm has the Enchanted property, this property extends to the blade.

GUNBLADE COMPATIBILITY

Firearm Type	Melee Weapons	Cost
Musket	Battleaxe, Glaive, Halberd, Longsword	18gp
Pistol	Dagger, Handaxe, Shortsword	5gp
Revolver	Dagger, Handaxe Longsword, Shortsword	7gp
Shotgun	Battleaxe, Glaive, Halberd, Longsword	18gp
Wrist Pistol	Dagger	2gp

AMMUNITION

Ammunition type affects the amount of damage a firearm deals when used. Ammunition is unique to each firearm and is crafted in batches listed next to the price.

AMMUNITION COST

Firearm Type	Standard	Armor Piercing	Hollow Tip	Tracer
Musket	5gp (20)	10gp (20)	40gp (10)	20gp (10)
Pistol	4gp (20)	8gp (20)	32gp (10)	16gp (10)
Revolver	4gp (20)	8gp (20)	32gp (10)	16gp (10)
Sniper Rifle	10gp (5)	20gp (5)	80gp (5)	40gp (5)
Shotgun	5gp (5)	10gp (5)	—	—
Wrist Pistol	2gp (20)	4gp (10)	—	—

Certain types of ammunition are more difficult and dangerous to create but have special properties which are detailed along with their required Smithing skill in the Ammunition Properties table below.

AMMUNITION PROPERTIES

Ammunition Type	Skill	Misfire Score	Properties
Standard	1	—	—
Armor Piercing	3	—	Penetrating
Hollow Tip	5	+1	Expanding
Tracer	4	+1	Burning

GRENADE OPTIONS

Grenades are compact explosives designed to be thrown before exploding. As an action you can throw a grenade a number of feet equal to 10 times your Dexterity modifier, where it then detonates. The Smithing Skill and funds required to craft a grenade are listed at the beginning of its description. If a grenade's effects require a saving throw, the DC = 8 + your proficiency bonus + your Intelligence modifier.

FLASHBANG GRENADE

Skill 4/20gp. This grenade explodes in a 20 foot radius sphere, emitting bright light and loud sound. Creatures within the blast radius must succeed on a Constitution saving throw or be blinded and deafened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the conditions on a success.

FRAG GRENADE

Skill 3/30gp. This grenade explodes in a 15 foot radius sphere, sending shrapnel flying out into the air. Creatures within the blast radius must make a Dexterity saving throw taking 6d8 piercing damage on a failure and half as much on a success.

MOLOTOV COCKTAIL

Skill 2/10gp. 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 3d10 fire damage on a failure and half as much on a success.

Additionally, the ground within the blast radius continues to burn for a number of rounds equal to your Intelligence modifier. A creature that starts its turn or moves through this area takes 1d6 fire damage.

SMOKE GRENADE

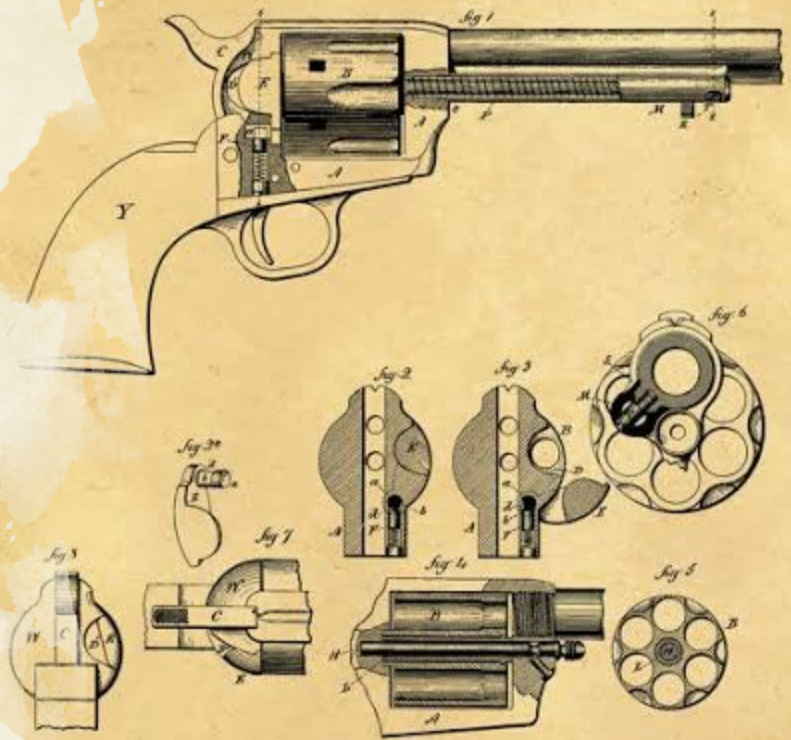
Skill 2/15gp. This grenade explodes in a 30 foot radius sphere, spreading thick smoke into the air. This smoke persists for 1 minute, spreading around corners and causing its area to become heavily obscured.

A moderate wind (at least 10 miles per hour) disperses the smoke after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

TANGLEFOOT GRENADE

Skill 5/25gp. This grenade explodes in a 5 foot radius sphere, coating everything in a thick sticky tar. Creatures within the blast radius must succeed on a Dexterity saving throw or become restrained.

A creature can make a Strength saving throw at the end of each of its turns, breaking free on a success. Additionally, all surfaces within the blast radius become difficult terrain.



CREDITS

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