



GUNSLINGER

A lone man rides into town, his trusty pistols at his sides. The stranger scans the wanted posters for the bounty he's been hunting – and checks that his own name hasn't been added to the wall.

An elven mechanic tinkers with her musket late into the night, refining its accuracy by precious fractions of a degree. She knows that a well placed shot can make the difference between life and death.

A daring dwarven musketeer lets loose a thunderous volley then leaps into the fray with sword and armor shining bright. The momentum of battle carries him to victory, won by daring deeds of arms both ancient and new.

These are gunslingers – constant innovators and masters of the newest form of combat. This motley mix of scholars, soldiers, and wanderers has shown that technology can hold its own in a world of magic, might, and monsters.

DEADLY MARKSMEN

Gunslingers are experts with the recently invented firearm. This expertise is often acquired in the pursuit of a personal goal. Some gunslingers, however, have taken up arms in the service of the gods, mixing powder with holy power to hunt the forces of darkness.

Gunslingers excel at dealing death from afar. But as they face ever greater odds, they must learn to support their team with cover fire, cripple enemies with precise targeting, and employ a variety of unconventional tactics. Only through these skills can they earn their place alongside powerful mages and heroic champions of renown.

ICONOCLASTIC INNOVATORS

Gunslingers are tactical innovators and early adopters of unproven technology, who often stand out as iconoclastic individuals. Outside of combat their interests vary, but generally tend towards the intellectual or the adventurous. Most gunslingers have at least a passing interest in the fields of learning that granted them the power they wield, and a strong motivation – be it noble or selfish – to put that power to use.

THE GUNSLINGER

Level	Proficiency Bonus	Grit Points	Features	Targets Known
1st	+2	3	Grit, Targeting	2
2nd	+2	3	Fighting Style, Cover Fire (Ranged Weapon Attacks)	2
3rd	+2	4	Gunslinger Specialty	2
4th	+2	4	Ability Score Improvement	3
5th	+3	5	Extra Attack, Lock & Load	3
6th	+3	6	Cover Fire Improvement (Melee Weapon Attacks)	3
7th	+3	7	Specialty Feature	4
8th	+3	8	Ability Score Improvement	4
9th	+4	9	Specialty Feature	4
10th	+4	10	Cover Fire Improvement (Ranged Spell Attacks)	5
11th	+4	11	Specialty Feature	5
12th	+4	12	Ability Score Improvement	5
13th	+5	13	Moment's Notice	6
14th	+5	14	Cover Fire Improvement (Melee Spell Attacks)	6
15th	+5	15	Specialty Feature	6
16th	+5	16	Ability Score Improvement	7
17th	+6	17	Lucky Stars	7
18th	+6	18	Constant Cover	7
19th	+6	19	Ability Score Improvement	8
20th	+6	20	True Grit	8

CREATING A GUNSLINGER

When creating a gunslinger, consider what drove you to adopt this technology. Talk with your DM about the prevalence of guns in your world, as this will drastically change the nature of your weapons of choice.

If firearms are rare, consider how you came across yours. Perhaps you were part of an elite honor guard with access to this technology, or maybe you were among the scholars whose studies led to their invention.

If firearms are common, consider why you chose this specialty over swordplay or magic. Perhaps you are an aspiring peasant with a heroic spirit but no access to martial training. Or maybe you are an avid hunter who found your true calling tracking a deadly monstrosity in the employ of a grateful hamlet.

QUICK BUILD

You can make a gunslinger quickly by following these suggestions. First make Dexterity your highest ability score, followed by Intelligence, Wisdom, or Charisma depending on which specialty you plan on taking at 3rd level. Second, choose the Engineer background (see Appendix C).

CLASS FEATURES

As a gunslinger, you gain the following 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, crossbows, firearms, bayonets

Tools: Tinker's tools

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, Animal Handling, History, Intimidation, Investigation, Medicine, Nature, Perception, Sleight of Hand, Stealth, and Survival

EQUIPMENT

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

- (a) an arquebus, a powder horn, and a case of 20 bullets or (b) a hand cannon, a powder horn, and a case of 20 bullets or (c) a crossbow of any type and a case of 20 bolts
- (a) a handaxe or (b) a dagger
- leather armor
- (a) an explorer's pack or (b) a scholar's pack

Or you can start with 5d4×10 gp to spend how you see fit.

GRIT

Your mental toughness keeps you steady and focused in the heat of battle. This grit is represented by a number of grit points. Your gunslinger level determines your number of grit points, as shown in the Gunslinger table. Your grit is restored after a short or long rest.

Choose Intelligence, Wisdom, or Charisma as your grit ability, depending on whether you rely on cool calculation, instinct and experience, or sheer determination. Your grit ability determines which specialties you can choose from at 3rd level. These prerequisites are listed under each specialty.

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

$$\text{Grit save DC} = 8 + \text{your proficiency bonus} + \text{your grit ability modifier}$$

TARGETING

You can aim at specific points on your targets. Before you make an attack with a ranged weapon, you can spend 1 grit point and choose a targeting option you know. On a hit, your attack gains the corresponding effect, in addition to dealing damage as normal. Some options also modify your attack roll before the hit is determined.

You can use this feature once per attack. If another feature lets you subtract 5 from your attack roll to add 10 to your damage, you cannot use this feature with that attack.

Choose two of the following targeting options. You learn an additional option at 4th, 7th, 10th, 13th, 16th, and 19th level.

ARM

The target loses its reaction until the end of your next turn.

CHEST

The target takes an additional 1d4 damage on a hit.

FOOT

The target must succeed on a Dexterity saving throw or fall prone if it is standing.

HEAD

Subtract 5 from your attack roll. The target takes an additional 10 damage on a hit.

LEG

The target must succeed on a Constitution saving throw or its walking speed becomes halved until the end of its next turn.

MIDSECTION

The target must succeed on a Strength saving throw or be pushed away 5 feet.

SHOULDER

The target must succeed on a Constitution saving throw or become incapacitated until the end of the current turn.

WING

The target must succeed on a Dexterity saving throw or fall up to 60 feet if it is flying. Its descent is controlled enough to avoid falling damage.

COVER FIRE

Starting at 2nd level, ranged weapon attacks you prepare with the Ready action can disrupt the ranged weapon attacks of your targets. If you hit a creature as it begins its attack (before it makes its attack roll), its attack automatically fails and your attack deals damage as normal.

You can disrupt ranged weapon attacks starting at 2nd level, melee weapon attacks starting at 6th level, ranged spell attacks starting at 10th level, and melee spell attacks starting at 14th level. If you disrupt a spell attack, the target does not lose its spell slot.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

GUNSLINGER SPECIALTY

At 3rd level, you adopt a specialized style of gun-play: that of the Frontiersman, Marksman, Musketeer, or Demon Hunter, all detailed at the end of the class description.

Your grit ability determines which specialties you can choose from. These prerequisites are listed under each specialty. Your specialty grants you features at 3rd level, and again at 7th, 9th, 11th, and 15th 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.

LOCK & LOAD

Starting at 5th level, you can ignore the loading property of crossbows and firearms. (*You still need a free hand to load these weapons, since they have the ammunition property.*)

MOMENT'S NOTICE

From 13th level on, you are always ready for trouble. If you are surprised, you can spend 2 grit points after rolling initiative to end your surprise.

LUCKY STARS

Starting at 17th level, whenever you make a saving throw and fail, you can spend 2 grit points to reroll it and take the second result.

CONSTANT COVER

Beginning at 18th level, your enhanced situational awareness in combat lets you to provide cover fire while fighting. When you take the Attack action on your turn, you can forgo an extra attack to ready an attack with a ranged weapon.

TRUE GRIT

At 20th level, when you roll for initiative and have fewer than 4 grit points remaining, your current grit points become 4.

GUNSLINGER SPECIALTIES

As the practice of firearms has not yet been codified in tradition, each individual finds a unique approach to the art. Yet even at this nascent stage, distinct specialties are emerging, foreshadowing how these weapons may one day dominate the battlefield.

FRONTIERSMAN

Prerequisite: grit ability is Wisdom or Charisma

These fearless riders hail from the lawless frontier, where they seek profit or serve justice. In combat, they are known for their showy trick shots and their speed on the draw.

FRONTIER SKILLS

At 3rd level, choose one of the following frontier skill sets to learn. You learn a second option at 7th level, and the third option at 9th level.

Rodeo Star. You gain proficiency with lassos and whips. You have advantage on Wisdom (Animal Handling) checks to interact with lassoed Beasts. See Appendix A for lassos.

Saloon Drifter. You gain proficiency with playing cards and in Sleight of Hand. You have advantage on Charisma (Persuasion) checks to convince others to place bets and increase wagers.

Quick Draw. You can add your proficiency bonus to your initiative rolls. If you do, you gain disadvantage on two-handed weapon attacks during your first turn in combat.

TRICK SHOTS

Also at 3rd level, choose one of the following options for your Targeting feature to learn, in addition to the options your class normally grants you. You learn a second option from this list at 7th level, and the third option at 9th level.

Close Shave. You shoot dangerously close to the target to gain advantage on your next Charisma (Intimidation) check against it. For instance, you might blow its hat off or make it dance. This option deals no damage and does not require an attack roll.

Hand. The target must succeed on a Strength saving throw or drop a one-handed weapon of your choice. It makes this saving throw with advantage if its size is large or greater. You can aim at the target's weapon instead of its hand to have this attack deal no damage, but either way your attack roll must succeed for this option to take effect.

Ricochet. Your attack deflects off of a hard surface, such as a stone wall or another creature's shield. Your attack ignores the effects of half cover and three-quarters cover.

BONUS SHOT

Beginning at 11th level, when you use the Attack action and attack with a one handed weapon, you can use a bonus action to attack with a one handed ranged weapon you are holding.

HIGH NOON

At 15th level, you master the art of the quick draw. On your first turn during combat, you have advantage attacking creatures that have not yet acted. When you hit a creature that has not yet acted with a weapon attack on your first turn during combat, your weapon's damage dice count as their maximum possible value.



MARKSMAN

Prerequisite: grit ability is Intelligence or Wisdom

Marksmen represent the most radical break from the old ways. These scouts and assassins of the battlefield are at their deadliest when they can methodically pick off their enemies from afar.

GUERRILLA TACTICS

Starting at 3rd level, you can attempt to hide as a bonus action on your turn.

In addition, you gain proficiency in one of the following skills of your choice: Nature, Stealth, or Survival.

CRACK SHOT

Beginning at 7th level, attacking at long range doesn't impose disadvantage on your attack rolls with ranged weapons, and your shots ignore the effects of half cover and three-quarters cover. While using the Targeting feature, if you know the Head option you can use it without spending any grit.

EAGLE EYE

By 9th level, your eyes have become well trained to notice distant details. You can see twice as far as most other characters, and can make out details from twice as far away. In addition, dim light no longer imposes disadvantage on your Wisdom (Perception) checks involving sight.

ONE SHOT, ONE KILL

Starting at 11th level, you are deadliest when focusing on a single foe. When you take the Attack action to make a ranged weapon attack, you can forgo your extra attack to triple your weapon's damage die and the damage from your ability modifier. Choose whether to use this feature before you make your attack roll.

Starting at 18th level, some of this benefit extends to your cover fire. When you make a ranged weapon attack using the Ready action, these damage sources are doubled.

PERFECT PLACEMENT

From 15th level on, if you have advantage on an attack roll and use the Targeting feature, your opponent gains disadvantage on any saving throw your targeting option induces.

CRACK SHOT AND SHARPSHOOTER

If you have the Sharpshooter feat when you gain the Crack Shot feature, you can exchange Sharpshooter with another feat of your choice. Alternatively, if you gained Sharpshooter instead of an Ability Score Improvement, you can exchange it for an Ability Score Improvement.

MUSKETEER

Prerequisite: grit ability is Intelligence or Charisma

Musketeers are well versed in a variety of weapons, and are the most classically trained fighters of all gunslingers. Those who walk this path are fierce combatants at any range, and often develop a charismatic flair that comes with a life of daring-do.

CLOSE QUARTERS COMBATANT

Starting when you choose this specialty at 3rd level, enemies being within 5 feet of you do not impose disadvantage on your attack rolls with ranged weapons.

In addition, you gain proficiency with medium armor, shortswords, rapiers, halberds, and pikes.

TOUGHER STOCK

When you choose this specialty at 3rd level, you gain an additional 3 hit points, and your hit dice become 1d10 per gunslinger level. Your hit points at higher levels become 1d10 (or 6) hit points per gunslinger level after 3rd.

RENAISSANCE SCHOLAR

At 7th level, you gain three proficiencies of your choice from the fields below. As the ideal renaissance scholar has a wide breadth of knowledge, each choice must come from a different field.

Art. Performance, calligrapher's supplies, painter's supplies, mason's tools, or a musical instrument.

Letters. History, Religion, or a language.

Science. Medicine, Nature, cartographer's tools, or navigator's tools.

Sport. Animal Handling, Acrobatics, Athletics, or chess sets.

RAPIER WIT

Starting at 9th level, your quick wit and clever wordplay grant you advantage on Charisma (Performance) and Intelligence (Performance) checks to flatter and to insult. These checks are typically contested by the target's Wisdom (Insight) check.

ADDITIONAL EXTRA ATTACK

Beginning at 11th level, you can attack thrice, instead of twice, whenever you take the Attack action on your turn.

ONE FOR ALL, ALL FOR ONE

By 15th level, your courageous example inspires your team. After making an initiative roll, you can choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you. These creatures gain temporary hit points equal to your initiative roll. Once you use this feature, you cannot use it again until you finish a short or long rest.

DEMON HUNTER

Prerequisite: grit ability is Intelligence or Wisdom

Demon hunters pursue the fouler creatures of the night who torment the living. They protect their allies with sacred light and utilize esoteric arts in their fight against the dark.

SPELLCASTING

When you reach 3rd level, you augment your gunfighting with the ability to cast spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting and chapter 11 for the cleric spell list.

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

Spell Slots. The Demon Hunter 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 1st-level spell *sanctuary* and have a 1st-level and a 2nd-level spell slot available, you can cast *sanctuary* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the abjuration and divination spells on the cleric spell list.

The Spells Known column of the Demon Hunter Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an abjuration or divination spell of your choice, and 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.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or divination spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Use your grit ability for your spellcasting ability. This will be either Intelligence or Wisdom, since you learn your cleric spells through theological study. You use your grit ability whenever a spell refers to your spellcasting ability. In addition, you use your grit ability modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your grit ability modifier

Spell attack modifier = your proficiency bonus + your grit ability modifier

DEMON HUNTER SPELLCASTING

Gunslinger Level	Cantrips Known	Spells Known	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	2	—	—
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

DOMAIN SPELLS

Also at 3rd level, choose a divine domain if you do not already have one. You cannot serve more than one domain. While learning spells as a gunslinger, you can treat your domain's spells as if they were on the cleric spell list. See the Hunt Domain Spells table below and chapter 3 of the Player's Handbook for the domain spell lists.

Additional Domain Spells. While learning spells as a gunslinger, you may be able to treat additional spells as if they were on your domain's spell list, as shown in the Additional Domain Spells table. These additional spells only apply to learning spells as a gunslinger – if you have one or more levels as a cleric, they do not become available for your cleric spellcasting.

HUNT DOMAIN SPELLS

Spell Level Spells

1st	<i>alarm, hunter's mark</i>
2nd	<i>darkvision, pass without trace</i>
3rd	<i>conjure barrage, nondetection</i>
4th	<i>freedom of movement, locate creature</i>
5th	<i>tree stride, swift quiver</i>

ADDITIONAL DOMAIN SPELLS

Domain Spells

Life	<i>goodberry, aura of vitality, aura of life, aura of purity</i>
Knowledge	<i>detect thoughts</i>
Tempest	<i>misty step</i>

HUNTER HUNTED

When you choose this specialty at 3rd level, you gain advantage on Wisdom (Survival) checks to track Fiends, lycanthropes, and Undead, as well as on Intelligence checks to recall information about them.

You also learn how to speak, read, and write one of the following languages of your choice: Celestial, Abyssal, or Infernal.

CHANNEL DIVINITY

At 7th level you gain the ability to channel the divine. When you channel divinity, choose which option to use. Use your gunslinger spell save DC for options that require a saving throw. You must finish a short or long rest before you can use your Channel Divinity again.

Turn the Unholy. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Reveal the Untrue. As an action, you shine a light and speak a vow of truth admonishing irrational fear and superstition. Each invisible creature, shapechanger, or magically disguised creature that can see or hear you within 30 feet of you makes a Constitution saving throw. If the creature fails its saving throw, it becomes visible and reverts to its true form, and cannot become invisible, change shape, or magically disguise itself for 1 minute.

ESOTERIC APOTHECARY

At 9th level you gain advantage on Wisdom (Medicine) and Intelligence (Religion) checks to diagnose and treat ailments caused by Fiends, lycanthropes, and Undead, as well as curses of any nature.

In addition, you gain proficiency in one of the following skills or tools of your choice: Medicine, Religion, alchemist's supplies, or herbalism kits.

SILVER BULLET

At 11th level, you learn how to imbue your shots with holy power. Your ranged attacks with ammunition weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and deal an additional 1d6 radiant damage on a hit.

A LIGHT IN THE DARK

Starting at 15th level, your enlightened balance of faith and reason helps your team keep true in the face of terror and temptation. You cannot be charmed or frightened, and friendly creatures within 10 feet of you have advantage on saving throws against these conditions.

A DEMON HUNTER'S THEOLOGY

Those who devote themselves to the will of the gods must first interpret that will. A demon hunter may view their holy undertaking differently than a cleric of the same domain.

Arcana. "As disharmonious distortions to the Weave, fiends must be separated from reality."

Death & Grave. "Death is the blessed sleep of the righteous and the final punishment of the wicked. To seek or spread undeath is to hold the court of divine justice in contempt."

Forge. "We do not possess the strength of demons, so let us forge superior weapons and temper our souls to challenge their power."

Hunt. "The gods made werewolves to challenge us all to join the hunt, as both predator and prey."

Knowledge. "Our capacity for wisdom is divine. When used against evil it is a powerful tool. Know the enemy. Know yourself. And know what evil lurks in the hearts of men."

Life. "The spirits of the dead can be dangerous, but let us not forget the living for whom we fight. We must nurture our own spirit, and uplift the souls of our fellow man."

Light. "The light of righteousness shall cast out the darkness of night and expose its terrors for the lost and wretched souls they are."

Nature. "I serve first and foremost the natural order of things. Corruption of the soul must be pruned for natural law to thrive."

Tempest. "Nothing is to be feared but the wrath of the gods, and I am an agent of that wrath. I will forebode like a threatening storm, strike like lightning, and vanish into the mist."

Trickery. "Our struggle against the vampire is won or lost in the battle of wits. Only through greater cunning can we avoid him at his strongest and strike when he is weak."

War. "This world is but one battleground in the war of good and evil. If we do not take up arms, then evil will prevail."

THE HUNT DOMAIN

Gods of the Hunt are important deities in many cultures. Whether hunting is a source of food, a rite of passage, or a noble passtime, hunting often has profound societal importance. Gods and goddesses of the hunt include Malar, Balinor, Nodens, Artemis, Pakhet, and Uller.

See *Divine Domain: The Hunt*, available online through Dungeon Master's Guild at <http://www.dmsguild.com/product/226721>, for more information on this domain, including the features gained by clerics who follow this path.

APPENDIX A: WEAPONS

FIREARMS

Name	Cost	Damage	Weight	Properties
Hand Cannon	100 gp	1d8	4 lb.	Ammunition (range 30/90), loading
Arquebus	100 gp	1d10	10 lb.	Ammunition (range 60/180), loading, two-handed
Pistol	250 gp	1d10	3 lb.	Ammunition (range 60/180), loading
Blunderbuss	400 gp	2d6	6 lb.	Ammunition (range 30/90), loading, two-handed
Musket	500 gp	1d12	10 lb.	Ammunition (range 120/360), loading, two-handed
Bullets (10)	3 gp	—	2 lb.	—
Shot (10)	3 gp	—	2 lb.	—

COMBINATION WEAPONS

Weapon	Component	Cost	Damage	Weight	Properties
<i>Simple melee components</i>					
Pistol-axe	Axe	300 gp	1d6 slashing	4 lb.	—
	Pistol		1d8 piercing		Ammunition (range 30/90), loading
Pistol-knife	Knife	300 gp	1d4 piercing	3 lb.	Finesse
	Pistol		1d8 piercing		Ammunition (range 30/90), loading
<i>Martial melee components</i>					
Pistol-sword	Shortsword	500 gp	1d4 piercing	3 lb.	Finesse, light
	Pistol		1d8 piercing		Ammunition (range 30/90), loading
Pistol-rapier	Rapier	500 gp	1d6 piercing	4 lb.	Finesse
	Pistol		1d8 piercing		Ammunition (range 30/90), loading
Pistol-halberd	Halberd	600 gp	1d8 slashing	11 lb.	Heavy, two-handed, reach
	Pistol		1d8 piercing		Ammunition (range 30/90), two-handed, loading
Bayonet	—	3 gp	1d8 piercing	1 lb.	Special, two-handed

MISCELLANEOUS MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Lasso	—	—	10 lb.	Special, thrown (range 10/20)

FIREARMS

Firearms count as martial ranged weapons. However, if firearms are rare in your campaign setting, they require their own separate weapon proficiency.

Firearms are audible within 1 mile outdoors. Wet firearms gain disadvantage on attack rolls, and firearms do not work underwater.

The pistol and musket here have longer ranges than those found in the *Dungeon Master's Guide*. The range of the modern and futuristic firearms in the DMG should also be increased if used in your campaign.

COMBINATION WEAPONS

Combination weapons consist of a melee component and a firearm component. While using these weapons, consider your proficiencies and abilities for each component separately. A single combination weapon counts as one weapon for the sake of the Dueling fighting style, despite having a firearm built in.

Bayonet. A bayonet can be affixed to or removed from an arquebus or a musket as an action. Unaffixed bayonets deal 1d4 piercing damage as one-handed, improvised weapons. If you are playing with the optional rule "feats", affixed bayonets count as polearms for both clauses of the Polearm Master feat.

MISCELLANEOUS WEAPONS

Frontiersmen make use of lassos, which have uses from calming fillies to catching outlaws.

Lasso. Lassos have the same special properties as nets, but with longer range and an AC determined by the rope you use. If you are proficient with lassos, you can use your action to make one out of 30 feet of rope or more. If you use less rope, decrease the lasso's maximum range accordingly, down to a minimum of 15 feet of rope. By yanking on the rope, you can attempt to pull or trip a lassoed creature, similar to the "Shove a Creature" special attack (PHB 195) except that the target is moved towards you rather than away from you.

APPENDIX B: FEATS

FEATS

If playing in a setting with firearms, these feats can bring firearm proficiency or expertise to your character.

GUNNER

You have received basic training with firearms, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms and bayonets.

GUNSMITH

Prerequisite: Proficiency with firearms

You are experienced in modifying firearms, granting the following benefits.

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You gain proficiency with your choice of either tinker's tools or smith's tools.
- You can spend 8 hours and 20 gp using tinker's tools to add one of the following modifications to a firearm. A single firearm can have multiple modifications.

Scope. Firearms and crossbows with scopes can be used like spyglasses. You can create a scope by destroying a spyglass. A scope can also be removed from a firearm or crossbow and installed on another one using this feat.

Silencer. Silenced firearms are only moderately loud. Their sound carries for 300 feet instead of 1 mile outdoors.

Waterproofing. Waterproof firearms can be loaded with minimal risk of dampening the wielder's gunpowder, so they can be fired while wet without disadvantage. Waterproofing does not make the gun function underwater.

APPENDIX C: MULTICLASSING

This appendix contains multiclassing information as it pertains to the gunslinger class. For the general rules of multiclassing, see chapter 6 of the Player's Handbook.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. See chapter 6 of the Player's Handbook for the prerequisites of other classes.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Gunslinger	Dexterity 13, and Intelligence, Wisdom or Charisma 13

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of the new class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Gunslinger	Firearms, crossbows, bayonets

CLASS FEATURES

When you gain a new level in a class, you get its features for that level. You don't, however, receive that class's starting equipment, and a few features have additional rules for multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, and Spellcasting.

EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does). Similarly, the warlock's eldritch invocation Thirsting Blade doesn't give you additional attacks if you also have Extra Attack.

CHANNEL DIVINITY

If you already have the Channel Divinity feature and gain a level in a class that also grants the feature, you gain the Channel Divinity effects granted by that class, but getting the feature again doesn't give you an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you. For example, if you are a cleric 6/paladin 4, you can use Channel Divinity twice between rests because you are high enough level in the cleric class to have more uses. Whenever you use the feature, you can choose any of the Channel Divinity effects available to you from your two classes.

SPELLCASTING

See chapter 6 of the Player's Handbook for the rules of Spellcasting and multiclassing. While adding your spellcasting levels to determine your available spell slots, add one third of your gunslinger levels (rounded down) if you have the Demon Hunter or Arcane Gunner feature.

APPENDIX D: BACKGROUNDS

ENGINEER

You are a student or professional with a high degree of technical creativity and relevant academic aptitude. You have spent many late nights inventing new devices or refining existing designs, and have a greater understanding of mathematics and science than the general population. Your training may have come from a university or an army.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: The tool corresponding to your engineering discipline, and an artisan's tool of your choice.

Equipment: The tool corresponding to your engineering discipline, a scroll case containing drafts of your current project, a degree from an institution confirming your proficiency, and a pouch containing 15 gp.

ENGINEERING DISCIPLINES

You are especially skilled in one of the following fields. Reroll any result that the DM rules to be too advanced for the technological state of your character's world.

d10 Engineering Discipline Tool Proficiency

1 Civil	Mason's tools
2 Mechanical	Tinker's tools
3 Vehicular	Vehicles (land, water, or air)
4 Optical	Glassblower's tools
5 Material	Smith's tools
6 Electrical	Jeweler's tools
7 Alchemical	Alchemist's supplies
8 Biological	Brewer's supplies
9 Analytical	Analytical engines
10 Cryptographic	Forgery kits

FEATURE: ENGINEERED SOLUTIONS

You are adept at solving problems with technology. You can implement known solutions, adapt existing technology, and create new inventions.

In the field, you can use this expertise to repair siege engines, lay traps, clear obstructions, erect temporary structures, and perform other tasks of similar complexity.

In your downtime, you can work on more ambitious projects. These are often team efforts. For example, you can help a city with the design of its aqueducts, or research the possibility of an alchemically fueled mechanical land vehicle.

SUGGESTED CHARACTERISTICS

Becoming an engineer requires years of education, training, and practice. Engineers are usually detail-oriented, hard working, and team players. They are knowledgeable in academic topics, but are more interested in real world applications than pure theory.

d8 Personality Trait

- 1 I work through difficult problems out loud, and sometimes easy ones too.
- 2 I can't read about something without wanting to try it out myself.
- 3 I get so focused that I startle when interrupted.
- 4 I like to explain things and share knowledge.
- 5 I systematize most everything.
- 6 I have equal appreciation for science and art, and want to bridge the gap between the two.
- 7 I am a complete night owl.
- 8 I try to get everybody's thoughts on an issue.

d6 Ideal

- 1 **Progress.** My work builds upon the past, and will be built upon by future generations. (Lawful)
- 2 **Learning.** My solutions are only as clever as I am. (Any)
- 3 **Originality.** My work is not just technology. It is art. (Chaotic)
- 4 **Helpfulness.** I want to make things that help people. (Good)
- 5 **Pride.** My work is a reflection of myself. That's why it needs to be the best. (Chaotic)
- 6 **Power.** We all seek power beyond that provided by our nature. (Any)

d6 Bond

- 1 I'd like to open my own shop one day.
- 2 I get a kick out of seeing others enjoy my work.
- 3 Every problem is a puzzle, and I love solving puzzles.
- 4 I'm going to get rich and famous off of my inventions.
- 5 I am still close to the institution that trained me.
- 6 My prized invention is a source of great pride.

d6 Flaw

- 1 I refuse to put an interesting problem down, even to the detriment of my responsibilities and well-being.
- 2 I frequently talk about my work, even when others can't follow or aren't interested.
- 3 I am always the smartest person in the room. Always.
- 4 I have doubts about my skills despite my successes.
- 5 My explanations are excessively detailed and long-winded, sometimes to the point of rambling.
- 6 I procrastinate if I'm not interested in the task at hand.

APPENDIX E: VERSION HISTORY

7.1.0 - 2/10/2018

More rebalancing.

CLASS FEATURES

- **Targeting.** Changes chest option from extra damage equal to grit modifier to disadvantage on next saving throw.

MARKSMAN

- **One Shot, One Kill.** Specifies that "damage modifier" refers only to the damage from your Dexterity modifier.

APPENDICES

- Adds missing information to the changelog of 7.0.0 about One for All All for one, Frontier Skills, One Shot One Kill
- Renames fictional "pistoletta" to historical "hand cannon", increases its weight, and removes its light property.
- Removes 6.0.0 from changelog.

8.0.0 - 2/22/18

Changes to Frontiersman. Tweaks to Marksman / Musketeer

CLASS FEATURES

- **Equipment.** Changes priest's pack to scholar's pack

FRONTIERSMAN

- **Frontier Skills.** Rodeo Star grants whip proficiency. Quick Draw moved from a 3rd level feature to a frontier skill. Gain a frontier skill at 7th level too now
- **Quick Draw.** Moved to Frontier Skills. Removes drawing 1 handed weapon during initiative roll. Use limits your 1st turn's action to Attack with one handed weapons
- **Trick Shots.** Gain 1 at 3rd, 7th, & 9th level, not 3 at 7th
- **Additional Extra Attack.** Replaced with bonus shot
- **Bonus Shot.** Added

MARKSMAN

- **One Shot, One Kill.** Triples whole damage modifier instead of just the portion from Dexterity modifier

MUSKETEER

- **Close Quarters Combatant.** Martial melee weapon changed to shortswords, rapiers, halberds, and pikes

APPENDICES

- Adds dates to version numbers in change log
- Combination weapon guns tweaked
- **Gunsmith Feat.** Removes unbalanced modifications, changes scope

8.1.0 - 4/24/18

Small tweak to Frontiersman. Mentions new specialty.

CLASS FEATURES

- **Arcane Gunner.** Mentions new specialty.

FRONTIERSMAN

- **Quick Draw.** Simplifies and nerfs. No longer grants advantage on initiative roll. No longer forces you to take first action as one-handed weapon attack, instead just grants disadvantage on two-one handed weapon attacks on first turn of combat if you use the feature.
- **Bonus Shot.** Fixes typo.

APPENDICES

- Removes version 7.0.0 for space.

8.2.0 - 5/18/18

Changes shapechangers to lycanthropes in Demon Hunter class features.

CLASS FEATURES DEMON HUNTER

- **Hunter Hunted.** Changes shapechangers to lycanthropes.
- **Esoteric Apothecary.** Changes shapechangers to lycanthropes.

8.2.1 - 1/24/19

Moderate nerf to Demon Hunter's Channel Divinity. Clarification to combination weapons. Small buff to bayonet.

CLASS FEATURES DEMON HUNTER

- **Channel Divinity: Reveal the Untrue.** Shapechangers no longer have disadvantage on the saving throw.

APPENDICES

- Makes a single combination weapon work with the Dueling fighting style, despite also containing a firearm.
- Makes bayonets work with Polearm Master.

8.2.2 - 2/1/19

Formatting and writing improvements. Tweaks.

CLASS FEATURES

- **Targeting.** Changes chest option back from disadvantage on next saving throw to extra damage, though now doing 1d4 instead of grit modifier.
- **Fighting Style.** Adds Defense.
- **Lucky Stars.** Raises cost to 2 grit points.

MARKSMAN

- **One Shot, One Kill.** Reverts to tripling just damage die and portion of damage modifier from ability modifier.

APPENDICES

- Reduces normal range of lassoes by 5 feet.
- **Gunner feat.** Adds bayonets.

8.2.3 - 2/4/19

Multiclass balance patch

CLASS FEATURES FRONTIERSMAN

- **High Noon.** Changes from attack's damage die to weapon's damage die to reduce Sneak Attack combo.

GUNSLINGER

A CLASS FOR THE FIFTH EDITION OF THE WORLD'S GREATEST ROLEPLAYING GAME

VERSION 8.2.3

CLASS BY XAVIER LEBEC
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STYLED WITH THE HOMEBREWERY

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