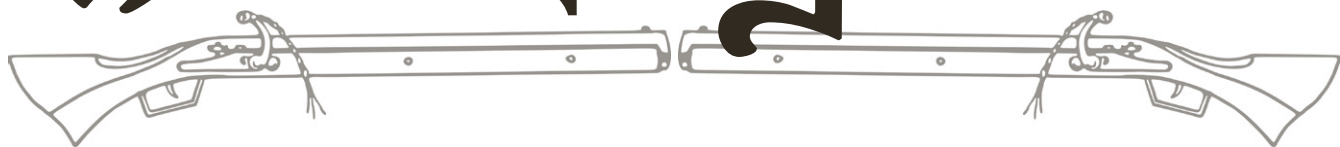


The Gunfighter



AS NEW APPLICATIONS OF TECHNOLOGY and magic challenge older styles of combat, the heavily armored infantryman and mounted knight begin to make way for more lightly armored warriors who value speed and mobility over protection as they target their enemies from afar with powder and shot.

In addition to their battlefield mobility and their deadly skill with these new, loud weapons, gunfighters are further defined by how they've incorporated their trade into their adventuring lives. Three such codes are included here; Bushwhackers excel at sniping enemies without being seen, Drifters rely on their reputations to strike terror in the hearts of their enemies, and Mavericks see the gun as just another tool in their bag of tricks to make a little coin as they travel the world.



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In campaigns where firearms have become commonplace, the gunfighter may even replace the traditional fighter, especially when rifling makes armor all but obsolete.

CLASS FEATURES

As a gunfighter, you gain the following class features.

Hit Points

- **Hit Dice:** 1d10 per gunfighter level
- **Hit Points at 1st Level:** 10 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per gunfighter level after 1st.

Proficiencies

- **Armor:** Light and medium armor
- **Weapons:** Simple weapons, martial weapons
- **Tools:** Gun kit
- **Saving Throws:** Dexterity, Charisma
- **Skills:** Choose two skills from Acrobatics, Animal Handling, Athletics, Perception, Stealth, and Survival

Equipment

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

- (a) breastplate or (b) leather armor
- A firearm of your choice and a gun kit
- A simple or martial weapon of your choice
- (a) a dungeoneer’s pack or (b) an explorer’s pack

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Gun Kit

This set of artisan’s tools contains everything necessary to clean a gun, repair a misfire, remove a stuck bullet, and cast new ammunition from raw materials. It costs 25 gp and weighs 3 lbs.

THE GUNFIGHTER

Proficiency

Level	Bonus	Features
1st	+2	Agile Defense, Fighting Style
2nd	+2	Flushing Shot
3rd	+2	Code of the Gun
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Code of the Gun Feature
8th	+3	Ability Score Improvement
9th	+4	Running Shot
10th	+4	Code of the Gun Feature
11th	+4	Evasion
12th	+4	Ability Score Improvement
13th	+5	Additional Fighting Style
14th	+5	Ability Score Improvement
15th	+5	Code of the Gun Feature
16th	+5	Ability Score Improvement
17th	+6	Eagle Eye
18th	+6	Code of the Gun Feature
19th	+6	Ability Score Improvement
20th	+6	Final Stand

Agile Defense

While you are wearing no armor and not wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

Fighting Style

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.

Blade and Pistol

You can wield a melee weapon in one hand and a pistol in the other. You may attack with one weapon and the second as a bonus action, but you don't add your ability modifier to the damage of the bonus attack. If a pistol requires a loading or match loading action to use, then you can't use it again until you have a free hand.

Carbineer

You are skilled at gunfighting while mounted and can push your mount to get you into and out of situations more quickly. While you are mounted, you can take the Dash or Disengage action as a bonus action.

Harquebusier

You are skilled at balancing a hand cannon or harquebus and may use it at its full range even without using a rest.

Matchlock Mobility

You may move in the same turn that you fire a weapon with the match loading property.

Point Blank Shooter

You can more accurately shoot opponents at close range. You do not have disadvantage on attack rolls when you are within five feet of a hostile creature who can see you and who isn't incapacitated.

Sharp Aim

You know just where to put your shot. Your ranged weapon attacks score a critical hit on a roll of 19 or 20.

Two Guns Blazing

You can wield a pistol in each hand and attack with the second pistol as a bonus action (you can add your Dexterity modifier to the damage of the bonus attack). If a pistol requires a loading or match loading action to use, then you can't use it again until you have a free hand.

Flushing Shot

At 2nd level, you excel at flushing out targets. Your ranged weapon attacks ignore half and three-quarters cover.

Code of the Gun

At 3rd level, you choose a code to live by, such as the Bushwhacker, Drifter, or Maverick. The code you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 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.

Running Shot

Beginning at 9th level, you can take the Dash action as a bonus action.

Evasion

At 11th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* 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 half damage if you fail.

Additional Fighting Style

At 13th level, you can choose a second option from the Fighting Style gunfighter class feature.

Eagle Eye

At 17th level, your ranged weapon attacks score a critical on a roll of 19 or 20. If you also have the

Sharp Aim fighting style, your ranged attacks score a critical on a roll of 18–20.

Final Stand

At 20th level, you insist on going out in a blaze of glory. When damage reduces you to 0 hit points you do not fall unconscious, but you can't take reactions, your speed is reduced to 0, and you can't benefit from any bonus to your speed. On your turn, you may take the Attack action with any ranged weapons you are carrying. You still make death saving throws at the end of your turn, but if you succeed on three death saves while in your Final Stand, you regain 1 hit point and exit your Final Stand.

Once you use this feature, you can't use it again until you complete a long rest.

CODES OF THE GUN

While all gunfighters are recognizable by their weapon of choice, each gunfighter has a different philosophy or “code” that defines them. Such codes include the Bushwhacker, the Drifter the Maverick.

BUSHWHACKER

The Code of the Bushwhacker emphasizes incapacitating your opponent before they are aware of your presence. When you adopt this code, you become adept at finding the most advantageous conditions to spot and strike an opponent while remaining unseen.

Blindside Attack

Starting at 3rd level, you know how to make the most out of an advantageous position. Once per turn, you can deal an extra 2d8 damage to one creature you hit with a ranged weapon attack if you have advantage on the attack roll.

The extra damage increases to 3d8 at 9th level and 4d8 at 15th level.

Camouflage

At 3rd level, you are an expert at concealing yourself. You gain proficiency with the Stealth skill.

Your proficiency bonus is doubled when making Dexterity (Stealth) checks.

Long Distance Shooter

At 7th level you become adept at long-distance shooting. The short and long ranges of your ranged weapons are doubled.

Quick Cover

Starting at 10th level, you can take the Hide action as a bonus action.

Skirmisher's Scramble

At 15th level, moving through nonmagical difficult terrain costs you no extra movement. You also have resistance to damage caused by difficult terrain created by spells or other magical effects.

Shooting Blind

At 18th level, you are so accurate with your weapon and in tune with your surroundings that you don't even need to see your target to attack them. You do not have disadvantage when attacking with ranged weapons while blinded. Additionally, the targets of your ranged weapon attacks receive no benefits from concealment.

DRIFTER

Those attracted to the Code of the Drifter want to see more of the world, whether because they are running from something or simply seeking new adventures. Reputation, whether famous or infamous, is everything to a drifter and they are always on the move to spread word of their exploits across the land.

Reputation

You live and die by your reputation and the stories that grow in the wake of your travels. You can tap into the power of these stories to influence the actions of others.

At 3rd level, you reap the benefits of your reputation. As a reaction when a creature you can see makes an ability check, attack roll, or saving throw,

you can impose disadvantage on that roll as the power of your reputation shakes its resolve.

You can use this feature a number of times per day equal to your Charisma modifier (a minimum of once). You regain any expended uses once you finish a long rest.

Lay of the Land

You travel the land, never staying in one place for too long. You have become adept at surviving in inhospitable conditions. Starting at 3rd level, you double your proficiency bonus when making Intelligence or Wisdom checks relating to the outdoors.

While traveling through the wilderness for an hour or more, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigation, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fast Draw

At 7th level, you are quick on the draw. As a reaction when a creature attacks you, you can make a ranged weapon attack against that creature. Your attack occurs before the attacking creature's.

Additionally, you can draw and stow a firearm without requiring an action.

Extra Attack

Drifters are often called upon to face overwhelming odds and thus they are a hair faster than most. At 10th level, you can attack three times, instead of twice, whenever you take the attack action on your turn.

Duel of Wills

At 15th level, the strength of your reputation strikes terror in the hearts of your enemies. As an action, you may meet the gaze of a creature you can see within 60 feet of you with an Intelligence score of 4 or higher. The creature must make a Wisdom saving throw or be frightened of you for 1 minute. The DC for the saving throw is 8 + your proficiency bonus + your Charisma modifier.

If the creature starts its turn and cannot see or hear you, it is no longer frightened until it can see or hear you again. Once you use this feature, you can't use it again until you complete a short or long rest.

Living Legend

At 18th level, you've bought into your own reputation and you can use it to fuel your actions. You are immune to being frightened. Additionally, when you miss with an attack roll or fail an ability check, you can choose to hit or succeed instead.

Once you use this feature, you can't use it again until you complete a short or long rest.

MAVERICK

While most gunfighters pride themselves on battlefield honor, the Code of the Maverick teaches that a fair fight is one in which you failed to plan accordingly. The maverick uses magical tricks of the trade to tip the balance in their favor. Many an overconfident maverick has found themselves in a heap of trouble using their tricks to peddle powerless elixirs or cheat at card games.

Grifter

At 3rd level you have a way with words, especially insincere words. You gain proficiency with the Deception skill. Your proficiency bonus is doubled when making Charisma (Deception) checks.

Parlor Tricks

At 3rd level, you can perform magical tricks that don't appear magical, such as changing the appearance of cards in a deck, using "trick shooting" to snuff candles or slice through ropes, or ensuring a win in a shell game.



Tricks of the Trade

At 3rd level, you learn two magical tricks that complement your skill with a gun. You can use your tricks of the trade a number of times equal to your Charisma modifier (minimum of 1) and you regain all uses after you complete a short or long rest. Unless specified otherwise in its description, using a trick of the trade does not require an action.

You can only use one trick of the trade per turn. If you use a trick of the trade that lets you cast a spell, you can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

You learn a new trick of the trade at 7th, 10th, 15th, and 18th level.

If a trick of the trade requires a saving throw, then the saving throw DC equals 8 + your proficiency bonus + your Charisma modifier.

Dirty Powder. You can magically enhance the discharge of your firearm to create a cloud of thick smoke that fills a 10 foot by 10 foot area centered on the weapon, heavily obscuring the area for 1 minute. A strong wind clears this smoke.

Exit Strategy. You tend to get yourself into situations where a quick getaway is necessary. You can cast *arcane lock* or *knock* as an action.

Flick of the Wrist. You can create a small pocket dimension within your sleeve that holds a single object no larger than what you can hold in your hand, such as a pistol. You can retrieve the object from the pocket dimension without using an action on your turn, or as part of a reaction when you make an attack. The pocket dimension lasts for an hour, after which anything stored inside it falls to your feet.

Harlequin. You know that trickery is the better part of valor. You can cast *disguise self* as an action.

Health Tonic. You can infuse a cup, flask, or jar that you are holding with magical energy as an action. Anyone who drinks from it in the next minute either regains hit points equal to 2d8 + your Charisma modifier in hit points or is cured of one disease or the blinded, deafened, paralyzed, or poisoned condition. Each creature can only reap the benefit once during this minute, no matter how many times that they imbibe. You must choose whether the tonic restores hit points or cures an ailment when you use this trick of the trade.

Magic Bullet. You infuse your firearm with magical energy. For 1 minute, your firearms count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Powder Step. You can magically enhance the smoke discharge of your firearm to briefly surround you. You can cast *misty step* as a bonus action.

Seeing Double. Your speed makes it appear as if you're in two places at once. You cast *blur* as an action.

Silver Tongue. You have the gift of gab. You can cast *charm person* as an action, affecting a number of creatures equal to your Charisma modifier (minimum of 1), and requiring only verbal components.

Smoky Silhouette. For 1 minute, you can see the ghostly silhouettes of any creatures and objects that are invisible.

Thunderstick. You can transform your bullet into a burst of elemental energy as a bonus action.

If the bullet hits, then in addition to its normal damage, the target and anyone within 5 feet of the target must make a Constitution saving throw. On a failed save, a creature takes an extra 2d8 thunder damage, or half as much damage on a successful one.

Tracer Bullet. You can mark a creature when you hit it with a ranged weapon attack. The next attack roll you make against that creature in the next minute is made with advantage.

Wall Walker. You are able to walk with a gravity-defying step. You cast *spider climb* as an action.

Obscure Tricks

At 7th level, you've developed a few magical tricks that no other maverick has mastered. Choose two enchantment, evocation, or illusion spells of 3rd level or lower from any class. You learn these spells and can cast them at their lowest level. Once you cast a spell learned in this way, you must finish a long rest before you can cast it again. Charisma is your spellcasting ability for these spells.

Dirty Tricks

Starting at 10th level, your mastery of underhanded tricks allows you to catch any foe off guard. When a creature makes a saving throw against one of your tricks of the trade or a spell cast using your Obscure Tricks, you can impose disadvantage on that save. Once you use this feature, you can't use it again until you complete a short or long rest.



Lightning-Quick Tricks

Starting at 15th level, when you use a trick of the trade that lets you cast a spell as an action, you can cast it as a bonus action instead. If the trick of the trade lets you cast a spell as a bonus action, you can instead cast it as a reaction when you are attacked.

Signature Trick

At 18th level, you choose one of your tricks of the trade. You can now use that trick at will, without expending a use of your tricks of the trade. 🐉