



GUNS AND GUNSLINGERS

D&D HOMEBREW

A compendium of firearms, feats and subclasses
for the world's greatest roleplaying game

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Firearms and the gunslinger subclass started off from this

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MARKSMAN DOMAIN

Clerics of this domain are sent by more violent gods to perform dirty work with dirty weapons. With a focus on integrating their combat into casting into spellcasting, they can swap between the two interchangeably.

GUNSLINGER

Gunslingers are generally heralded as the originators and innovators in the world of firearms. Gunslingers like to fill people with holes and don't care which gun they do it with, often carrying a few for good measure.

OATH OF THE DESPERADO

These Paladins have a set of beliefs that they hold dear and they're not letting anyone get in the way of that. While most of this ilk stay close, Desperado paladins value the ability to keep some distance and shoot with unerring accuracy.

THE BLACK POWDER BARON

Warlocks to this patron may find themselves with experimental, unreliable weaponry or capabilities, gifted to sate a morbid curiosity. Warlocks like these never really know what they're going to get, having a versatile skill set and are subject to luck's mercy.

FIREARM PROPERTIES

Firearms are a new, volatile technology, bringing 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 ranged weapons.

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have a free hand to reload.

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, using Dexterity (DC equal to 8 + misfire score).

If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

Loud. Whenever you shoot this weapon, it creates a sound audible out to a range, in feet, specified in the property.

Scatter. When you make an attack with a firearm that has the Scatter property, you may choose one other creature within 5ft. of the original target. If the attack roll would hit them, they take one die of the weapon's damage.

This property does not function if the weapon misfires.

AMMUNITION.

All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Tinker's Tools at half the cost. Each firearm uses its own unique ammunition and is generally sold or crafted in batches listed below next to the price.

SPECIAL.

Palm Pistol. You can easily attempt to conceal this firearm as an action. When you do so, people trying to find or spot this weapon hidden on you suffer disadvantage to do so.

FIREARMS

Name	Cost	Ammo	Damage	Weight	Range	Properties
Palm Pistol	50gp	2gp (20)	1d8 piercing	1 lbs	(40/160)	Light, reload 1, misfire 1, loud 30, special
Pistol	150gp	4gp (20)	1d10 piercing	3 lbs	(60/240)	Light, reload 4, misfire 1, loud 100
Musket	300gp	5gp (20)	1d12 piercing	10 lbs	(120/480)	Two-handed, reload 2, misfire 2, loud 150
Pepperbox	250gp	4gp (20)	1d10 piercing	6 lbs	(80/320)	Reload 6, misfire 2, loud 120
Blunderbuss	300gp	5gp (5)	2d8 piercing	10 lbs	(20/60)	Reload 1, misfire 2, loud 180, scatter
Bad News	Crafted	10gp (5)	2d12 piercing	25 lbs	(200/800)	Two-handed, heavy, reload 1, misfire 3, loud 300
Paddle-Foot Pistol	Crafted	6gp (20)	2d4 piercing	4 lbs	(30/90)	Light, reload 4, misfire 3, loud 160, scatter
Sawed-Off	Crafted	12gp (10)	2d6 piercing	7 lbs	(15/40)	Reload 2, misfire 3, loud 210, scatter



FEATS

AKIMBO SHOOTING

Prerequisite: Proficiency with at least 1 firearm with the Light property.

You've practised with a gun in both hands, adopting it as your own style. You gain the following benefits:

- You can engage in two weapon fighting with light firearms, instead of only light melee weapons.
- Engaging in two weapon fighting does not restrict your ability to reload or fix firearms.
- When you reload a firearm whilst holding one in both hands, you can reload both guns at once.

FIREARM MASTER

You have practised with a variety of firearms, granting you the following benefits.

- Increase your Dexterity by 1, to a maximum of 20.
- You gain proficiency with Tinker's Tools and four firearms of your choice. You use your Dexterity to fix your firearms

GUNSLINGER ADEPT

Prerequisite: Proficiency with at least 1 firearm.

Your training with guns has begun to pay off. You gain the following benefits:

- You learn two trick shots of your choice from among those available to the Gunslinger archetype in the fighter class. This trick shot cannot be limited by level. If a trick shot you use requires your target to make a saving throw to resist the trick shot's effects, the saving throw DC equals 8 + your proficiency bonus + Dexterity.
- You gain one grit point (this point is added to any grit points you have from another source). This point is used to fuel your trick shots. A grit point is expended when you use it. You regain 1 expended grit point when score a critical hit with a firearm attack or deal the finishing blow to a creature with CR equal to or greater than 1/3 of your character level.
- You may spend one grit point to fix a misfired (but not broken) firearm as a bonus action.

SCATTER SHOT

Prerequisite: Proficiency with at least 1 firearm with the Scatter property.

Where others took guns as a tool for precision, you missed that memo and decided you didn't need to be accurate, granting you the following benefits.

- When using a firearm with the scatter property, you do not suffer disadvantage from being within 5ft. of an enemy.
- You can add your normal damage modifier to damage dealt from the Scatter property to a second target.
- When you roll a 1 or 2 on a damage die for an attack you make with a scatter weapon, you can reroll it and must take the new result. This also applies to damage dealt to a secondary target through the scatter property.



MARKSMAN DOMAIN

A deity involved in the Black Powder Domain is generally less focused on how a problem gets solved, and more that it does. This is not to say that they are all lawless - some being the exact opposite - instead choosing to utilise the innovations of firearms as a way to get a job done quickly and dirtily. Gods of this domain may revel in death or ingenuity, and tend to be any alignment, just a little less nice than normal. They might send their clerics to tie up loose ends or keep people in line with their personal morals.

SUBCLASS FEATURES

Level	Features
1st	Firearm proficiency, Guided Repairs
2nd	Channel Divinity: Early Warning
6th	Channel Divinity: Faceoff
8th	Divine Strike
17th	Name

DOMAIN SPELLS

Cleric Level	Spells
1st	Guiding Bolt, Hunter's Mark
3rd	Branding Smite, Rope Trick
5th	Fly, Lightning Arrow
7th	Freedom of movement, Mordenkainen's Faithful Hound
9th	Conjure Volley, Legend Lore

FIREARM PROFICIENCY

At 1st level, you gain proficiency with firearms and Tinker's Tools.

GUIDED REPAIRS

From 1st level, you can call upon your god to quickly do maintenance. As a bonus action, you can reload a firearm or attempt to fix a broken (but not misfired) firearm. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: EARLY WARNING

Starting at 2nd level, you can use your Channel Divinity to ensure one creature is ready when things go south. As a reaction when you or a willing creature within 30 feet of you rolls initiative, you may use your Channel Divinity to set their initiative score to 20. You must do this before they roll and before you know the rest of the initiative order.



CHANNEL DIVINITY: FACEOFF

By 6th level, you can also use your Channel Divinity to dish out punishment to multiple enemies at once. As an action, you can use your Channel Divinity and choose a number of enemies that you can see within your firearm's first range increment, up to your Wisdom modifier (a minimum of one). You make firearm attack against each of those creatures, in an order of your choosing. You may substitute any of these attacks for a reload, or reload via another method between attacks.

DIVINE STRIKE

Starting at 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 piercing damage. When you reach 14th level, the extra damage increases to 2d8.

COMBAT MAGIC

At 17th level, when you use your action to cast a cleric spell, you can make one firearm attack as a bonus action. Additionally, when you use your Channel Divinity: Faceoff feature, you can apply your Divine Strike to every hit, instead of just one, provided you have not already done so this turn.

GUNSLINGER

MARTIAL ARCHETYPE

Most warriors and combat specialists spend their years perfecting the classic arts of swordplay, archery, or pole arm tactics. Whether duelist or infantry, martial weapons were seemingly perfected long ago, and the true challenge is to master them.

However, some minds couldn't stop with the innovation of the crossbow. Experimentation with alchemical components and rare metals have unlocked the secrets of controlled explosive force. The few who survive these trials of ingenuity may become the first to create, and deftly wield, the first firearms.

This archetype focuses on the ability to design, craft, and utilize powerful, yet dangerous ranged weapons. Through creative innovation and immaculate aim, you become a distant force of death on the battlefield. However, not being a perfect science, firearms carry an inherent instability that can occasionally leave you without a functional means of attack. This is the danger of new, untested technologies in a world where the arcane energies that rule the elements are ever present.

Should this path of powder, fire, and metal call to you, keep your wits about you, hold on to your convictions as a fighter, and let skill meet luck to guide your bullets to strike true.

SUBCLASS FEATURES

Level Features

3rd Firearm Proficiency, Trick Shots

7th Quickdraw

10th Lightning Reload

15th Trained Professional

18th Vicious Intent, Hemorrhaging Critical

FIREARM PROFICIENCY

Starting at third level, when you choose this archetype, you gain proficiency with firearms and Tinker's Tools. You use your Dexterity on checks to repair your guns.

TRICK SHOTS

Also at 3rd level, you to wield your weapon with a brutal type of finesse.

Trick Shots: You learn two trick shots of your choice, which are listed under "Trick Shots" below. Each trick shot will specify when you can use it. You can only use one trick shot per attack.

You learn one additional trick shot of your choice at 7th, 10th, 15th and 18th level. Each time you learn a new trick shot, you can also replace one trick shot you know with a different one.

Grit: You have a number of grit points equal to your Intelligence modifier (minimum 1) which can be used to fuel trick shots.

You regain 1 expended grit point when score a critical hit with a firearm attack against a creature or deal the finishing blow to a creature with CR equal to or greater than 1/3 of your character level.

In addition, you and may spend one grit point to fix a misfired (but not broken) firearm as a bonus action.

You regain all grit points after a short or long rest.

Saving Throws: Some of your trick shots require your targets to make a saving throw to resist the trick shot's effect. The saving throw DC is calculated as follows:

Trick Shot Save DC = 8 + your proficiency bonus + your Dexterity modifier

QUICKDRAW

At 7th level, you can add your proficiency bonus to your initiative modifier. Additionally, you gain an extra item interaction which can only be used to draw or holster a firearm.

LIGHTNING RELOAD

Starting at 10th level, you can reload any firearm as a bonus action.

TRAINED PROFESSIONAL

By 15th level, you've learnt to fix your firearms even faster than before. You can use an attack to try and fix a misfired (but not broken) firearm, rather than an action.

VICIOUS INTENT

At 18th level, your firearm attacks score a critical hit on a roll of 19-20.

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.



TRICK SHOTS

The trick shots are presented in alphabetical order. Some trick shots require you to be level 15 or above. You may only have one of these trick shots at a time.

Bloody Trail (level 15). When you hit a creature with a firearm attack, you can spend two grit points to make them bleed profusely. While bleeding, they do not benefit from invisibility and anybody trying to track them or spot them hiding gets advantage.

At the end of each of their turns, the target makes a Constitution saving throw. If they pass three times, the effect ends. If they fail three times, they stop making saves and the effect lasts for 1 hour.

Counterbullet (level 15). As a reaction when you see a spell being cast, you can spend two grit points to make a single firearm attack against the spellcaster. The spell must have at least one somatic or material component. If it hits, they take no damage but must make a Constitution saving throw or fail to cast the spell and waste that casting.

Curving Bullet. When you miss a firearm attack and did not misfire, you can use your reaction to spend one grit point to make that shot redirect to another target. The new target must be within 5 ft of the first target, or in a line directly behind them. Roll another attack against the new target, which cannot misfire or benefit from other trick shots and does not consume additional ammunition.

Deadeye. When you make a firearm attack, you can spend one grit point to gain advantage on that attack.

Fickle Devastation (level 15). When you make a firearm attack that does not already have disadvantage, you can spend two grit points to impose disadvantage on the attack roll. If you hit, the attack is a critical hit.

A critical hit scored through the use of this trick shot does not regain you a grit point.

Hostage Situation (level 15). As an action, while holding a firearm, you may spend two grit points to try to threaten one creature within your firearm's normal range. If the target moves or tries to make an attack, you may make an attack against them with the held firearm as a reaction. If the attack hits, the target takes normal damage and either has their speed reduced to 0 until the start of their next turn or the attack automatically misses.

This effect ends if you have not used your reaction on it before the end of your next turn or used your action on a subsequent turn to sustain it, at no extra grit point cost. You can only move up to half of your speed on a turn you use your action to sustain this.

Out Of The Air. As a reaction when you see an enemy making a ranged weapon attack, you can spend one grit point to make a firearm attack against the projectile. The enemy's projectile has an AC equal to the opponent's attack roll. If you hit, their attack automatically misses.

You may use this trick shot after seeing the number rolled, but before it is determined if the attack hits.

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 against up to three creatures in a line directly behind the target within your first range increment. Only the initial attack can misfire.

Polite Deterrent. When you hit a creature with a firearm attack, you can spend one grit point to force the target to make a Strength saving throw. On a failure, it is pushed away from you a number of feet equal to 5 * your Dexterity modifier (minimum 5 ft.).

Smoke Round. As an action, you may shoot once with a firearm you are holding and spend one or more grit points. Roll to misfire with that weapon. If you do not misfire, a sphere of heavy obscurement with a radius equal to 5ft. times the number of grit points spent is created, centred on your current space. This lasts until the start of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

If you misfire, only your current space is obscured and the gun misfires as if it had been a regular attack.

To The Ground. When you hit a creature with a firearm attack, you can spend one grit point to force the target to make a Strength saving throw. On a failure, it is knocked prone.

Violently Deescalate. When you hit with a firearm attack, you can spend one grit point to force the target to make a Strength saving throw. On a fail, the creature drops the weapon and it is thrown a number of feet behind them equal to 5 * your Dexterity modifier (minimum 5 ft.).

Warning Shot. As an action, you may spend one grit point to attempt to frighten a creature that you take a shot at. This shot is an automatic miss, but can still misfire and consumes ammunition. The target must make a Wisdom saving throw or become frightened of you for one minute. Also, at the end of their turn, they can repeat the save to end the effect early.



OATH OF THE DESPERADO

The Oath of the Desperado is one that has a tendency to come and go throughout history, though there is perpetually a handful of members at the very least. Paladins who swear this Oath seek not to be a shining beacon of what's good and just, but what they believe to be right, whether that be because a god decreed it so, it's tradition to their people or simply a strongly held belief. As such, they are generally not recognizable by what they do, but their methods and drive.

TENETS OF THE DESPERADO

The tenets of the Oath of the Desperado exist amongst individuals, picked up and passed down through no set means. Members of this Oath often embody these key principles.

Shoot First. Your justice is simple: whoever shoots and kills first is usually considered to be right.

Teach Them Their Place. Those who step out of line against you should learn quickly where they belong.

Be Steadfast. Never falter in what you believe is right; only go into something you're sure about.

SUBCLASS FEATURES

Level Features

3rd Channel Divinity, Oath Spells, Firearm Proficiency

7th Trancendant Justice

11th Experienced Duelist

15th Bullet Time

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level Spells

3rd Command, Expeditious Retreat

5th Invisibility, Misty Step

9th Enemies Abound, Thunder Step

13th Banishment, Freedom of Movement

17th Far Step, Mislead

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Divine Armaments. As a bonus action, you can summon a pepperbox that cannot misfire, along with 6 bullets for it. The weapon is summoned fully loaded, and it cannot use any other ammunition.

You get a bonus to attack and damage rolls with this weapon equal to your Charisma modifier (minimum 1), and can divine smite on ranged attacks using it, provided that the enemy is within 60ft. At 11th level, this bonus extends to improved divine smite

The summoned weapon lasts until you use an action to dispel it, you expend all 6 bullets or you take a short or long rest.

Reconstruct. As a bonus action, one firearm you are holding is automatically fixed if it was misfired but not broken, and that firearm is reloaded.

FIREARM PROFICIENCY

Upon taking this Oath at 3rd level, you gain proficiency with firearms and Tinker's Tools.

TRANCENDANT JUSTICE

Starting at 7th level, you wield firearms with divine fury. When you hit an enemy that you are within 10 feet of with a firearm attack, you can ignore the restriction on using a melee weapon for divine smite. At 11th level, this bonus also applies to improved divine smite.

At 18th level, you can smite if you are within 30 feet of the enemy, rather than 10.

EXPERIENCED DUELIST

By 15th level, you've learnt to see the signs of when a fight is about to break out and how to act accordingly. You can add your Charisma modifier to your initiative rolls.

BULLET TIME

At 20th level, a hectic situation is nothing out of the ordinary for you. As an action, you can slow your perception of time for 1 minute, granting you the following benefits.

- Ranged attacks made against you have disadvantage.
- You can use Reconstruct without expending a use of Channel Divinity.
- When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- Your movement does not trigger attacks of opportunity.



THE BLACK POWDER BARON

Your patron is known for being somewhat of a tinkerer, and a pioneer in the world of engineering when they show their face. While that is infrequent, it is highly impactful, and their warlocks are one example of this. You are their first source of feedback for all of their new devices. In other words, you're the test dummy.

Beings of this sort are varied, not specifically limited by anything, but likely quite involved.

SUBCLASS FEATURES

Level Features

1st Firearm Proficiency, Experimental Weaponry

6th Curious Translocation

10th Sudden Hemorrhage

14th Infused Arcana

EXPANDED SPELL LIST

The Black Powder Baron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

BLACK POWDER BARON EXPANDED SPELLS

Spell Level Spells

1st Detect Magic, Zephyr Strike

2nd Branding Smite, Nystul's Magic Aura

3rd Lightning Arrow, Lightning Bolt

4th Fabricate, Mordenkainen's Private Sanctum

5th Banishing Smite, Skill Empowerment

FIREARM PROFICIENCY

At 1st level, you gain proficiency with firearms and Tinker's Tools.

EXPERIMENTAL WEAPONRY

Starting at 1st level, your patron has agreed to "upgrade" your armaments. When you finish a long rest, you can touch one firearm that lacks the two-handed property and cause it to disappear.

When you take the attack action, or as a bonus action, you can summon this firearm into your hand with a few minor changes. Roll on both the positive and negative Experimental Weaponry tables (at the end of this subclass), applying both effects to your firearm. If a pair of positive and negative rolls are the same, neither takes effect - unless they are 12s.

At the end of each of your turns, you can choose to dismiss this (no action required). A summoned firearm is automatically dismissed after one minute.

CURIOUS TRANSLOCATION

At 6th, you may pass through one of your patron's experimental planes to get away. As an action, you can teleport up to 15 feet away to a point you can see and roll 1d4 on the table below.

Once you use this feature, you can't do so again until you finish a short or long rest.

d4 Benefit

- 1 You turn invisible until the start of your next turn.
- 2 All firearms on your person are fixed and reloaded.
- 3 You can immediately make one firearm attack against a creature within range as part of the same action.
- 4 Gain 1d6 + half of your Warlock level temporary hit points that last until you take a short rest.

SUDDEN HEMORRHAGE

By 10th level, your weapons are starting to cause secondary effects at unexpected times. When a creature that you have hit with a firearm attack since your last turn targets you with an attack, you can use your reaction to impose disadvantage on the roll as their wound opens unexpectedly.

INFUSED ARCANA

Upon reaching 14th level, you can infuse a bullet with a spell. When you use your action to cast a spell with a warlock spell slot, without a range of self, you can delay the effects of the spell. As a part of the same action, make a firearm attack.

If the attack hits, the target take normal damage and the spell is cast on them, either as the sole target or centre of effect, regardless of the spell's range. You have advantage in any attack rolls made as part of this spell and the target has disadvantage on saves made against it.

If the attack misses, the spell is wasted.

This spell must be of 1st level or higher, have a casting time of one action and not have a range of self.



ELDRITCH INVOCATIONS

ETHEREAL SHOT

Prerequisite: Black Powder Baron Patron, Pact of the Tome feature

Once per turn, when you attack with a firearm, you can have that shot pass through the ethereal plane. This allows you to ignore one source of your cover that your target is behind, including full cover if you are aware of their location. You can also target a creature on the ethereal plane that you are aware of with this ability.

Doing this limits that firearm shot to the first range increment of the weapon.

EXPLOSIVE PACT WEAPON

Prerequisite: Black Powder Baron Patron, Pact of the Blade feature

You can summon any non-crafted firearm as your pact weapon, fully loaded. In addition, the benefits of your Experimental Weaponry feature extend to any weapon you conjure as part of your pact of the blade feature, but you can only have one summoned at a time.

DISPLACEMENT PORTAL

Prerequisite: Black Powder Baron Patron, Pact of the Chain feature

When you take the attack action with a firearm, you can choose to temporarily open a portal adjacent to you and one next to your familiar. You decide which way the portal by your familiar faces. You can see and shoot through this portal, though it closes at the end of your turn.

This only functions when within 100 feet of your familiar.

EXPERIMENTAL WEAPONRY

d12 Positive Effect

- 1 No effect.
- 2 This weapon and its emissions smells shockingly nice.
- 3 You cannot be unwillingly disarmed of this firearm while you are conscious.
- 4 This weapon deals an additional 1d8 damage on a critical hit.
- 5 This weapon does not have the loud property.
- 6 The first range increment for this weapon is equal to the second.
- 7 The reload score of this weapon is one higher.
- 8 The first shot you make with this firearm after every reload has advantage.
- 9 This weapon scores criticals on a roll of 19 or 20.
- 10 Your attacks with this weapon deal an extra 1d6 force damage.
- 11 You have +1d4 to attack rolls made with this weapon.
- 12 Roll twice on this table and gain both effects; reroll 12s.

d12 Negative Effect

- 1 No effect.
- 2 This weapon and its emissions smells terrible.
- 3 You are unable to dismiss this weapon or use any other weapon while it persists.
- 4 When you misfire with this weapon, take 2d8 force damage.
- 5 This weapon's loud property is doubled.
- 6 The second range increment for this weapon is equal to the first.
- 7 The reload score of this weapon is one lower (minimum of 1).
- 8 The first shot you make with this weapon after every reload has disadvantage.
- 9 This weapon's misfire score is increased by 1.
- 10 Your attacks with this weapon do not add your ability score modifier.
- 11 You have -1d4 to attack rolls made with this weapon.
- 12 Roll twice on this table and gain both effects; reroll 12s.

