

COMPLETE GUNSLINGER



MAGE HAND PRESS

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CHAPTER 1: GUNSLINGER

GUNSLINGER

A glass falls, clattering to the floor, and the tavern grows silent. A dwarf with a deep scowl, dripping with freshly spilled beer, leers at a drunken nearby orc and fingers for a pair of revolvers at his waist.

High on a hillside, carefully concealed beneath foliage and stones, a rifleman steadies his breathing and adjusts his scope, acquiring his target and patiently awaiting his moment to strike.

Risk is in a gunslinger's blood. They are bold renegades, bucking tradition and forging a new path with dangerous and inelegant firearms. Gunslingers are infamous for surviving by their wits, relying on split-second timing and a considerable amount of luck to survive.

GUTS AND GUNPOWDER

Black powder is not for the faint of heart. Its thunderous applause is volatile and imprecise; a barely-controlled explosion directed at an enemy. Only the truly fearless seek to master it, for one must be mad or have nerves of steel to weather the risk of its use. But those who call themselves gunslingers are fearless combatants, hurling death from their guns in a roaring cacophony. Adapted for shootouts, gunslingers are mobile and daring, knowing that life or death hangs on snap decision-making and one's own mettle.

DANGEROUS OUTSIDERS

A gunslinger's explosive lifestyle lends well to wandering and adventuring. Gunslingers will often shoot first and ask questions later, an attitude which earns them few friends and bountiful enemies. In their travels, most gunslingers are secretive and take lengths go unnoticed, lest they be spotted by old foes with scores to settle.

Yet, their skills are not unneeded. Anyone requiring protection or revenge of their own can count on a gunslinger to be in need of an odd job when they roll into town. After all, skill with a gun is always in demand somewhere.



CREATING A GUNSLINGER

When creating your gunslinger, consider where firearms fit in the world and the common perceptions of those who use them. If firearms are the norm, gunslingers might be mercenaries or militiamen. If firearms are rare, your gunslinger might be one of a kind, a trailblazer in new types of warfare.

It's also not unusual for a gunslinger to be haunted by their past. Did some event drive you to the gun and motivate you to travel? Is there a bounty on your head in one or more areas? Do you have any old enemies that seek you for revenge?

THE GUNSLINGER			
Level	Proficiency Bonus	Features	Risk Dice
1st	+2	Fighting Style, Quick Draw	—
2nd	+2	Critical Shot, Poker Face, Risk	4d8
3rd	+2	Gunslinger's Creed	4d8
4th	+2	Ability Score Improvement	4d8
5th	+3	Extra Attack	4d8
6th	+3	Gut Shot	5d8
7th	+3	Creed Feature, Evasion	5d8
8th	+3	Ability Score Improvement	5d8
9th	+4	Critical Shot improvement	5d8
10th	+4	Creed Feature	5d10
11th	+4	Mankiller	5d10
12th	+4	Ability Score Improvement	5d10
13th	+5	Dire Gambit	5d10
14th	+5	Creed Feature	6d10
15th	+5	Cheat Death	6d10
16th	+5	Ability Score Improvement	6d10
17th	+6	Critical Shot improvement	6d10
18th	+6	Maverick	6d12
19th	+6	Ability Score Improvement	6d12
20th	+6	Head Shot	6d12

QUICK BUILD

To make a gunslinger quickly, follow these suggestions. Make Dexterity and Constitution your highest ability scores. If you plan to choose the Gun Tank creed, instead make your Strength your highest ability score. Choose any background.

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, simple firearms, martial firearms

Tools: Gunsmithing kit, one type of gaming set

Saving Throws: Dexterity, Charisma

Skills: Two from: Animal Handling, Athletics, Acrobatics, Insight, Intimidation, Deception, Perception, Persuasion, and Sleight of Hand

EQUIPMENT

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

- Leather armor with a longcoat
- A dagger and (a) a handgun and 20 bullets or (b) a revolver and 10 bullets
- Any two-handed firearm that isn't heavy and 30 bullets or shells
- (a) an explorer's pack or (b) one kit you're proficient with

FIGHTING STYLE

You adopt a particular style of gunfighting 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.

Akimbo. When you engage in two-weapon fighting with firearms, you do not take a penalty to the damage of the second attack.

Bullseye. You gain a +2 bonus to ranged attack rolls you make using firearms. The weapon must have the Sighted property or have a normal range of 80 feet or longer to gain this effect. This effect does not stack with the Archery fighting style.

Duelist. While you are wielding a firearm in one hand and nothing in the other, if you make a ranged weapon attack and exceed the target's AC by 5 or more, you deal an additional die of weapon damage. You can only use this ability once per round.

Shotgunner. When you hit with a ranged weapon attack using a firearm that has the Scatter property, you can reroll the lowest damage die, and you must use the new roll, even if the new roll is worse than the original.

QUICK DRAW

Gunslingers have twitch reflexes and can pull a gun in the blink of an eye. You have advantage on initiative rolls. Additionally, you can draw or stow up to two weapons when you roll initiative and whenever you take an action on your turn.



CRITICAL SHOT

At 2nd level, your ranged firearm attacks score a critical hit on a roll of 19 or 20.

Starting at 9th level, your ranged firearm attacks score a critical hit on a roll of 18 to 20, and at 17th your ranged firearm attacks score a critical hit on a roll of 17 to 20.

POKER FACE

Starting at 2nd level, you have advantage on ability checks and saving throws made to prevent others from sensing your motives, perceiving your emotions, or reading your thoughts.

RISK

By 2nd level, you can perform incredible feats of daring that are fueled by special dice called risk dice.

Risk Dice. You have four risk dice, which are d8s. You gain additional risk dice, and your risk dice change as you gain levels in this class, as shown in the Risk Dice column of the Gunslinger table. You regain all expended risk dice when you take a long rest.

Using Risk Dice. Once on each of your turns, you can expend a risk die to perform a Deed of your choice. Your deed options are detailed at the end of the class description.

Saving Throws. Some of your deeds require your target to make a saving throw to resist the deed's effects. The saving throw DC is calculated as follows:

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

GUNSLINGER'S CREED

By the time gunslingers reach 3rd level, they embrace a way of living, known as their creed, which guides their judgments and their unique brand of gunslinging. Your choice grants you features at 3rd level and again at 7th, 10th, and 14th 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.

GUT SHOT

Starting at 6th level, whenever you score a critical hit on a Large or smaller creature using a firearm, the target of that attack is incapacitated until the beginning of your next turn. Elementals, oozes, and undead are immune to this effect.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* 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 only half damage if you fail.

MANKILLER

At 11th level, when you take the Attack action on your turn, you can add your ability score modifier to firearm damage rolls.

DIRE GAMBIT

Starting at 13th level, whenever you score a critical hit, you regain one expended risk die.

CHEAT DEATH

By 15th level, you have a knack for escaping the reaper. When you would be reduced to 0 hit points, you can use your reaction and expend one risk die to avoid being incapacitated and instead be reduced to a number of hit points equal to the number rolled on the die.

Once you use this ability, you must finish a short or long rest before using it again.

MAVERICK

By 18th level, you are unshakable. You have advantage on Constitution checks and saving throws.

HEAD SHOT

At 20th level, when you score a critical hit against a creature using a firearm, you can choose for this shot to be a head shot. If the creature has less than 100 hit points, it dies. Otherwise, it takes 10d10 additional damage. Elementals, oozes, undead, and creatures which lack nervous systems or vital organs take no additional damage from this ability.

Once you use this ability, you must finish a short or long rest before using it again.



DEEDS

These deeds are listed in alphabetical order.

BITE THE BULLET

As a bonus action on your turn, you can expend one risk die to gain temporary hit points equal the number rolled on the die + your Constitution modifier.

COVERING FIRE

When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action to cow the creature. Roll the risk die and subtract it from the next attack roll the creature makes before the start of your next turn.

DODGE ROLL

You can expend one risk die as a bonus action to move up to 15 feet and reload any firearm you are holding. This movement does not provoke Opportunity Attacks, ignores difficult terrain, and can move you through hostile creature's spaces, as long as you do not end your movement there.

LIMB SHOT

When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action and aim for one of its limbs, forcing it to drop one item of your choice that it's holding. The target must make a Constitution saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

SKIN OF YOUR TEETH

When an attacker you can see makes an attack roll against you, you can expend a risk die as a reaction to dodge out of harm's way at the last second. You add the risk die to your AC against this attack, potentially causing it to miss.

STEADY AIM

On your turn, you can use a bonus action and expend one risk die to double the normal and maximum range for the next ranged weapon attack you make.

ERAS

Gunslingers are inseparably connected to their eras, as the implements of their trade have evolved throughout history and will continue to evolve into the far future. Whereas the earliest gunslingers used muskets and black powder, space-faring gunslingers fire high-tech blasters that never run low on ammunition. Both are gunslingers, equally brash and singularly dangerous.

In general terms, gunslingers can be organized into the following eras:

RENAISSANCE

Renaissance-era firearms are the gun's first steps away from heavy cannons and into portable rifles. Weapons from this era use musket balls and loose black powder, and therefore are slow to reload and more prone to malfunction. Consequently, Renaissance-era gunslingers will be skilled in swords and cannons in addition to guns, making them a fearsome foe, no matter the theater.

Such gunslingers are known to take to the sea in pirate vessels, participate in swashbuckling escapades in well-fortified castles, and engage in pistol duels for their honor, but few simply line up with their fellows and exchange musket fire.

Variant Deeds. With the GM's permission, you can pick the following two Deeds in place of two of your normal Deeds, if you are in a setting that primarily uses Renaissance firearms.

GRAZING SHOT

When you make a ranged attack against a target within the weapon's normal range and miss, you can spend a risk die as a reaction and deal damage to the target equal to the roll on the die. This ability deals no damage if the attack roll misses the target's AC by 10 or more.

REPOSITION

As a reaction when a hostile creature within 30 feet from you moves, you can expend a risk die to move up to your movement speed.

INDUSTRIAL AGE

In the Industrial Age (while the West was still being won), cartridge bullets and lever-action firearms accelerated the tempo of combat, even introducing the first automatic weapons. These guns lacked the clean assembly-line

consistency of modern firearms, but laid down the bedrock for designs that have not changed much since: a classic six-shot revolver is as timeless as it is effective.

Gunslingers in the Industrial Age fought in legendarily bloody wars, trailblazed the frontier, formed gangs to rob trains by horseback, and had shootouts in saloons.

Variant Deeds. With the GM's permission, you can pick the following two Deeds in place of two of your normal Deeds, if you are in a setting that primarily uses Industrial Age firearms.

FANCY GUNPLAY

You can impressively twirl your weapons to impress others. Whenever you make a Charisma (Performance) check or a Dexterity (Sleight of Hand) check using one of your ranged weapons, you can expend a risk die and add it to the ability check.

MAVERICK SPIRIT

As a reaction when you make an Intelligence, Wisdom, or Charisma saving throw, you can expend one risk die and add it to saving throw.

MODERN

Modern firearms have embraced automatic fire, ammunition magazines, and lighter caliber bullets (which can travel at much higher speeds.) For these guns, form begets function: weapons are designed for a specific role, such as sniper rifles for long range and shotguns for close quarters, and every aspect of their design supports this role. Moreover, weapons that enjoyed success in the West, such as the double-barrel shotgun, can still be found in use today.

Modern gunslingers can be gangsters wielding twin machine pistols, modern soldiers with assault rifles, assassins that prefer to snipe their targets from a safe distance, or covert spies, infiltrating a building with a pistol hidden in a phone.

Variant Deeds. With the GM's permission, you can pick the following two Deeds in place of two of your normal Deeds, if you are in a setting that primarily uses Modern firearms.

CURVED TRAJECTORY

When you make an attack with a ranged weapon against a target within the weapon's normal range, you can expend a risk die to ignore half and three-quarters cover.

TAKE THE BULLET

As a reaction when a creature within 15 feet of you is targeted by a ranged attack, you can spend a risk die to dive

in the way of the bullet. You move next to the creature and become the target of the attack. If you are hit, you can subtract the risk die from the damage taken.

FUTURISTIC

Firearms of the future have only tenuous connections to the weapons of the past. Though they still retain the profile of handguns, shotguns, and assault rifles, futuristic firearms are powered by rechargeable arcane batteries (or power cells) and produce bursts of pure energy, instead of bullets. Generally, these weapons are referred to as blasters and, while they never need to be reloaded, tend to be more expensive and more finicky than modern firearms. Blasters, for example, can overheat, and will require a cooldown period before being used again.

Future gunslingers will jet across the galaxy, with blaster in hand and a song in their hearts. Others, however, will see the potential of blasters as cutting-edge technology and will attempt to optimize them to their limits.

Variant Deeds. With the GM's permission, you can pick the following two Deeds in place of two of your normal Deeds, if you are in a setting that primarily uses Futuristic firearms.

BLINDFIRE

While you are in total cover, you can expend a risk die as a bonus action to make one ranged weapon attack with disadvantage against any target within the weapon's range.

DISGUISED SHOT

Once per turn when you make a ranged weapon attack, you can spend a risk die to hide the source of the attack. Though this does not silence the attack, it does obscure other markers of the attack, such as muzzle flare, which might implicate you as the attacker. Make a Charisma (Deception) check and add the risk die to the roll, opposed by the highest passive Perception score of the spectators. On a success, no spectator to the attack can identify its source.

SUGGESTED ERA

Though some weapons can exist in any era (especially if the story demands an exotic firearm enter the fray), many are best suited to their own era. Gunslingers, too, will seem out of place if in the wrong era; a musketeer will probably not spend their holidays on their spaceship going to Mars, for example. The following table provides a suggested list of firearms and gunslingers for different eras and recommends different names for firearms that would otherwise seem out of place.

ERAS	Archetypes	Firearms
Renaissance	Janissary, Musketeer, Sharpshooter	Blunderbuss, Flintlock, Harpoon Gun, Musket
Industrial Age	Gun Tank, Gun-Ko Master, Gundeath, Lucky Son of a Gun, Pistolero, Sharpshooter, Spellslinger, Trick Shot, Twice-Damned	Double Barrel Shotgun, Gatling Gun, Handgun (Light Revolver), Hunting Rifle, Light Cannon, Magnum, Parlor Gun, Pump Shotgun (Lever-Action Shotgun) Revolver, Sawed-Off Shotgun, Sniper Rifle (Infantry Rifle)
Modern	Covert Operative, Gun Tank, Gun-Ko Master, Grenadier, Lucky Son of a Gun, Pistolero, Sharpshooter, Spellslinger, Storm Gunner, Trick Shot, Twice-Damned	Assault Rifle, Double-Barrel Shotgun, Handgun, Hunting Rifle, Gatling Gun (Minigun), Grenade Launcher, Light Machine Gun, Machine Pistol, Magnum, Parlor Gun (Pocket Pistol), Pump Shotgun, Revolver, Rocket Launcher, Sawed-Off Shotgun, Sniper Rifle, Submachine Gun
Futuristic	Covert Operative, Gun Tank, Laserist, Sharpshooter, Space Cowboy, Spellslinger	Blitz Cannon, Concussion Rifle, Diode Beam, Impactor Cannon, Ion Cannon, Magnus, Phaser, REC Gun, Repeater, Rocket Launcher (Devastator Missile), Standard Carbine, Singularity Emitter, Swarm Pistol

GUNSLINGER'S CREEDS

Gunslingers have many features in common, but each of them walks their own path and follows their own code. This code, which gunslingers call a creed, embodies their core beliefs and informs their unique combat style.

COVERT OPERATIVE

They say, 'the pen is mightier than the sword,' and you believe that knowledge is power: the best way to defeat your enemies is by stealing what they know and replacing it with misinformation. To that end, you have been trained in the ways of covert warfare, giving you a broad range of abilities to complement your fearsome gunnery skills.

SECRET AGENT TRAINING

When you adopt this creed at 3rd level, you gain proficiency in two sets of tools from the following list: disguise kit, thieves' tools, vehicles (land), vehicles (water) and two skills from the following list: Investigation, Sleight of Hand, Stealth, Survival. You can apply double your proficiency bonus to any check you make that uses one of these tools or skills.

SNEAKY SHOT

At 3rd level, your training allows you to make attacks on the hoof, even in the most intense operations. When you take the Dash or Disengage action on your turn, you can make a single attack with a firearm as a bonus action.

FIELD CRAFT

Starting from 7th level, your experience in the field gives you a number of advantages. You cannot be surprised while you are conscious. Additionally, you can use a bonus action to make a Wisdom (Perception) check to spot hidden creatures.

CONCEALED GEAR

Also at 7th level, you gain access to specialized adventuring gear that can be hidden about your person, either by being unusually small or by being disguised as something else. Any gear that you are carrying, except for weapons and armor that are not light, is undetectable by any casual observer. A creature that attempts to conduct a thorough search of you must make an Intelligence (Investigation) check with a DC equal to 13 + your Intelligence modifier + twice your proficiency bonus.

RISKY MISSION

At 10th level, you know which risks to take and which to leave alone. You can now expend two risk dice to perform two deeds within the same turn.

LICENSE TO KILL

Starting at 14th level, whenever you hit with an attack using a firearm, you can expend a risk die and add it to the damage roll.

GUN TANK

Prerequisite: Strength score 15 or higher

Be bigger, be badder, and be tougher, and no man will stand in your way. You are a living siege engine, a titan of muscle, brandishing weapons most men are incapable of lifting. Armed with these devastating firearms, you wade into the field of battle, bombarding and destroying those foolish enough to approach you.

HEAVY GUNNER

When you select this creed at 3rd level, you can also carry heavy firearms regardless of their weight. Additionally, you can use Strength, rather than Dexterity, for attack and damage rolls using heavy firearms, and you can add your Strength instead of your Dexterity to your Deed Save DC.

TOUGH AS NAILS

Starting at 3rd level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

You also gain proficiency with medium and heavy armor.

THICK-HEADED

At 7th level, you have advantage on saving throws you make against being charmed.

STRONG AS AN OX

Starting at 10th level, your lifting and carrying capacities are doubled and you have advantage on Strength checks and Strength saving throws. Additionally, you can ignore the Two-Handed property on firearms with which you are proficient.

GUN RAGE

At 14th level, as a bonus action, you can explode into a fury to destroy lesser men. For the next minute, you have resistance to bludgeoning, piercing, and slashing damage and can make one additional attack when you take the Attack action on your turn. However, for the duration, your movement speed is halved and you have disadvantage on Dexterity checks and saving throws.

Your gun rage ends if you use your bonus action to end it early, take cover, or finish your turn without attacking. Once you use this ability, you must finish a short or long rest before using it again.



GUN-KO MASTER

The ancient art of gun-ko is passed through generations of gunslingers who study the gun as a perfect weapon and meditate on its intricacies. This path is not for the impatient or the faint of heart, but those who practice it diligently make their guns an extensions of themselves, learning to strike with the speed of a rifle and catch bullets out of the air.

POINT BLANK SHOT

At 3rd level, you don't suffer disadvantage from making a ranged attack with a firearm while you are within 5 feet of a hostile creature.

GUN-KO

Beginning at 3rd level, you learn the immortal art of gun-ko, which sees the gun as a total weapon, as devastating used as a melee weapon in close-quarters as it is fired at range. You can treat firearms as melee weapons with the Finesse property that deal 1d6 bludgeoning damage on a hit, or 1d8 damage if the firearm has the Two-Handed property.

Additionally, when you make a ranged weapon attack using a firearm against a creature within 5 feet of you, you can make a melee weapon attack using that firearm as a bonus action.

LIGHTNING DISARM

Starting at 7th level, if a creature within 5 feet of you is holding a firearm, you can use your bonus action and expend a risk die to attempt to disarm them. The target must make a Dexterity saving throw against your Deed save DC. On a failed save, you take the firearm from the creature's hands after a series of rapid movements. You must have at least one empty hand to use this ability.

BULLET-CATCH

Also at 7th level, you can use your reaction to deflect or catch a projectile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + proficiency bonus.

PREDICTIVE DODGE

At 10th level, your reflexes are so honed that you can dodge incoming bullets. You can use your bonus action to choose one creature that you can see within 30 feet of you. You gain the benefits of the Dodge action against the target's ranged attacks and effects until the beginning of your next turn. You lose this benefit if you take damage from the target.

GATLING STRIKES

By 14th level, you have mastered the most advanced techniques of gun-ko. You can use your bonus action to make two melee weapon attacks and one ranged weapon attack using a firearm against targets within 15 feet of you. Once you use this ability, you can't use it again until you finish a short or long rest.

GUNDEAD

The gun is a pure connection between life and death; it is an object connected to the very soul, for it is can send anyone to the afterlife with the pull of a trigger. Through a dark ritual, many a close brush with death, or pact with the Black Goddess of Guns herself, your soul has been shattered into many fragments, placing you in a state between life and death, and allowing you to manipulate dark powers of the Gun, one shot at a time.

GUN SOUL

Starting at 3rd level, your brushes with death have loosened your soul, allowing you to enhance your firearm by placing a fragment of your soul into a shot. When you hit with a ranged attack using a firearm, you can use your bonus action to deal bonus necrotic damage equal to your proficiency bonus.

DEAD SHOT

Also at 3rd level, you can shoot a bullet into the heart of a humanoid corpse, rousing it from death. You can use this ability as an action, or as a reaction when you reduce a humanoid to 0 hit points with a ranged firearm attack, slaying and reanimating the target with a single bullet. The corpse rises as a zombie under your control, as per the *animate dead* spell.

Undead animated by this ability collapse into dust at the end of your next turn, but last longer as you gain higher levels in this class. At 7th level, undead you summon last for 1 minute, at 10th level, undead last 10 minutes, and at 14th level, undead last 1 hour.

Once you use this ability you can't use it again until you finish a short or long rest. Beginning at 10th level, you can use this ability twice between rests.

SLEEP OF THE DEAD

Beginning at 7th level, while you remain motionless, you are indistinguishable from a corpse.

GRAVE WHISPERER

At 10th level, you gain the ability to converse with undead as if you shared a language with them. In addition, you gain

advantage on any Charisma checks you make to interact with undead creatures that understand a language.

GHOST BULLET

By 14th level, you have become more adept at creating undead using your soul and are now able to enhance those that you raise from the dead. When you animate an undead using your Dead Shot feature, the target now rises as a ghoul under your control, but otherwise follows the spell *animate dead*.

GRENADIER

You believe that virtually all problems can be solved with the careful application of high-explosives, and will go to great lengths to prove this thesis. Demolitions are your expertise, and anything that can cause explosions at long range is your instrument. If you must, you can make do with an ordinary gun, but it's simple not as satisfying as blowing your enemies into smithereens.

HIGH EXPLOSIVE

Beginning when you choose this creed at 3rd level, whenever you make an attack with a weapon that has the Explosive property, you can use your bonus action to double the projectile's blast radius.

HEAVY ORDINANCE

At 3rd level, weapons with the Explosive property use your Deed save DC, if it would be higher.

Additionally, starting at 5th level, once per turn when you hit a target with an attack from a firearm that has the Explosive property, you can deal an additional 1d8 damage to that target.

LOCK AND LOAD

By 7th level, you hurriedly and safely load even the heaviest weapons. As a bonus action at the end of your turn, you can reload any weapon you are holding that has the Reload property and requires more than 1 action to reload.

MORTAR SHOT

Starting at 10th level, when you make an attack with a weapon that has the Explosive property, you can fire it in a parabolic arc. This attack ignores half and three-quarters cover, as long as the target does not have cover from above.

CLUSTERBOMB

By 14th level, you can load and fire a special projectile that is packed tight with smaller explosives which scatter on impact. You can load and fire this projectile as an action; the projectile's range is determined by the weapon that fires it. When the clusterbomb lands, it explodes in a 20-foot radius. Each creature within the blast radius must make a Dexterity saving throw with disadvantage against your Deed save DC, or take 10d6 fire damage on a failed save, or half as much on a successful one.

Once you use this ability, you can't use it again until you finish a long rest.

JANISSARY

In a time when most warriors fight with swords or bows, you were among the first to see the potential of gunpowder to reshape warfare. As a janissary, you are at the cutting edge of military science, using not only the newest weapons, but also taking advantage of new innovations in tactics, organization, and logistical planning.

COORDINATED VOLLEY

When you reach 3rd level, your superior training enables you to focus fire with your allies. Once on each of your turns, when you make an attack with a firearm against a target within your weapon's normal range that has been hit by another firearm attack by one of your allies since the end of your last turn, you can gain advantage on the attack.

MASTERWORK WEAPONS

Also at 3rd level, you have access to the very best weapons that money can buy. When you are wielding a firearm, it never jams or misfires, even if submerged in water, and any spell or magical effect that would cause your weapons or ammunition to malfunction automatically fails.

STEEL DISCIPLINE

By 7th level, your years of experience make you almost impossible to deceive. You have advantage on any saving throw imposed by a spell of the illusion school and on any ability check made to discern or disbelieve an illusion.



INFLUENCE

At 10th level, you are as skilled in the arts of politics as you are in those of war, drawing upon your gunfighting skills and battlefield achievements to impress rich and poor alike. When you make a Charisma check to influence another humanoid, you can expend one risk die, rolling it and adding it to the result. You make this roll after you roll the check, but before the outcome is determined.

DEFENSIVE FORMATION

Starting at 14th level, you are considered to benefit from half cover against all ranged attacks as long as you are within 10 feet of an ally who is not unconscious. If you are standing directly behind an ally, you have three-quarter cover instead.

LASERIST

Gunslinging, as you well understand, is more science than art, especially when using cutting-edge blaster technology. As a laserist, you're interested in maximizing blaster output while minimizing survivors, iterating and customizing your blasters to create the perfect weapon.

BEAM SHOT

Starting at 3rd level, once per turn when you make an attack roll with a firearm that has the Blaster property, you can expend a risk die to fire a penetrating laser shot. When you do so, your fire a blast in a 5-foot wide line, extending out to the normal range of the blaster; attacks against targets outside of this range automatically miss. Make a separate attack roll for each target in the line and add the risk die to one of the damage rolls.

MULTI-CONFIGURE BLASTER

At 7th level, you can integrate two weapons with the Blaster property into a single chassis, granting you a supremely flexible weapon. You can have one merged blaster at a time, but you can change which two blasters are integrated when you take a long rest. You can choose to fire the blaster as either of the two integrated weapons.

DEFLECTION SHIELD

Beginning at 10th level, you have installed a sophisticated electromagnetic device on your person, capable of scattering an incoming blaster shot. As a reaction whenever you take lightning, necrotic, radiant, or thunder damage, you can expend a risk die to gain resistance to this damage.

TRI-LASER

By 14th level, you have perfected a blaster design of singularly destructive power, the tri-laser, whose projectiles

emulate the dynamics of a sphere of annihilation. As an action, you can fire the laser, creating a two-foot diameter sphere of energy. However, this sphere floats to its target sluggishly, moving only 15 feet, and continuing its movement at the beginning of each of your turns, moving 15 feet each turn. The sphere deals 4d10 radiant damage to anything it touches, disintegrating nonmagical objects it reduces to 0 hit points. The sphere dissipates when it meets an obstruction that is not destroyed by it.

LUCKY SON OF A GUN

Sometimes, it's better to be lucky than good; in fact, some gunslingers find this is their defining characteristic. Lucky gunslingers engage in some spectacularly dangerous behavior, running in unawares, will shooting from the hip, and mouthing insults whenever they can, but somehow always come out unscathed. Fortune favors the bold, after all.

FORTUNE'S FAVORITE

Starting when you choose this archetype at 3rd level, you can reroll on ability check, attack roll or saving throw. You choose to reroll after you roll the die, but before the outcome is determined. You gain the ability to use this ability an additional time at 7th level (2 times), 10th level (3 times), and 14th level (4 times) and regain all uses of this ability when you finish a long rest.

GAMBLING SHOT

At 3rd level, once per turn when you make a ranged attack roll with a firearm, you can chance a risky shot to perhaps deal a decisive blow. If you hit, roll for damage as normal and record the result, but do not deal this damage to the target. Guess if your damage will be higher or lower than the recorded number, then roll for damage again. If you guessed correctly, you can add your gunslinger level to the second damage roll, which is dealt to the target. If you guess incorrectly, you subtract your level from the damage roll (to a minimum of 1 damage). If you roll the same damage on the second damage roll, you add nothing to the damage roll.

STYLISH RELOAD

Starting at 7th level, whenever you spend a risk die, you can reload one firearm you're holding without using an action or bonus action.

HALF-COCKED

Starting at 10th level, you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

ONE IN A MILLION SHOT

By 14th level, you seem to have a knack for succeeding even when the odds are at their worst. When you hit with a ranged attack that has disadvantage, you can turn the attack into a critical hit. Once you use this ability, you can't use it again until you finish a short or long rest.

MUSKETEER

You believe that camaraderie and glory go hand-in-hand, that you and your allies are undefeatable as long as you stand together. As such, you have trained with blades and halberds, so that you battle up-close. Your place is not supporting them from afar, but launching a single volley of shot before charging in, bayonet or cutlass in hand, that you might all succeed or fail as one.

BONUS PROFICIENCIES

Starting when you choose this creed at 3rd level, you gain proficiency in the bayonet, cutlass, rapier, shortsword, and halberd.

HEAVY SHOT

At 3rd level, you can load and fire especially dense bullets. Whenever you deal damage with a blunderbuss, flintlock, or musket, you deal an additional point of damage for each damage die that you roll.

LOCK, STOCK, AND BARREL

At 7th level, you ignore the Loading and Misfire properties of the blunderbuss, flintlock, and musket.

BAYONET CHARGE

Starting at 10th level, when you move more than 15 feet in a straight line on your turn, you can use a bonus action to make one attack with a bayonet or a melee weapon.

ALL FOR ONE

Starting at 14th level, whenever a friendly creature within 5 feet of you is attacked, you use your reaction to make a firearm attack targeting the attacker.

Weapon: Bayonet

The bayonet is a simple melee weapon that deals 1d4 piercing damage on a hit and has the Finesse, Special, and Light properties. It costs 10 gp and weighs one pound. Its special property is as follows:

Bayonet. This weapon can be mounted to any two-handed firearm or removed from it as an action. While mounted, you can use the bayonet to make a two-handed melee weapon attack, which deals 1d8 piercing damage on a hit.



PISTOLERO

Bullets are power, and you have long believed that more bullets equal more power. Your expertise is in delivering a hail of deadly fire to pulverize your enemies. Not every bullet needs to be accurate to make a difference.

POINT BLANK SHOT

Starting at 3rd level, you don't suffer disadvantage from making a ranged attack with a firearm while you are within 5 feet of a hostile creature.

FAN THE HAMMER

At 3rd level, when you take the Attack action on your turn to attack with a firearm, you can use your bonus action to make two additional firearm attacks with disadvantage. These additional attacks always have disadvantage, regardless of circumstance. This weapon can't have the Automatic or Two-Handed property.

The number of bonus attacks you can make with disadvantage increases as you gain levels in this class. At 10th level, you can make 3 additional attacks and at 14th level you can make 4 additional attacks.

SPEED LOADER

Starting at 7th level, you have mastered the art of quickly reloading your weapon. On your turn, you can reload a single one-handed firearm without using an action or bonus action.

BULLET TIME

At 10th level, when you make a firearm attack with a one-handed firearm on your turn, you can use your bonus action to gain advantage on the attack roll. Once you use this ability, you can't use it again until you finish a short or long rest.

SWIFT VENGEANCE

At 14th level, when you take damage from a creature within 15 feet of you, you can use your reaction to make a firearm attack targeting that creature.

SHARPSHOOTER

A well-placed bullet is more powerful than a sword, arrow, or spell. Indeed, you believe that every violent conflict should sound like a single loud crack followed by a long silence. Such shots need to be delivered perfectly, even at range, for when they are done right, they are as deadly for the target as they are stupendous for the audience.

AIM

Starting at 3rd level, as a bonus action on your turn, you can take the Aim action. When you take this action, your next firearm attack suffers no penalty for long range, and ignores half and three-quarters cover.

EAGLE EYE

At 3rd level, you can see better from far away. You gain proficiency in the Perception skill, if you did not have it already, and you can add twice your proficiency modifier to Wisdom (Perception) checks you make that rely on sight.

CAMOUFLAGE

By 7th level, you've learned to expertly conceal yourself with foliage and leaves. You can spend one minute to prepare camouflage for yourself. Until you move, you have advantage on Dexterity (Stealth) checks you make to hide among vegetation.

UTILITY SHOT

At 10th level, you can quickly and precisely shoot objects. As an action, you can make a firearm attack targeting a Tiny object within the firearm's range which isn't being worn or carried, such as a rope, chain, belt, wooden rod, candle, bottle, or lock. This object is considered to have an AC of 10. On a hit, a nonmagical object is destroyed instantly and a magical object is flung 15 feet away.

FOCUS

Starting at 14th level, whenever you take the Aim action on your turn followed by the Attack action, you can choose to make only one firearm attack. This attack is made with advantage and deals critical damage on a hit.

SPACE COWBOY

Nothing matters to you more than freedom. With a blaster on your hip and the wide-open sky to explore, you no longer have to answer to any man. Conversely, the horrible dangers of the final frontier tend to draw gamblers and risk-takers, be they unscrupulous smugglers, bloodthirsty bounty hunters, or big damn heroes.

Magic Item: Jetpack

Wondrous item, uncommon

This device is a miniature version of the impulse engines used in starships, which has been fitted with straps and a small handheld controller. While wearing it on your back, you gain a flying speed equal to your walking speed. You can fly with a jetpack for a total of 1 minute each day, after which it can't be used until it recharges at dawn.

Jetpacks will sometimes be created in different forms, such as a pair of rocket boots or a hovering skateboard, while maintaining the same functionality.

HOT SHOT

Also at 3rd level, when you take the Attack action on your turn with a blaster that does not have the Overheat property, you can use your bonus action to overcharge it. Whenever you hit a creature with an attack from this blaster during the Attack action, you can deal an additional die of damage to that creature. Afterward, however, your weapon is overheated. An overheated weapon can't be fired again until the end of your next turn.

GUN WITH A NAME

At 7th level, you can customize your blaster to better suit the rugged lifestyle of a frontiersman. If you spend a short rest working on a blaster, you can modify it such that its normal and long ranges are doubled, it functions normally in adverse weather conditions, can be fired normally underwater, and can be used as a melee weapon with the statistics of a mace. You can only have one blaster modified in this way at any given time, and only you are able to use this weapon proficiently.

FINAL FRONTIER

By 10th level, the strange fighting styles of all manner of aliens no longer surprise you. You have advantage on saving throws against effects caused by aberrations, monstrosities, or oozes. In addition, you have advantage on Charisma checks you make to interact with aberrations.

ZERO-G GUNFIGHTER

When you reach 14th level, you master the art of fighting in deep space, fitting jet thrusters to your gear in order to gain extra maneuverability. You gain a *jetpack* magic item, which you can use for an unlimited amount of time each day while you are not wearing medium or heavy armor. Furthermore, you are always considered to benefit from half cover while airborne or in an area of zero gravity.

SPELLSLINGER

Magic and guns aren't so different. If arcane power is like gunpowder and a spell is like a bullet, you are like a gun, directing your spells with precision at unfortunate targets. You mix the disciplines of gun and spell, sometimes loading arcane charges with your shots and firing streaks of lighting, frost, or flame in the wake of your bullet.

SPELLCASTING

When you reach 3rd level, you complement your bullets with the ability to cast spells.

Cantrips. You learn *finger guns* and one other cantrip of your choice from the wizard spell list. You learn an additional wizard 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.

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

The Spells Known column of the Spellslinger Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation 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 wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. 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 wizard 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

SPELLSLINGER 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

BANG, YOU'RE DEAD!

At 3rd level, when you hit a target with the *finger guns* cantrip on your turn, you can deal an additional 1d8 force damage to that target.

SPELLSHOT

Beginning at 7th level, when you use your action to cast a cantrip, you can make one ranged attack with a firearm as a bonus action.

RUNECARVED CARTRIDGES

Also at 7th level, firearms you use count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

MAGIC BULLET

Starting at 10th level, you can use your action to fire a bullet wreathed in the evocation of a *magic missile* spell. The attack must use a firearm and the target must be within the firearm's normal range. Do not roll this attack; it automatically hits its target and deals force damage.

Once you use this ability, you can't use it again until you finish a long rest.

IMPROVED SPELLSHOT

At 14th level, when you use your action to cast a spell, you can expend one risk die to make one ranged attack with a firearm as a bonus action.

If the spell requires a spell attack roll, you can choose to substitute the spell attack with a ranged attack using a firearm. Add the risk die to the firearm attack. On a hit, the attack deals normal damage, in addition to the effects of the spell.

STORM GUNNER

Overkill is a silly notion. You believe that holding down the trigger until your opponent resembles a fine cheese isn't just effective, it's the optimal way to begin and end any engagement. Like other storm gunners, you can rain bullets down on your foes with deadly precision, and favor tactics that involve sprinting around with a machine gun above all others.

CONCENTRATED FIRE

Starting when you choose this creed at 3rd level, you are surprisingly accurate, even when delivering a hail of gunfire. Whenever you use a firearm with the Automatic property to attack with disadvantage, you gain a +2 bonus to your attack rolls.

BULLET HELL

Also at 3rd level, once per turn when you use a firearm with the Automatic property to attack twice with disadvantage, you can instead choose to make an attack roll with disadvantage against each target with the weapon's normal range, to a maximum number of targets equal to your Dexterity modifier (minimum 1).

AMMUNITION BELT

By 7th level, you can use your action to load each firearm that has the Automatic property that you are holding with an extended belt of ammunition. While you are holding it, this weapon no longer needs to be reloaded, though it expends ammunition as normal.

RUNNING RIOT

Starting at 10th level, your base movement speed increases by 10 feet.

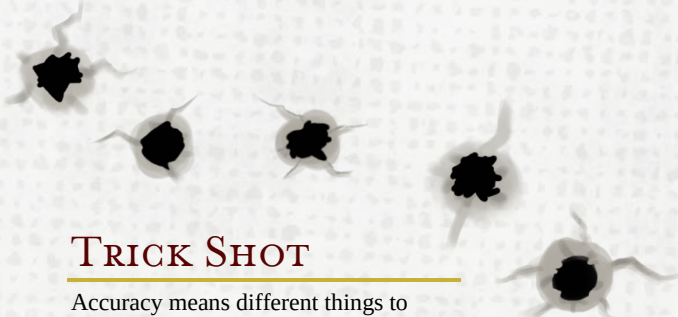
RIDDLE WITH HOLES

By 14th level, you can shape your cloud of bullets any way you wish. When you use a firearm with the Automatic property to attack automatically, you can choose to make the attacks without disadvantage. However, if a feature such as Mankiller would

let you add an ability score to the damage roll, you don't add it to these attacks.

Additionally, if you possess an ability, such as the Spray and Pray feat, that allows you to target an area with weapon attacks, you can exclude any creature you choose in the area of effect from making saving throws or taking damage.





TRICK SHOT

Accuracy means different things to different people. For you, true accuracy isn't necessarily in hitting a target on the first shot, but might include hitting the mark after the bullet bounces around a dozen times. Your attacks are just as dangerous if they miss, or even after hitting their mark, as others are while they're still in the air.

CREATIVE TRAJECTORY

Starting at 3rd level you begin to find ways to make your bullets travel in unexpected ways. Your firearm attacks ignore half cover.

RICOCHET

At 3rd level when you miss with an attack using a firearm and you do not have disadvantage on the roll, you can use your bonus action to reroll the attack roll and you must use the new roll. If this causes the attack to hit, the attack only deals only half damage.

LIGHT FOOTED

By 7th level, you're just as good at escaping from trouble as you are getting in to it. You ignore difficult terrain.

DEFT DEFLECTIONIST

Starting at 10th level, as a reaction when an attacker you can see makes a ranged attack roll against you, you can fire a firearm you are holding to deflect the strike. Make an attack roll. If your attack roll is higher than the attacker's, the attack targeting you has disadvantage. You must use this feature before you know the outcome of the roll.

PINBALL SHOT

Starting at 14th level, when you hit a creature with a ranged firearm attack, once per turn you can have the bullet ricochet to hit an additional target. The second target must be within half the firearm's range of the first target. Make a separate attack roll for the second target. You can use this ability a number of times equal to your Dexterity modifier, and regain all expended uses when you finish a long rest.

TWICE-DAMNED

Someone wronged you, and you refuse to die before you've shot them dead. You believe that the gun is the ultimate tool of vengeance, the only means to redress the balance of blood. Maybe you were robbed, humiliated, or left for dead; maybe you were even killed, but were later returned

to life with hate overflowing your heart. Regardless of how you were first damned, you'll be damned twice before you let them get away with it.

BLACK BULLET

Starting at 3rd level, whenever you deal damage to a creature using a ranged firearm attack, the creature's hit point maximum is reduced for 1 hour by an amount equal to the damage dealt. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

Additionally, when you deal damage with a firearm to a creature that has less than half its maximum hit points, you can use your bonus action to deal an additional 1d6 necrotic damage. At 11th level, this damage increases to 2d6.

HATEFUL VENGEANCE

When you adopt this creed at 3rd level, choose a specific creature that has wronged you that you wish to seek revenge against. You must know this creature's name or must otherwise have enough information to identify it. Your attack rolls against this creature have advantage and deal maximum damage.

Once you have chosen a creature to take revenge against, you can only change this selection if you learn that the creature you have chosen was innocent of any wrongdoing against you and that another creature was instead responsible.

GRIM DETERMINATION

By 7th level, nothing shakes your resolve. You have advantage on saving throws against being frightened.

SHOTGUN INTERROGATION

Starting at 10th level, with a cold glare and the barrel of a gun in someone's face, you can always get the answers you want to hear. You have advantage on Charisma (Intimidation) checks to make while holding a firearm, and you can treat a roll of 10 or lower as a 10.

MARKED FOR DEATH

By 14th level, you feel an adrenaline burst whenever you exact vengeance. When you roll initiative, choose one creature you can see within 60 feet of you. If you reduce that creature to 0 hit points on your turn within the next minute, you gain one additional action, which can be used to take the Attack, Dash, Dodge, Disengage, or Hide action.

CHAPTER 2: FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

ARTILLERY MASTER

Prerequisite: Proficiency with martial firearms

You have studied heavy weaponry and understand how to deploy large guns to best effect. You gain the following benefits:

- You gain proficiency with weapons that have the Mounted property.
- When you fire a mounted weapon, both its short and long ranges are doubled.
- When you fire a light cannon, your attacks ignore half and three-quarters cover, and you can arc your shots, ignoring full cover so long as the target does not have cover from above.

BLASTER ROULETTE

Whenever you roll damage with a firearm that has 2 damage dice and roll the same number on both of them, you can add that number to the damage roll.

BLITZWARRIOR

Prerequisite: Proficiency with simple firearms

When you roll damage for an attack you make with a firearm with the Scatter property, you can reroll one of the damage dice, and must use the new roll. Additionally, when you take the Attack action using a blitz cannon, you can take the Disengage action as a bonus action.

HIPSHOOTER

Prerequisite: Dexterity 13 or higher

Shooting from the hip may not be the most accurate technique, but you believe that speed is more important than accuracy. You gain the following features:

- When you roll initiative, even if you are surprised, you can immediately draw a firearm in one hand and make an attack with it, with disadvantage.
- When making an attack with a firearm in one hand as an action, bonus action, or reaction, you can choose to shoot from the hip. Doing so gives you a -5 penalty on all attack rolls you make for that turn, but allows you to make one additional attack with that firearm.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

POINT BLANK SNIPER

Prerequisite: Proficiency in martial firearms

In a flash, you can draw, aim, and fire a scoped weapon, even upon encroaching targets. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You ignore the Sighted property of firearms with which you are proficient.
- You ignore half cover of any creature within 60 feet of you.

RUN AND GUN

Prerequisite: Proficiency with simple blasters

On any turn in which you use your action to Dash, you can make a ranged weapon attack as a bonus action.

SPRAY AND PRAY

Prerequisite: Proficiency with martial firearms

When it comes to bullets, quantity often beats quality. By holding down the trigger and firing nonstop, you gain the following benefits:

- As an action, while wielding a weapon that has the Automatic property, you can target a 10-foot cube area with a hail of bullets. Each creature in the area must succeed on a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Dexterity modifier) or take the weapon's normal damage. This action expends ten pieces of ammunition.
- You can use your Strength modifier instead of your Dexterity modifier when making attack rolls with a weapon that has the Mounted property.

CHAPTER 3: FIREARMS

A gunslinger's implements come in a myriad of forms that have morphed and evolved throughout history. This chapter contains rules for firearms and their use.

FIREARMS

Black powder represents a paradigm shift in the art of warfare, fueling everything from powerful siege weapons to concealable, handheld guns. In many campaign settings, these firearms supplant the traditional scheme of weapons, forcing arrows, swords, and battleaxes into obsolesce. They might even be commonplace, a staple tool for hunting and home defense.

In other campaign settings, however, swords, firearms, and magic coexist equally. In these settings, since magic provides an alternative to their use, firearms are rarer and more imprecise, often requiring specialists like gunslingers to be truly effective. A setting of this type might seem very familiar, with some changes. A knight is just as likely to carry a handgun as a dagger, and infantrymen may shoulder rifles, rather than pikes, but adventurers still delve into dungeons for treasure, and castles still dot the landscape.

FIREARM DAMAGE ROLLS

Unlike other weapons, you don't add your ability modifier to the damage roll of a firearm unless otherwise stated.

TWO-WEAPON FIGHTING WITH FIREARMS

Unlike other ranged weapons, you can engage in two-weapon fighting with two light firearms. When you do so, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

FIREARM AMMUNITION

All firearms require special ammunition. Most firearms use bullets, but some require even more specialized projectiles.

The ammunition of a firearm is destroyed upon use.

AMMUNITION

Ammunition	Cost	Weight
Bullet	2 gp (per 10)	2 lb. (per 10)
Grenade	5 gp	3 lb.
Rocket	20 gp	6 lb.
Shell	5 gp (per 10)	2 lb. (per 10)

FIREARM PROFICIENCIES

Characters in most campaign worlds will not have proficiency with firearms, but in settings with widespread firearms, characters gain the proficiencies listed on the firearm proficiencies table.

FIREARM PROFICIENCIES

Class	Proficiencies
Alchemist	Simple firearms
Barbarian	Simple firearms, martial firearms that do not have the Sighted property
Bard	Simple firearms, martial firearms that do not have the Explosive, Heavy, or Overheat properties
Channeler	Simple firearms, martial firearms
Cleric	Simple firearms
Craftsman	Simple firearms, martial firearms
Druid	Simple firearms that do not have the Two-Handed or Scatter properties
Fighter	Simple firearms, martial firearms
Gunslinger	Simple firearms, martial firearms
Investigator	Simple firearms, martial firearms that do not have the Explosive, Heavy, or Overheat properties
Marshal	Simple firearms, martial firearms
Monk	Simple firearms
Paladin	Simple firearms, martial firearms
Ranger	Simple firearms, martial firearms
Rogue	Simple firearms, martial firearms that do not have the Explosive, Heavy, or Overheat properties
Shugenja	Simple firearms
Sorcerer	Simple firearms that do not have the Two-Handed or Scatter properties
Warden	Simple firearms, martial firearms that do not have the Sighted property
Warlock	Simple firearms
Warmage	Simple firearms
Witch	Simple firearms
Wizard	Simple firearms that do not have the Two-Handed or Scatter properties

FIREARMS					
Weapon	Cost	Damage	Weight	Ammo.	Properties
<i>Simple Firearms</i>					
Double-Barrel Shotgun	200 gp	2d6 piercing	8 lb.	Shells	Ammunition (range 40/120), reload (2), scatter (2d8), two-handed
Flintlock	75 gp	2d6 piercing	6 lb.	Bullets	Ammunition (range 40/120), dry, loading, misfire
Handgun	100 gp	2d4 piercing	3 lb.	Bullets	Ammunition (range 40/120), light, reload (10)
Hunting Rifle	175 gp	2d6 piercing	8 lb.	Bullets	Ammunition (range 80/240), reload (5), two-handed
Ion Cannon	250 gp	2d6 radiant	6 lb.	—	Blaster (range 30/90), scatter (2d8), two-handed
Machine Pistol	150 gp	2d4 piercing	5 lb.	Bullets	Ammunition (range 20/60), automatic, foregrip, light, reload (10)
Parlor Gun	75 gp	2d4 piercing	2 lb.	Bullets	Ammunition (range 20/60), concealable, light, reload (1)
Phaser	75 gp	2d4 radiant	6 lb.	—	Blaster (range 60/180), light, nonlethal
Repeater	100 gp	2d6 radiant	3 lb.	—	Blaster (range 60/180)
Revolver	100 gp	2d6 piercing	3 lb.	Bullets	Ammunition (range 40/120), reload (6)
Sawed-Off Shotgun	200 gp	2d6 piercing	6 lb.	Shells	Ammunition (range 20/60), foregrip, reload (2), scatter (2d8)
Standard Carbine	150 gp	2d6 radiant	7 lb.	—	Automatic, blaster (range 60/180), two-handed
Submachine Gun	200 gp	2d6 piercing	6 lb.	Bullets	Ammunition (range 40/120), automatic, reload (16), two-handed
Swarm Pistol	100 gp	2d4 radiant	2 lb.	—	Automatic, blaster (range 15/45), foregrip, light
<i>Martial Firearms</i>					
Assault Rifle	350 gp	2d6 piercing	7 lb.	Bullets	Ammunition (range 80/240), automatic, reload (20), two-handed
Blitz Cannon	800 gp	2d8 lightning	7 lb.	—	Blaster (range 10/30), scatter (2d10), two-handed
Blunderbuss	180 gp	2d8 piercing	8 lb.	Shells	Ammunition (range 20/60), dry, loading, misfire, scatter (2d10), two-handed
Concussion Rifle	800 gp	2d8 thunder	8 lb.	—	Blaster (range 120/360), sighted, two-handed
Diode Beam	2,000 gp	2d8 radiant	80 lb.	—	Blaster (range 60/180), heavy, mounted, special, two-handed
Gatling Gun	3,000 gp	2d10 piercing	125 lb.	Bullets	Ammunition (range 80/240), automatic, heavy, mounted, reload (40, 2 actions), two-handed
Grenade Launcher	850 gp	2d8 fire	10 lb.	Grenades	Ammunition (40/120), explosive, loading, two-handed
Harpoon Gun	250 gp	2d8 piercing	10 lb.	Special	Ammunition (range 40/120), dry, loading, misfire, special, two-handed
Impactor Cannon	1,250 gp	2d10 force	12 lb.	—	Blaster (range 30/90), heavy, overheat, scatter (2d12), two-handed
Light Cannon	3,000 gp	2d12 bludgeoning	225 lb.	Cannonballs	Ammunition (range 80/240), explosive, heavy, reload (1, 2 actions), mounted, two-handed
Light Machine Gun	1,000 gp	2d8 piercing	60 lb.	Bullets	Ammunition (range 80/240), automatic, heavy, reload (40, 2 actions), two-handed
Magnum	500 gp	2d8 piercing	6 lb.	Bullets	Ammunition (range 40/120), heavy, reload (6)
Magnus Opum	800 gp	2d10 radiant	10 lb.	—	Blaster (range 60/180), heavy, overheat
Musket	175 gp	2d8 piercing	10 lb.	Bullets	Ammunition (range 80/240), dry, loading, misfire, two-handed

FIREARMS CONT.

Weapon	Cost	Damage	Weight	Ammo.	Properties
<i>Martial Firearms</i>					
Pump Shotgun	200 gp	2d6 piercing	7 lb.	Shells	Ammunition (range 80/240), reload (8), scatter (2d8), two-handed
REC Gun	1,500 gp	2d10 radiant	120 lb.	—	Automatic, blaster (range 60/180), heavy, mounted, two-handed
Rocket Launcher	1,250 gp	2d10 fire	20 lb.	Rockets	Ammunition (range 80/240), explosive, heavy, reload (1, 2 actions), two-handed
Singularity Emitter	2,500 gp	3d8 force	400 lb.	—	Blaster (range 120/360), heavy, mounted, overheat, sighted, special, two-handed
Sniper Rifle	500 gp	2d8 piercing	8 lb.	Bullets	Ammunition (range 160/480), heavy, reload (4), sighted, two-handed



FIREARM DESCRIPTIONS

These firearms can be found lining the walls of armories, adorning the hips of outlaws, or slung over the shoulder of soldiers.

Assault Rifle. Combining a high rate of fire with rifle-grade ballistics, the assault rifle is a staple weapon for all modern militaries. Nearly every nation produces their own variant on this general design, but all share the basic traits that make it such a flexible and formidable weapon.

Blitz Cannon. With its imposing rectangular muzzle, this brutalist blaster has a clear right and wrong-end to be on. Pulling its trigger unleashes a torrent of lightning bolts in a wide, imprecise spray, making it extremely dangerous at point-blank range.

Blunderbuss. This distinctive short-range firearm features a dramatically flared muzzle from which it fires heavy-caliber shot in a wide spray. Most effective at close range, the blunderbuss can be considered a precursor to the modern shotgun.

Concussion Rifle. A series of arcane capacitors run the length of this blaster rifle, terminating in a thick condenser

that compresses its blast into a precise burst. A concussion rifle is especially deadly at long ranges, and its damage bypasses most emergently resistant armor.

Diode Beam. A scaled-down version of a starship's cannon, the diode beam is best used as a mounted weapon. Though it can be fired in accurate pulses, it's also possible to lock the weapon's fire mode, creating a continuous stream of deadly energy.

Double-Barrel Shotgun. A classic design, which loads two slugs or shells into separate barrels, the double-barrel shotgun trades ammo capacity and range for reliability and sheer firepower.

Flintlock. The flintlock is a long pistol, which must be reloaded after every shot. It is favored both for its easy concealment and deadly blast, but because of its short range and long reload time, it's largely used as an adjunct to a sword or other weapon.

Gatling Gun. A weapon infamous for its rate of fire, the Gatling gun rotates its many barrels, which fire in sequence, in order to manage the tremendous heat from sustained automatic fire. This weapon is cumbersome, easily recognizable, and utterly terrifying all at the same time.

Grenade Launcher. This unusual, shoulder-fired firearm features a relatively short and very wide barrel, suitable for launching grenades. These grenades can have a smoke or gas warhead, but optimally carry explosives.

Handgun. Portable, reliable, and with a generous magazine size, the handgun is an excellent firearm for self-defense. Though it might struggle to contend with a shotgun, rifle, or machine gun, the humble handgun is more than sufficient for police officers and other security personnel, and can be easily carried by soldiers as a backup weapon.

Harpoon Gun. This unusual prototype firearm is designed to fire entire harpoons instead of bullets. Harpoon guns are intended to extend the range of a thrown harpoon (to make whaling more profitable), but are just as deadly if pointed anywhere else.

Hunting Rifle. Designed for hunting big game, these rifles are consistent and accurate, but new rounds must be manually loaded with a bolt on the top of the gun, greatly slowing their firing rate.

Impactor Cannon. The impactor cannon is a cumbersome, intimidating blaster, designed with the express intent of putting holes in armored things. This weapon is infamous for its punishing recoil and long overheat duration, which it makes up for in sheer firepower.

Ion Cannon. The ion cannon always fires its bright, energetic blast as a diffuse cone, making it far deadlier up close. Between shots, it always makes a quiet zipping noise, as the arcane battery charges the ion cell for another blast.

Light Cannon. This cannon is designed for field infantry and is usually transported by horse-drawn cart. Though light by cannon standards (since it's used to blow holes in people, rather than ships or fortifications), it is extraordinarily heavy for a single individual.

Light Machine Gun. The light machine gun is among the smallest firearms used for sustained suppressing fire. Though similar in profile to an assault rifle, the light machine gun traces its heritage and role in combat back to the Gatling gun and other mounted machine guns.

Machine Pistol. Light, compact, and sporting a long magazine of handgun bullets, machine pistols are condensed packages capable of delivering a hail of gunfire, even if held in one hand.

Magnum. Nothing is more commanding than a magnum. This revolver is chambered for large-caliber bullets, and firing it feels like directing an explosion at a target while a mule attempts to kick the gun from your hand. It's weight and heft stand testament to the fact that it is the most powerful handgun money can buy.

Magnus Opum. This impressive handheld blaster, almost twice the weight of a repeater, is infamous for its



heft, recoil, and stopping-power. Nevertheless, it is favored by gunslingers that accept no compromises in their blasters.

Musket. This long rifle was the most accurate firearm of its day and was commonly carried by military men and civilians alike, often with an affixed bayonet.

Parlor Gun. Owing its namesake to the locales of high-stakes games of cards gone murderously awry, the parlor gun is a very small, easily concealable firearm that can be produced at a moment's notice. It loads only one (and in some variants two) bullets at a time, which might cripple it in a lengthy firefight, but seldom matters when coupled with the element of surprise.

Phaser. Phasers are not designed for effectiveness so much as portability and non-lethality. These blasters are often issued to peace-keepers and emissaries that require personal defense but have no intent to kill others.

Pump Shotgun. The ever-reliable pump-action shotgun features a distinctive sliding grip on the front of the barrel which can be 'pumped' to chamber a new round. The simplicity of this design both improves reliability and reduces cost, while allowing the shotgun to accept different ammunition, such as nonlethal rounds.

REC Gun. The Revolving Exothermic Cannon (or REC gun, for short) operates on the same principle as a conventional blaster, with an arcane battery hooked up to an aperture barrel and so forth, but mounts several blasters on a revolving cylinder, each firing in rapid succession. It is known for the rhythmic booms of its fire, and its ability to fire almost indefinitely.

Repeater. The quintessential handheld blaster, the repeater is a staple on the galactic frontier. Solid, reliable, and packing just enough firepower to bring down an

assailant, nearly every explorer worth their salt has one of these strapped to their hip.

Revolver. An iconic handgun, the revolver stores six bullets in a rotating cylinder, which can be fired in rapid succession. This weapon is favored by gunslingers for its reliability and stopping-power.

Rocket Launcher. This long tube accepts an explosive, unguided rocket in its front end and ejects exhaust out the back. For all intents and purposes, it is the most firepower a single person can command with the pull of a trigger, delivering a massive explosion on impact.

Sawed-Off Shotgun. This variant of a double-barrel shotgun has dramatically shortened barrels, increasing the weapon's spread to make it deadlier in close-combat. The reduced range ruins this weapon for hunting but transforms it into an ad-hoc trench gun, suitable for urban warfare.

Singularity Emitter. Less a blaster in the conventional sense, and more a stripped-down Dark Matter engine designed to rip a contained hole in the universe, the singularity emitter is a singularly destructive weapon. After being fired, however, the weapon must cool down, venting exceptional amounts of heat to maintain a stable Dark Matter core.

Sniper Rifle. An instrument of ranged precision, the sniper rifle can take lives from distant, nearly invisible ranges. Expert snipers learn to use natural camouflage and wait for the perfect moment to strike.

Standard Carbine. As its name might suggest, the standard carbine is the standard-issue blaster for all Hegemony and Coalition troops, which by default makes it one of the most pervasive weapons in the galaxy. Some soldiers praise the weapon's accuracy and durability, while others decry its difficult-to-control automatic fire, but on the battlefield, there's no questioning this weapon's efficacy.

Submachine Gun. More compact than an assault rifle, and firing lighter, easier to control rounds, the submachine gun is an effective close-quarters alternative to larger automatic weapons. Its limited range makes it best suited to urban warfare and precision operations where the distance to the target is known in advance.

Swarm Pistol. This handheld blaster, styled much like a repeater, has a wickedly fast automatic fire, capable of spewing dozens of rays in seconds. The most dexterous users might even find it possible to use one in each hand.

WEAPON PROPERTIES

All firearms produce a loud boom (or in the case of blasters, a loud pew or zap), audible out to half a mile.

Additionally, as shown in the Firearms table, firearms share a number of special properties.

Ammunition. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. The ammunition of a firearm is destroyed upon use.

Automatic. When you make an attack with this weapon on your turn, you can choose to make two attacks with disadvantage instead. These attacks always have disadvantage, regardless of circumstance. These attacks use double the normal amount of ammunition.

Blaster. A weapon with the Blaster property is a ranged weapon that requires no ammunition. Blasters are considered firearms for the purpose of class features and abilities. Like firearms, you don't add your ability score modifier to blasters' damage rolls.

Concealable. You have advantage on Dexterity (Sleight of Hand) checks made to hide this weapon.

Dry. If this weapon is ever submerged in water or doused with a significant quantity of water, it jams. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Explosive. When this weapon's projectile hits a target, it explodes in a 5-foot radius. The projectile can be fired at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 14 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Foregrip. This weapon can be used with one or two hands. If used in two hands, its normal and long ranges double.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Misfire. When you roll a critical failure on an attack roll with this weapon, it jams. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Mounted. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack

while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

Nonlethal. When you reduce a creature to 0 hit points using this weapon, you can choose to knock the creature out, rendering it unconscious, rather than deal a killing blow.

Overheat. Once you make an attack with this weapon, it can't be used again to make an attack until the end of your next turn.

Reload. This weapon can be used to make a number of attacks before it must be reloaded. If you are not proficient with the weapon, reloading it takes an action. If you are proficient, you can reload it as a bonus action. Some weapons require longer to reload, even if you have proficiency, which is specified in the Reload property. If reloading a weapon requires longer than one action, the weapon can't be used to make attacks until reloading is finished.

Scatter. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

Sighted. This weapon has disadvantage on attack rolls made against targets within 20 feet.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Two-Handed. This weapon requires two hands when you attack with it.

SPECIAL WEAPONS

Weapons with special properties are described here.

Diode Beam. As an action, this weapon can be fired continuously in a beam, affecting a 100-foot long, 5-foot wide line in a direction you choose. Each creature in the line and each that enters its area must make a DC 15 Dexterity saving throw or take 4d6 radiant damage.

At the beginning of each of your subsequent turns, roll a d20. On a 5 or lower, the weapon overheats and can't be fired until the end of your next turn. If you roll higher than 5, you can use your action to continue firing the beam and can change the direction the line faces from you.

Harpoon Gun. This weapon uses harpoons for ammunition. You can use an action to tie a rope to the end of a harpoon before it is fired. If a rope-tied harpoon hits a target, you can hold fast to the rope and use your action to make an opposed Strength (Athletics) check against the target to pull it up to 10 feet closer to you. You can also use your reaction when the target moves to make an opposed Strength (Athletics) check against it, preventing its

movement on a success. If you use your action to do anything else, you lose your grip on the rope. If the target has hands, it can remove the harpoon as an action.

Singularity Emitter. When this weapon hits a target, each creature within 10 feet of the target is pulled up to 5 feet toward it.

VARIANT FIREARMS

Weapons aficionados will likely find a world of difference between rifles with similar magazine sizes, similar ranges, and similar rates of fire. Indeed, when it comes to tactical scenarios, these distinctions are very much warranted. When the GM needs to introduce two or more different firearms of the same general type (such as two pump shotguns or two assault guns) into a setting, they can apply one of following statistical modifiers to differentiate between them:

Deep Magazine. This weapon's magazine size is increased by 25%. A firearm must have the Reload property to gain this modifier.

Generous Tolerance. This weapon is unaffected by environmental factors that might affect its reliability, such as sand, extreme heat, or humidity.

High-Caliber. If you roll maximum damage with this weapon, you deal an additional point of damage.

Lightweight. This weapon weighs half its normal weight.

Precision Barrel. This weapon's long range increases by 20 feet.

Rapid Disassembly. This weapon can be broken into several parts or reconstructed from its parts over the course of a minute. While dismantled, this weapon can't be used to make an attack, but it can be stored in half the usual space and gains the Concealable property.

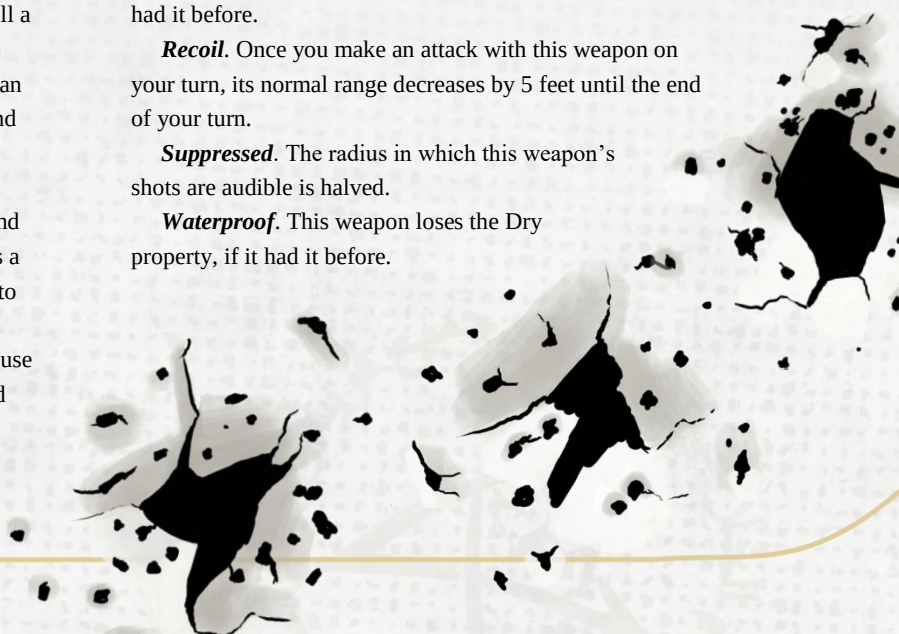
Reflex Sights. This weapon's normal range increases by 5 feet.

Reliable. This weapon loses the Misfire property, if it had it before.

Recoil. Once you make an attack with this weapon on your turn, its normal range decreases by 5 feet until the end of your turn.

Suppressed. The radius in which this weapon's shots are audible is halved.

Waterproof. This weapon loses the Dry property, if it had it before.



CHAPTER 4: SPELLS

In any world in which magic and firearms coexist, arcana has walked in lockstep with the evolution of combat, adapting varying counter and augment the power of guns. Some spells have been crafted to specifically to cripple gunmen, such as the almost necessary spell, *jam weapon*. Other spells, such as *chromatic bullet*, add a tinge of arcana into gunplay, bringing spells and firearms closer together.

This chapter contains spells enjoyed by spellslingers, clerics, and wizards alike.

SPELL DESCRIPTIONS

These spells are listed in alphabetical order.

ANTIBALLISTICS FIELD

7th-level abjuration

Casting Time: 1 action

Range: Self (40-foot-radius sphere)

Components: V, S, M (a pinch of wet gunpowder)

Duration: Concentration, up to 10 minutes

An invisible 40-foot-radius field of magic extends from you, disrupting bullets and causing firearms to malfunction. Within the sphere, attacks with firearms fail. Firearms with the Ammunition property used to make an attack immediately jam, and firearms with the Blaster property used to make an attack immediately overheat. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction and an overheated blaster can't be used again to make an attack until the end of your next turn.

Firearms outside the sphere which are fired into it have disadvantage on attack rolls and deal only half damage on a successful hit.

BULLET STORM

1st-level evocation

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: Instantaneous

You bring into existence an ethereal revolver and rapidly empty all six chambers. Make 6 spell attack rolls with disadvantage against targets you can see within range. These attacks always have disadvantage, regardless of circumstance. On a hit, a target takes 1d8 force damage.

At Higher Levels. When you cast this spell using spell slot of 2nd level or higher, you can make two additional

attacks with disadvantage for each slot level above 1st, to a maximum of 6 additional attacks.

BURSTING SHOT

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the shot bursts, dealing thunder damage equal to your spellcasting ability modifier to the target and 1d6 to each other creature within 5 feet of it.

The spell's damage to creatures other than the target increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CHROMATIC BULLET

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and takes an additional 1d4 damage. You can choose for the weapon's damage, as well as this additional damage, to be either acid, cold, fire, lightning, poison, or thunder damage. You do not need to pick the same type for both, and you can leave the weapon damage as whatever type would normally be dealt by the weapon.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

CONCEALED SHOT

Illusion cantrip

Casting Time: 1 action

Range: Self

Components: S, M (a firearm)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a firearm, otherwise the spell fails. The spell then masks any audible or visible output from the weapon,



making it impossible to see or hear where the shot came from.

This spell only conceals the first shot you make; any additional shots are not concealed.

CONJURE CANNONBALL

3rd level conjuration

Casting Time: 1 action

Range: 600 feet

Components: V, S, M (a small replica cannon)

Duration: Instantaneous

You summon a cannonball, mid-flight and at full velocity, which explodes on impact. Make a spell attack roll against a target you can see within range. On a hit, the target takes 4d10 bludgeoning damage, and each creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage as the target.

DETONATE AMMUNITION

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (flint and steel)

Duration: Instantaneous

You send a mote of fire into an enemy's ammunition pouch or bandolier, triggering a massive explosion. Make a ranged spell attack against a creature you can see within range that is carrying spare firearm ammunition. On a hit, up to 50 spare bullets or shells and all gunpowder and/or explosives that the target is carrying are instantly destroyed, and the target takes 2d10 thunder damage. Each creature within 20 feet of the target (including the target

itself) must then make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much on a successful one.

FINGER GUNS

Evocation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You extend your index finger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a spell attack roll against one creature you can see within 60 feet, dealing 1d8 force damage on a hit.

Your finger gun does not require ammunition, but is still considered to be a firearm for spells such as *bursting shot* and *protection from ballistics*.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

HEAT BARREL

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of iron and a flame)

Duration: Concentration, up to 1 minute

The barrel of a firearm you can see glows white hot.

For the duration, the firearm can't be used to make



more than one attack per round, and you subtract 2 from attack rolls using it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional firearm within range for each slot level above 2nd.

JAM WEAPON

2nd-level transmutation

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet attacks with a firearm

Range: 60 feet

Components: V, S, M (a pinch of wet gunpowder)

Duration: Instantaneous

The loaded firearm you can see with the Ammunition property jams upon firing. Alternatively, one firearm you can see with the Blaster property overheats. The attack fails. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction and an overheated blaster can't be used again to make an attack until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional firearm within range for each slot level above 2nd.

JETHRO'S INSTANT RELOAD

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a spent bullet casing)

Duration: 1 hour

One firearm you are holding becomes enchanted to reload itself automatically. When the weapon's ammunition is depleted, new ammunition teleports from your person into the weapon, reloading it. If the weapon has the Loading property, you can ignore this for the duration. If the weapon takes an action or longer to reload (such as with the Reload (2 actions) property), it reloads itself at the end of your turn.

If you are not carrying sufficient ammunition for the weapon to reload, the spell ends.

PERFORATING SMITE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you make an attack with a firearm attack before this spell ends, the shot is accelerated to an

incredible velocity. Instead of making an attack roll against a single target, the shot becomes a 5-foot-wide line that extends from you out to the weapon's normal range. All creatures in that line must make a Dexterity saving throw, taking the weapon's normal damage on a failure or half as much damage on a success.

PROTECTION FROM BALLISTICS

2nd-level abjuration

Casting Time: 1 action

Range: Self (20-foot sphere)

Components: V, S

Duration: Concentration, up to 1 minute

You project a shimmering sphere of energy in a 20-foot sphere around yourself for the duration. Creatures within the sphere are protected against attacks made by firearms located outside of the sphere—such attacks have disadvantage and the creatures have resistance to any damage they would deal.

SANDBAGS

1st-level conjuration (ritual)

Casting Time: 1 bonus action

Range: 10 feet

Components: V, S, M (a duck figurine)

Duration: Concentration, up to 1 hour

You conjure a low wall of sandbags, a perfect source of cover, at a point you can see within range. The wall is 1-foot thick and is composed of three 5-foot-long-by-3-foot-high segments. Each segment has 10 HP, 16 AC and is immune to all damage except thunder. The sections must be supported by solid ground and can be contiguous, but do not have to be. Reducing a segment of the wall to 0 hit points causes it to crumble, destroying it.

A Medium creature that hunkers behind the sandbag wall has half cover from ranged attacks and a Small creature that hunkers behind it has three-quarters cover from ranged attacks. A prone creature has full cover behind the wall. The wall can be leapt over without using any additional movement.

Once summoned, the sandbags from the wall can be removed from the wall or rearranged into a different configuration. The wall and all its sandbags disappear when the spell ends.



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