COMPLETE GUNSLINGER

The Definitive Gritty, Risk-Taking Class by Mage Hand Press

CREDITS

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ON THE COVER

Martin Kirby-Jackson illustrates a gunslinger enjoying their favorite vices: a strong whiskey, freshly-rolled cigarette, and the aftermath of a shootout.

Disclaimer: Rolling Critical Hits has been linked to the following conditions: swollen ego, gambling addiction, head-explode-itus, and DM fever.

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CORE GUNSLINGER TRAITS	
Primary Ability	Dexterity
Hit Point Die	D8 per Gunslinger level
Saving Throw Proficiencies	Dexterity and Charisma
Skill Proficiencies	*Choose 2:* Acrobatics, Animal Handling, Athletics, Deception, Insight, Intimidation, Perception, Persuasion, Sleight of Hand, and Stealth
Weapon Proficiencies	Simple weapons and Martial Ranged weapons
Armor Training	Light armor
Starting Equipment	*Choose A or B:* (A) Leather Armor, 2 Daggers, Revolver, 50 Bullets, Explorer's Pack, and 11 GP; or (B) 175 GP

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 and relying on split-second timing and a considerable amount of luck to survive.

Guts and Gunpowder

Black powder isn't 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. But Gunslingers have nerves of steel, 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 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 great lengths to go unnoticed, lest they be spotted by old foes with scores to settle.

Becoming a Gunslinger...

As a Level 1 Character
- Gain all of the traits in the Core Gunslinger Traits table.
- Gain the Gunslinger's level 1 features, which are listed in the Gunslinger Features table.

As a Multiclass Character
- Gain the following traits from the Core Gunslinger Traits table: Hit Point Die, and proficiency with Martial Ranged weapons.
- Gain the Gunslinger's level 1 features, which are listed in the Gunslinger Features table.

Gunslinger Class Features

As a Gunslinger, you gain the following class features when you reach the specified Gunslinger levels. These features are listed in the Gunslinger Features table.

Level 1: Fighting Style
You gain a Fighting Style feat of your choice. If you choose a feat, such as Great Weapon Fighting, that requires you to hold a Melee weapon in one or two hands, you can use that feat with Ranged weapons.

Whenever you gain a Gunslinger level, you can replace the feat you chose with a different Fighting Style feat.

Level 1: Quick Draw
You're adept at drawing and firing before others have time to react, granting you the following benefits.

Initiative. You have Advantage on Initiative rolls.

Gunslinger Features

Level	Proficiency Bonus	Features	Risk Dice	Weapon Mastery
1	+2	Fighting Style, Quick Draw, Weapon Mastery	—	2
2	+2	Critical Shot, Risk	4d8	2
3	+2	Gunslinger Subclass	4d8	2
4	+2	Ability Score Improvement	4d8	3
5	+3	Extra Attack, Gut Shot	4d8	3
6	+3	Subclass feature	5d8	3
7	+3	Evasion	5d8	3
8	+3	Ability Score Improvement	5d8	3
9	+4	Critical Shot	5d8	3
10	+4	Subclass feature	5d10	4
11	+4	Overkill	5d10	4
12	+4	Ability Score Improvement	5d10	4
13	+5	Cheat Death	5d10	4
14	+5	Subclass feature	6d10	4
15	+5	Dire Gambit	6d10	4
16	+5	Ability Score Improvement	6d10	4
17	+6	Critical Shot	6d10	4
18	+6	Deft Maneuver	6d12	4
19	+6	Epic Boon	6d12	4
20	+6	Headshot	6d12	4

Double Draw. You can draw or stow two weapons that lack the Two-Handed property when you would normally be able to draw or stow only one.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial Ranged weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Gunslinger levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Gunslinger Features table.

Level 2: Critical Shot

Your attack rolls with Ranged weapons can score a Critical Hit on a roll of 19 or 20 on the d20.

At Gunslinger level 9, your attack rolls with Ranged weapons score a Critical Hit on a roll of 18–20. At Gunslinger level 17, they score a Critical Hit on a roll of 17–20.

Level 2: Risk

You can perform incredible feats of daring fueled by special dice called Risk Dice.

Risk Dice. You have four Risk Dice, which are d8s. A Risk Die is expended when you use it. You regain all expended Risk Dice when you finish a Short or Long Rest. Your Risk Die changes and more Risk Dice become available as shown on the Risk Dice column of the Gunslinger Features table.

Maneuvers. You can expend Risk Dice to perform maneuvers. Your maneuver options are detailed later in the class description.

Saving Throws. If a maneuver requires a saving throw, the DC equals 8 plus your Dexterity modifier and Proficiency Bonus.

Level 3: Gunslinger Subclass

You gain a Gunslinger subclass of your choice. A subclass is a specialization that grants you features at certain Gunslinger levels. For the rest of your career, you gain each of your subclass's features that are of your Gunslinger level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Gunslinger levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 5: Gut Shot

Whenever you score a Critical Hit against a Large or smaller creature with a ranged attack using a weapon, the projectile lodges itself in the target. For 1 minute or until the target replaces one of its attacks with dislodging the projectile, its Speed is halved and it has Disadvantage on attack rolls.

Level 7: Evasion

When you're 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.

You don't benefit from this feature if you have the Incapacitated condition.

Level 11: Overkill

When you deal damage with a Ranged weapon that doesn't add your ability modifier to the roll, you add your ability modifier nonetheless. If you already add your modifier to the damage roll, the target takes an extra 1d8 damage of the weapon's type.

Note that weapons that have the Firearm property don't add your ability modifier to damage rolls.

Level 13: Cheat Death

When you are reduced to 0 Hit Points and not killed outright, you can drop to 1 Hit Point instead, and you regain a number of Hit Points equal to your Gunslinger level.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

Level 15: Dire Gambit

Whenever you roll Initiative or score a Critical Hit, you regain one expended Risk Die.

Level 18: Deft Maneuver

You gain a special additional Bonus Action that you can take once on each of your turns. You can take this special Bonus Action only to use a maneuver.

Level 19: Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Level 20: Headshot

When you score a Critical Hit against a creature using a Ranged weapon, you can choose for it to be a Headshot. If the creature has less than 100 Hit Points, it dies. Otherwise, it takes an extra 10d10 damage of the weapon's type.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending three Risk Dice (no action required).

Maneuver Options

The maneuvers are presented in alphabetical order.

Bite the Bullet

As a Bonus Action, you can expend one Risk Die to gain Temporary Hit Points equal to the number rolled on the die plus your Gunslinger level.

Blindfire

You can take a Bonus Action and expend one Risk Die to gain Blindsight with a range of 30 feet until the end of the current turn.

Dodge Roll

You can expend one Risk Die as a Bonus Action to move up to 15 feet and reload any Ranged weapon you are holding. This movement doesn't provoke Opportunity Attacks and is unaffected by Difficult Terrain.

Grazing Shot

When you miss with a ranged attack roll using a weapon, you can expend one Risk Die (no action required) to deal damage to that creature equal to a roll of the die plus your Dexterity modifier (minimum of 1). This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier. You can only use this maneuver once per turn.

Maverick Spirit

When you fail an Intelligence, Wisdom, or Charisma ability check or saving throw, you can expend one Risk Die to add it to the roll, potentially turning it into a success. You can only use this maneuver once per turn.

Skin of Your Teeth

When a creature you can see hits you with an attack roll, you can take a Reaction and expend one Risk Die to dodge out of harm's way. Roll the die and add the number rolled to your AC against this attack, potentially causing it to miss.
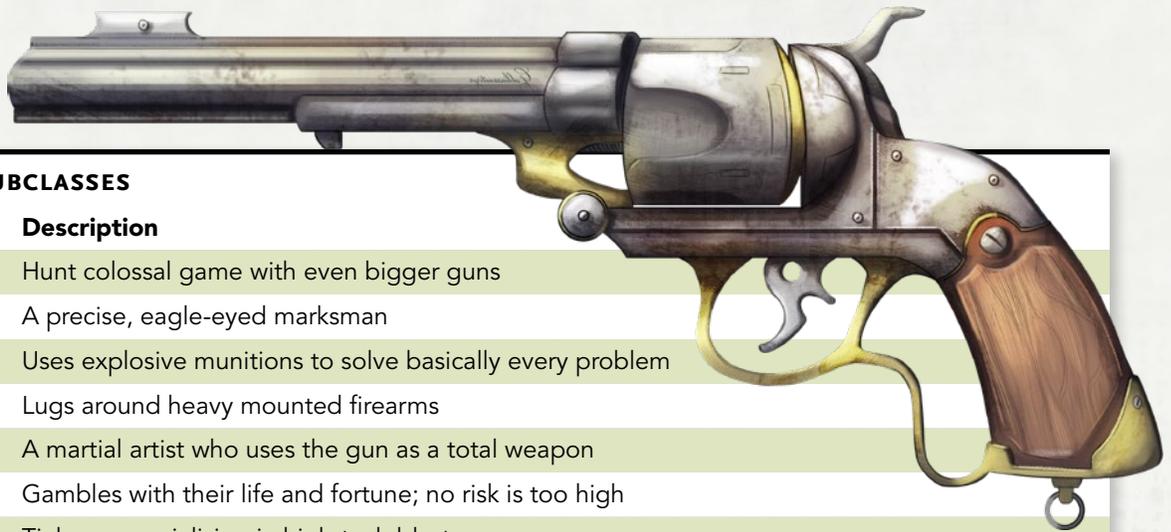
Gunslinger Subclasses

Name	Description
Big Game Hunter	Hunt colossal game with even bigger guns
Deadeye	A precise, eagle-eyed marksman
Grenadier	Uses explosive munitions to solve basically every problem
Gun Tank	Lugs around heavy mounted firearms
Gun-Ko Master	A martial artist who uses the gun as a total weapon
High Roller	Gambles with their life and fortune; no risk is too high
Laserist	Tinkerer specializing in high-tech blaster weapons
Musketeer	A musket-and-rapier-wielding soldier of honor and courage
Pistolero	Fires six-shooters from the hip at incredible speed
Secret Agent	A covert agent with a license to kill
Space Cowboy	A hot shot futuristic gunslinger
Spellslinger	Fires spells as well as bullets in deadly bombardments
Trick Shot	Ricochets bullets to hit targets from any angle
White Hat	A law-abiding protector of the weak that never blinks in the face of danger

Gunslinger Subclasses

A Gunslinger subclass is a specialization that grants you features at certain levels, as specified in the subclass.

Big Game Hunter

Fire a Colossal Elephant Gun

Armed with the largest guns possible, Big Game Hunters aim to bring down dangerous titans—such as dinosaurs, hydras, and giant beasts—before they can endanger smaller folk. Quarry as small as owlbears or as intelligent as giants are ill-suited to such as hunter's sensibilities, for they revel most in the conquest of titans and the smell of their Elephant Guns glowing red hot.

Level 3: Elephant Gun

You gain a weapon of staggering proportions: an Elephant Gun. Only you have proficiency with this weapon. The Elephant Gun is a ranged weapon with the following traits:

Weapon Category: Martial Ranged
Damage on a Hit: 2d8 Piercing
Properties: Ammunition (range 80/320; Bullet), Heavy, High Caliber, Two-Handed
Mastery: Slow (you can use this property, and it doesn't count against the number of properties you can use with Weapon Mastery)

Replacing an Elephant Gun. If your Elephant Gun is lost, you can build a new one over the course of a Long Rest using materials worth 100+ GP.

High Caliber. The Elephant Gun has the special High Caliber property. You can only make an attack with this weapon when you take the Attack action, and only as the first attack you make on your turn. Once you make an attack with this weapon, you can't make any attacks until the start of your next turn.

As you reach certain Gunslinger levels, the Elephant Gun's damage changes, as shown on the following table.

Elephant Gun

Gunslinger Level	Damage
3	2d8
5	4d10
11	5d10
17	6d10

Level 3: Broad Side of a Barn

You don't have Disadvantage on attack rolls against Large or larger targets as a result of attacking at long range.

Level 6: Tracker

You excel at trailing your quarry, granting you the following benefits.

Footprint Identification. By examining the footprints left behind by a creature, you can determine without an ability check the specific kind of creature that left it, how long ago it left the footprints, the creature's size, and whether the creature was missing any of its Hit Points when it left the footprints.

Survival Expertise. You gain proficiency in the Survival skill and you gain Expertise with that skill.

Level 10: Legendary Shot

When a creature you can see within 80 feet of you takes a Legendary Action, you can take a Reaction to make an attack against it using your Elephant Gun. You can make this attack even if you've already made an attack using your Elephant Gun on your turn. On a hit, the Legendary Action is lost.

Once you use this feature, you can't do so again until you finish a Short or Long Rest.

Level 14: Exotic Caliber

You can take a Bonus Action to chamber your Elephant Gun with one of the following types of ammunition. Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending two Risk Dice (no action required).

Buck Shot. You load your Elephant Gun with dozens of lead pellets that scatter the next time the gun is fired. The attack becomes a 30-foot Cone. Each creature in the area makes a Dexterity saving throw against your Maneuver save DC, taking the Elephant Gun's damage on a failed save, or half as much damage on a successful one.

Explosive Shot. You load your Elephant Gun with a projectile that explodes the next time the gun is fired. The attack becomes an explosion. Choose a point you can see within 80 feet of you. Each creature within a 15-foot-diameter Sphere makes a Dexterity saving throw against your Maneuver save DC, taking Fire damage equal to the damage of your Elephant Gun on a failed save, or half as much damage on a successful one.

Piercing Shot. You load your Elephant Gun with a conical projectile that penetrates through its target the next time the gun is fired. The attack becomes a 5-foot wide, 80-foot-long Line. Each creature in the area makes a Dexterity saving throw against your Maneuver save DC, taking the Elephant Gun's damage on a failed save, or half as much damage on a successful one.
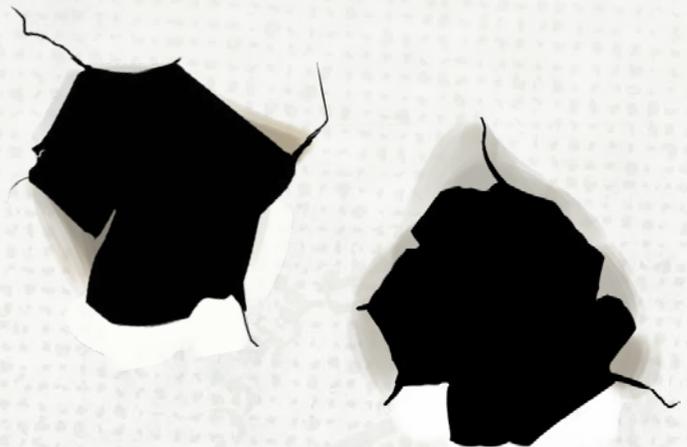
Deadeye

Shoot with Bullseye Precision

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 demand perfection, even at range, for when they are done right, they are as deadly for the target as they are stupendous for the audience.

Level 3: Eagle Eye [Maneuver]

Once per turn when you miss with a ranged attack roll, you can expend one Risk Die and add it to the attack roll, potentially causing the attack to hit.

Level 3: Sharpshooter's Stance

You have trained to fire from a stable Prone position, granting the following conditions.

Fire While Prone. You don't have Disadvantage on ranged attack rolls as a result of the Prone condition.

Quick Stand. When you have the Prone condition, you can right yourself and thereby end the condition with only 5 feet of movement.

Level 6: Concealed Position

You excel at firing from concealment, granting you the following benefits.

Camouflage. You can take the Hide action even if you aren't Heavily Obscured or behind Three-Quarters Cover or Total Cover, as long as you have the Prone condition. The Invisible condition of this Hide action ends if you don't have the Prone condition.

Sniper's Nest. If you make an attack roll while hidden and the roll misses, making the attack roll doesn't reveal your location.

Level 10: Reposition

Whenever a creature misses you with an attack roll, you can take a Reaction to end the Prone condition on yourself and move up to half your Speed.

Level 14: Focused Shot

When you take the Attack action, you can choose to make only one ranged attack roll using a weapon to make a Focused Shot. You have Advantage on this attack roll and, on a hit, score a Critical Hit.

Grenadier

Blow Up Anything in Your Way

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 simply not as satisfying as blowing your enemies into smithereens.

Level 3: Explosive Shot

When you make a ranged attack using a weapon whose mastery property you can use, you can replace that property with the Explode property for that attack. The damage of this attack is Fire instead of the weapon's normal damage type.

Level 3: Heavy Ordinance [Maneuver]

Whenever you use a weapon's Explode property, you can take a Bonus Action and expend one Risk Die to increase the explosion's radius to a 10-foot-radius Sphere. Add the Risk Die to the damage roll.

Level 6: Configurable Blast

When you use a weapon's Explode property, you can choose one of the following benefits for that attack.

Demolition Blast. The explosion deals double damage to objects and ignores the damage threshold of objects.

Elemental Blast. You cause the explosion to deal Acid, Cold, Lightning, or Thunder damage rather than its normal damage type.

Incendiary Blast. Flammable objects in the area of the explosion that aren't being worn or carried start burning.

Level 10: Take Cover

Each creature you choose gains the benefits of your Evasion feature while it is within 5 feet of you.

Level 14: Clusterbomb

When you use a weapon's Explode property, you can fire a Clusterbomb. The explosion is a 20-foot-radius Sphere. On a failed save, a creature takes 10d6 Fire damage, or half as much damage on a successful save. If a target has Resistance to Fire damage, it loses that Resistance for this damage roll. A Huge or smaller creature that takes damage from the Clusterbomb has the Prone condition.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending four Risk Dice (no action required).

Gun Tank

Be Huge and Wield Huge Guns

Be bigger, be badder, and be tougher, and noone will stand in your way. You are a living siege engine, a titan of muscle, brandishing weapons most people are incapable of lifting. Armed with these devastating firearms, you wade into the field of battle, bombarding and destroying those foolish enough to oppose you.

Level 3: Heavy Gunner

You can lug around massive guns and shrug off incoming bullets, granting you the following benefits.

Armor Training. You gain training with Medium and Heavy armor.

Strong Attacks. You can use Strength, rather than Dexterity, for attack and damage rolls using Ranged weapons. You can also add your Strength, instead of Dexterity, to your Maneuver save DC.

Level 3: Walking Turret

Your experience with mounted weapons grants you the following benefits.

Mounted Arsenal. While you are holding a Ranged weapon whose mastery property you can use, you can use the Mounted mastery property with that weapon. While a weapon is mounted in a fixed position, its damage dice increase by one step (d4 → d6 → d8 → d10 → d12, to a maximum of d12s).

Move While Mounted. You can move a weapon with the Mounted mastery property that is in a fixed position. While moving with such a weapon, every foot of movement costs 1 extra foot.

Level 6: Thick-Skulled

You have Advantage on saving throws you make to avoid or end the Charmed, Frightened, and Stunned conditions.

Level 10: Bulletproof

When you use your Bite the Bullet maneuver, you have Resistance to Bludgeoning, Piercing, and Slashing damage until the end of your next turn.

Level 14: Gatling Shot

Once on each of your turns, when you hit an enemy with a ranged attack using a weapon, you can make another attack with the weapon against the same target. This attack is always made with Disadvantage, regardless of circumstance. If this attack hits, you can make another attack against the same target, attacking again if you hit, and so on, until you miss or make a total of five attacks against the target.

Gun-Ko Master
Wield Your Gun as a Total Weapon

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 diligently can transform the gun into an extension of themselves, striking and shooting with mesmerizing speed.

Level 3: Close-Quarters Shooting
Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Level 3: Gun-Ko
You learn the immortal art of gun-ko, which grants you the following benefits.

Bludgeon with Anything. When you attack with a Ranged weapon whose mastery property you can use, you can replace that property with the Bludgeon property for that attack.

Bonus Action Strike. When you make a ranged attack roll with a weapon against an enemy within 5 feet of you, you can make a melee attack using the Bludgeon property of that weapon as a Bonus Action.

Level 6: Lightning Disarm [Maneuver]
If a creature within 5 feet of you is holding a weapon, you can expend one Risk Die as a Bonus Action to attempt to take it. The target must succeed on a Dexterity saving throw or you take the weapon from it after a series of rapid movements. You must have a free hand to use this maneuver.

Level 6: Wall Dash [Maneuver]
You can expend one Risk Die to take the Dash action as a Bonus Action. Until the end of your turn, you have a Climb Speed equal to your Speed and you can move across vertical surfaces while leaving your hands free.

Level 10: Predictive Dodge
Your reflexes are honed enough to dodge incoming bullets. You can take a Bonus Action to choose one creature that you can see within 30 feet of you. Until the start of your next turn, you gain the benefits of the Dodge action against the target's ranged attack rolls and its effects that force you to make a Dexterity saving throw.

Level 14: Flash Assault
As a Bonus Action, you can make one ranged attack with a weapon and one melee attack using the Bludgeon property of that weapon. You can move between these attacks. If you hit a Large or smaller creature with both attacks, it has the Prone condition.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending two Risk Dice (no action required).

High Roller
Gamble with Life and Death

Fortune is a fickle thing—unless you're a High Roller. These Gunslingers are master card sharps and dice throwers that mix their love of risk with their talent for gunplay. High Rollers push their luck until it runs out, then push harder. Why settle for a win when you could bet it all and win big?

Level 3: Poker Face
You gain proficiency with all Gaming Sets and in one of the following skills of your choice: Deception, Insight, or Perception.

Level 3: Liar's Dice [Maneuver]
When you make a damage roll with a Ranged weapon, you can expend one Risk Die as a Bonus Action and declare it to be a hidden roll. Roll the damage in secret and declare any total you wish. The GM has the option to call your bluff, in which case you reveal the damage dice you rolled. This has different consequences based on whether or not you lied.

The GM Calls Your Bluff; You Lied. The damage you deal is halved.

The GM Calls Your Bluff; You Told the Truth. The damage you deal is doubled.

The GM Doesn't Call Your Bluff. Use the total damage you declared, even if you rolled a different total.

Level 6: Risky Business
Once per turn when you make an attack roll against an enemy and the roll doesn't have Disadvantage, you can choose to make the roll with Disadvantage. When you do, you regain one expended Risk Die.

Level 10: Risk Taker
You can use your Maverick Spirit and Skin of Your Teeth maneuvers without expending a Risk Die. When you do so, roll a d6 instead of a Risk Die.

Level 14: Double or Nothing
When you score a Critical Hit using a Ranged weapon, you can gamble for a higher result. Roll a d20. If the roll is a 10 or higher, roll all of the attack's damage dice four times and add them together, instead of only two times as normal for a Critical Hit. If you roll a 9 or lower on the d20, the Critical Hit becomes a normal hit.

Laserist

Master High-Tech Blaster Weapons

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.

Level 3: Beam Shot [Maneuver]

When you take the Attack action using a weapon that has the Blaster property, you can expend one Risk Die as a Bonus Action to replace one of your attacks with a penetrating laser shot. This attack becomes a 5-foot-wide Line that extends out to the weapon's normal range. Each creature in the Line makes a Dexterity saving throw. On a failed save, a creature takes damage equal to the weapon's normal damage plus the Risk Die, or half as much on a successful one. The damage is the same type dealt by the weapon.

Level 3: Multi-Mode Blaster

You can spend 1 minute integrating two weapons with the Blaster property into a single chassis, granting you a supremely flexible weapon. You can only have one Multi-Mode Blaster at a time. Whenever you make an attack with the blaster, you choose which of the two integrated weapons you use for that attack.

Level 6: Charge Shot

When you take the Attack action, you can replace one of your attacks with charging a weapon that has the Blaster property that you are holding. Until the start of your next turn, the weapon is charging and can't be used to make an attack. Afterwards, the weapon is charged until the end of the turn. When you make an attack with a charged weapon, it deals two extra dice of damage on a hit.

Level 10: Energetic Shield [Maneuver]

You have installed a sophisticated electromagnetic device on your person. As a Reaction whenever you take Cold, Fire, Lighting, Necrotic, Radiant, or Thunder damage, you can expend one Risk Die to gain Resistance to this damage until the start of your next turn, including against the triggering damage.

Level 14: Refraction Shot

Whenever you hit a creature with a ranged attack using a weapon that has the Blaster property, you can cause the blaster bolt to deflect off the target to a second creature you can see within 30 feet of the original target. On a hit, the target takes damage of the weapon's damage type equal to your Dexterity modifier (minimum of 1).

Musketeer

Lead Your Allies with Blades and Bullets

You believe that camaraderie and glory go hand-in-hand, that you and your allies are undefeatable as long as you stand together. As a Musketeer, you have trained with blades and firearms in tandem so that you might battle shoulder-to-shoulder alongside your allies. Your place isn't taking shots from afar, but charging into the fray such that you might all succeed or fail as one.

Level 3: Infantry Training

You have received training in warfare that mixes firearms with conventional weapons, granting you the following benefits.

Martial Weapons. You gain proficiency with all Martial weapons instead of only Martial Ranged weapons.

Melee Mastery. You can choose Melee weapons in addition to Ranged weapons when you select weapons for your Weapon Mastery.

Ignore Loading. You ignore the Loading property of the Blunderbuss, Pistol, and Musket. If you're holding one of them, you can load a piece of ammunition into it even if you lack a free hand.

Bayonets. You have proficiency with Bayonets. A Bayonet is a special Dagger that can be attached or detached from any Ranged weapon with the Two-Handed property as a Utilize action. While attached, you can treat the Ranged weapon as a Melee weapon with the Finesse property. When you hit a creature with a melee attack using the Bayonet, it deals Piercing damage equal to 1d8 plus the ability modifier used for the attack roll.

Level 3: Skirmish [Maneuver]

When you make an attack using a weapon, you can expend one Risk Die as a Bonus Action to make an attack using a weapon later on the same turn. One attack must be a melee attack roll and the other must be a ranged attack roll.

Level 6: Morale Boost

When you use the Bite the Bullet maneuver, choose up to 5 allies you can see within 30 feet of yourself. Each chosen ally gains Temporary Hit Points equal to one roll of your Risk Die plus half your Gunslinger level (round down).

Level 10: Mobile Tactics

When you hit a creature with an attack, the target can't make Opportunity Attacks against you until the start of its next turn.

Level 14: All for One

Whenever an ally within 10 feet of you is hit by an attack roll, you can take a Reaction to make a ranged attack using a weapon against the attacker.

Pistolero

Fire Six-Shooters with Incredible Speed

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.

Level 3: Close-Quarters Shooting

Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Level 3: Fan the Hammer [Maneuver]

When you take the Attack action with a Ranged weapon that doesn't have the Two-Handed property, you can expend one Risk Die as a Bonus Action to make two additional ranged attacks with that weapon. These additional attacks always have Disadvantage, regardless of circumstance. You can't use the Automatic mastery property with these attacks, and you must have a free hand to use this maneuver.

Level 6: Disarm

When you score a Critical Hit and trigger your Gut Shot feature against a creature, you can disarm the target instead of lodging a projectile in it. The target drops one object of your choice that it's holding, with the object landing in a space of your choice up to 15 feet away from the target.

Level 10: Showdown [Maneuver]

When you roll Initiative, you can expend one Risk Die to draw a Ranged weapon and make an attack using it. Add the Risk Die to the damage roll. On a hit, the target has Disadvantage on attack rolls against creatures other than you on the first round of combat.

Level 14: Bullet Time

Once on each of your turns when you make a ranged attack using a weapon, you can gain Advantage on the roll.

Secret Agent

Engage in Espionage and Assassination

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.

Level 3: Operative Training

Your covert training grants you the following benefits:

Concealed Shot. You learn the *Concealed Shot* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for this cantrip (choose when you select this subclass).

Operative Tools. You gain a Disguise Kit and Thieves' Tools, and you have proficiency with them.

Skill Proficiencies. You gain proficiency in two of these skills of your choice: Deception, Investigation, Persuasion, Sleight of Hand, or Stealth.

Level 3: Parting Shot [Maneuver]

When you take the Dash, Disengage, or Dodge action on your turn, you can expend one Risk Die to make a ranged attack using a weapon as a Bonus Action. Add the Risk Die to the damage roll on a hit.

Level 6: Fieldcraft

Your experience in the field grants you the following benefits.

Quick Change. Using a Disguise Kit, you can create a Costume and don it as a Bonus Action.

Slick Talker. Whenever you make a Charisma (Deception) or Charisma (Persuasion) check, you can treat a d20 roll of 9 or lower as a 10.

Level 10: Exit Strategy

When you take damage, you can take a Reaction to evade further harm. You have the Invisible condition until the start of your next turn, and you can immediately move up to 10 feet.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending one Risk Die (no action required).

Level 14: License to Kill

Whenever you deal damage with a Ranged weapon, you can expend either one or two Risk Dice and add them to the damage roll. If you roll the highest number on a Risk Die, you can roll the die again and add it to the damage without expending it, rolling again if it is the highest number again, and so on. The maximum number of Risk Dice you can add to the damage equals your Proficiency Bonus.

Space Cowboy

Overheat Your Customized Blaster

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 anyone. The perils of the final frontier tend to attract gamblers and risk-takers, be they unscrupulous smugglers, bloodthirsty bounty hunters, or big damn heroes.

Level 3: Hot Shot

When you attack with a Ranged weapon whose mastery property you can use, you can replace that property with the Overheat property for that attack.

Level 3: Gun with a Name

Over a Long Rest, you can customize one of your Ranged weapons, causing it to become a Named Weapon. You can have only one Named Weapon at a time. This weapon has the following benefits.

Extended Barrel. The normal and long ranges of the Named Weapon double.

Magnetic Mount. The quantum electromagnet installed on the Named Weapon allows you to use a Bonus Action to pull the weapon to your open hand if it is within 60 feet of you and isn't being carried. You can't be disarmed of the weapon unless you have the Incapacitated condition.

Reinforced Frame. The Named Weapon gains the Bludgeon mastery property in addition to its normal

SPELLSLINGER SPELLCASTING

Gunslinger Level	Prepared Spells	Spell Slots per Spell Level			
		1	2	3	4
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

mastery property, though you can only use one mastery property on each attack. This property doesn't count against the number of weapons you can use with Weapon Mastery.

LEVEL 6: POWER SLIDE
When you use the Dodge Roll maneuver, you have Advantage on the next attack you make before the end of your turn.

LEVEL 10: LUCKY DODGE
Whenever you are hit by an attack roll, you can roll a d6 (no action required). On a 6, the attack misses you automatically.

LEVEL 14: RED LINE
When you use the Overheat mastery property, the overheated weapon can be used again at the start of your next turn.

SPELLSLINGER

Complement Your Gunslinging with Arcana

Magic and guns aren't so different—arcane power is like gunpowder, a spell is like a bullet, and you are like a gun, directing your spells with precision at unfortunate targets. Spellslingers mix the disciplines of gunplay and spellcasting, sometimes loading arcane charges with your shots and firing bullets enhanced with lighting, frost, or flame.

LEVEL 3: SPELLCASTING
You complement your bullets with the ability to cast spells.

Cantrips. You know two cantrips of your choice from the Wizard spell list (see that class's section for its list). *Fire Bolt* and *Message* are recommended. Whenever you gain a Gunslinger level, you can replace one of these cantrips with another cantrip of your choice from the Wizard spell list.

When you reach Gunslinger level 10, you learn another Wizard cantrip of your choice.

Spell Slots. The Spellslinger Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 spells from the Wizard spell list. *Chromatic Orb*, *Jump*, and *Shield* are recommended.

The number of spells on your list increases as you gain Gunslinger levels, as shown in the Prepared Spells column of the Spellslinger Spellcasting table. Whenever that number increases, choose additional spells from the Wizard spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Gunslinger, your list of prepared spells can include five Wizard spells of levels 1 and 2 in any combination.

Changing your Prepared Spells. Whenever you gain a Gunslinger level, you can replace one spell on your list with another Wizard spell for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus or a Ranged weapon as a Spellcasting Focus for your Wizard spells.

LEVEL 3: BANG, YOU'RE DEAD!
You can use magic in place of guns.

Finger Guns. You learn the *Finger Guns* cantrip. See the New Spells section for details.

Arcane Shot. When you hit a target with a *Finger Guns* attack, you can expend one Risk Die as a Bonus Action and add it to the damage roll.

LEVEL 6: SPELLSHOT
When you take the Attack action on your turn, you can replace one of the attacks with a casting of one of your Wizard cantrips that has a casting time of an action.

LEVEL 10: COUNTER-MAGE
Your experience in combating spellcasters grants you the following benefits.

Abjuration-Breaker. Whenever you make a ranged attack roll, you temporarily disrupt protective magic affecting the target. For the duration of the attack, the effects of spells targeting the creature, such as *Mage Armor*, as well as the properties and powers of magic items worn or carried by the creature, are suppressed and don't function. The target of the attack can't take a

Reaction to cast spells such as *Shield* in response to the attack or damage.

Antimagic Shot. When you score a Critical Hit and the target is affected by your Gut Shot feature, it also impedes the target's ability to cast spells. While the projectile is lodged in the target, it can't cast spells or take the Magic action. Additionally, the target has Disadvantage on Constitution saving throws it makes to maintain Concentration.

Inured to Magic. When you fail a saving throw against a spell or magical effect, you take a Reaction to roll 1d6 and add it to the roll, potentially turning the failure into a success.

Level 14: Magic Bullet [Maneuver]

When you make a spell attack roll, you can expend one Risk Die as a Bonus Action to substitute the spell attack with a ranged attack using a weapon. Add the Risk Die to the attack roll. On a hit, the attack deals the weapon's normal damage, in addition to the effects of the spell attack roll.

Trick Shot

Ricochet Bullets from Every Angle

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.

Level 3: Creative Trajectory

You can make your projectiles travel in unexpected ways. Your ranged attacks with weapons ignore Half Cover and Three-Quarters Cover.

Level 3: Ricochet [Maneuver]

When you miss with a ranged attack using a weapon, you can take a Bonus Action and expend one Risk Die to reroll the attack and add the Risk Die to the roll. You must use the new roll.

Level 6: Fancy Gunplay

Your flashy weapon tricks grant you the following benefits.

Gun Spinning. Once per turn when you make a Charisma (Performance) check or a Dexterity (Sleight of Hand) check using one of your Ranged weapons, you can roll a Risk Die and add it to the ability check without expending it.

Speed Loader. On your turn, you can reload a weapon with the Reload property without taking an action or Bonus Action.

Level 10: Deft Deflection [Maneuver]

You can shoot projectiles out of the air. When an ally within 30 feet of you is hit by an attack, you can take a Reaction and expend one Risk Die to grant that ally the benefit of the Skin of Your Teeth maneuver against that attack. You must be holding a Ranged weapon to use this maneuver.

Level 14: Pinball Shot

Once on each of your turns when you hit a creature with a ranged attack using a weapon, you can deflect the projectile at additional targets. Choose a different target within 30 feet of the first and make an attack roll against it. On a hit, choose a new target, and so on. You can make a maximum of five attacks against different creatures and can't target the same creature more than once each time you use this feature.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending two Risk Dice (no action required).

White Hat

Protect Your Allies and Uphold the Law

Some Gunslingers live by a code and expect others to do the same. These Gunslingers, known as White Hats, sometimes serve as officers of the law but never hesitate to do what's right when the law says otherwise. Despite their affinity for deadly weapons, White Hats prefer to keep their friends safe and subdue their enemies nonviolently—a preference their enemies don't often oblige.

Level 3: Lay Down the Law [Maneuver]

You can take a Bonus Action and expend one Risk Die to keep an eye out for dangers that threaten your companions. Choose an ally that you can see within 60 feet of you. That ally gains Temporary Hit Points equal to the number rolled on the Risk Die. Until the start of your next turn, if the ally is hit by an attack, you can take a Reaction to make a ranged attack using a weapon against the attacker.

Level 3: Steely-Eyed Aura

An aura of stoic confidence radiates from you in a 10-foot Emanantion. You and allies within the Emanantion have Advantage on saving throws made to avoid or end the Frightened condition. The aura is inactive while you have the Incapacitated condition.

Level 6: Reach for the Skies

When you score a Critical Hit against a creature, you call for the target to surrender instead of lodging a projectile in it. The target must succeed on a Wisdom saving throw against your Maneuver save DC or have the Frightened and Incapacitated conditions for 1 minute. These conditions end early if the creature takes any damage, if you have the Incapacitated condition, or if you die. The creature can repeat the Wisdom saving throw at the end of each of its turns, ending the conditions on itself on a success.

Level 10: Long Arm of the Law

Once per turn when you hit a Large or smaller creature with a ranged attack using a weapon, you can hobble the target. The creature can't move on its next turn unless it first takes the Disengage action.

Level 14: Gold Star Hero

Though gunslinging heroism, you gain the following benefits.

Improved Aura. The range of your Steely-Eyed Aura feature increases to 30 feet.

Iron-Clad Law. When you use your Lay Down the Law maneuver, the ally has Resistance to Bludgeoning, Piercing, and Slashing damage until the start of your next turn.

Stunned Surrender. When a creature fails its saving throw against your Reach for the Skies feature, it has the Stunned condition instead of the Incapacitated condition.

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, firearms supplant the traditional scheme of weapons, forcing arrows, swords, and battleaxes into obsolescence. They might even be commonplace, a staple tool for hunting and defense.

Futuristic firearms, powered by arcane energy or extremely advanced science, are called blasters, and fire a pulse of energy or condensed plasma instead of conventional projectiles. Blasters are considered firearms as well.

Firearm Eras

Firearms have evolved dramatically throughout history, and will continue to evolve into the far future. Therefore, in addition to being organized into Simple and Martial weapons, the following firearms are organized into eras, the periods of time in which they might be encountered. Some firearms might appear in multiple eras, especially if the story demands an unusual weapon, but many are best suited to campaign settings that echo their level of technology.

The GM determines which era or eras of weapons are in the campaign.

Renaissance Firearms

Renaissance-era firearms, such as Pistols and Muskets, are weapons that have taken the first steps away from cannons and into portable rifles, making them the progenitors of all modern firearms. Weapons from this era use musket balls and loose black powder, and are therefore slow to reload. Importantly, these weapons exist comfortably in many fantasy settings alongside bows, swords, and axes, especially where pirates are at play.

Industrial Age Firearms

Industrial Age firearms, such as Revolvers and Double-Barrel Shotguns, stem from advancements in machinery and assembly lines, granting them more interchangeable parts and cartridge-based bullets. These guns lack the assembly-line consistency of modern firearms, but laid down the bedrock for designs that haven't changed much since: a classic six-shot Revolver is as timeless as it is effective. While the heyday of Industrial Age firearms was in the Wild West, their simple and reliable construction means they are still commonplace in the modern day.

Modern Firearms

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 Pump Shotguns for close quarters. Moreover, weapons that enjoyed success in the Wild West, such as the Double-Barrel Shotgun, can still be found in use today.

Futuristic Firearms

Futuristic firearms—known as blasters—still resemble Handguns, Pump Shotguns, and Assault Rifles, but have only tenuous connections to their functionality. Blasters are powered by rechargeable arcane batteries (or power cells) and produce bursts of plasma instead of bullets. While these weapons never need to be reloaded, they are prone to overheating and sometimes require extended recharge periods.

Weapon Properties

Here are definitions of the properties in the Properties column of the Firearm tables. New properties are marked with an asterisk (*).

Ammunition

You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

Blaster*

A weapon with the Blaster property is a Ranged weapon that requires no ammunition. This property counts as the Ammunition property.

Cooldown*

Because this weapon requires cooldown time between uses, you can only fire it once when you use an action, Bonus Action, or Reaction to fire it, regardless of the number of attacks you normally make. This property counts as the Loading property.

Finesse

When making an attack with a Finesse weapon, use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Firearm*

You don't add your ability modifier to the weapon's damage, unless otherwise stated. Firearm ammunition is destroyed upon use.

Heavy

You have Disadvantage on attack rolls with a Heavy weapon if it's a Melee weapon and your Strength score isn't at least 13 or if it's a Ranged weapon and your Dexterity score isn't at least 13.

Light

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different Light weapon, and you don't add your ability modifier to the extra attack's damage unless that modifier is negative.

Range

A Range weapon has a range in parentheses after the Ammunition, Blaster, or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have Disadvantage on the attack roll. You can't attack a target beyond the long range.

Recoil*

After you make an attack with this weapon, you can't make ranged attacks beyond the weapon's normal range until the end of the current turn.

Reload

This weapon can be used to make a number of attacks before it must be reloaded. If you are proficient with the weapon, reloading it takes an action or a Bonus Action; otherwise, reloading it takes an action.

Two-Handed

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

Mastery Properties

Each weapon has a mastery property, which is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character. The properties used in this book are defined below. New mastery properties are marked with an asterisk (*).

Automatic*

When you make an attack with this weapon, you can choose to make two attacks instead. These attacks are always made with Disadvantage, regardless of circumstance. You can't replace these attacks. If this weapon has the Ammunition property, these attacks use twice the normal amount of ammunition.

Bludgeon*

You can treat this weapon as a Melee weapon with the Finesse property. When you hit a creature with a melee attack using this weapon, it deals Bludgeoning damage equal to 1d6 plus the ability modifier used for the attack roll, or 1d8 if the weapon is used with two hands to make the attack.

Explode*

When you take the Attack action, you can replace one of your attacks with an explosion from this weapon's projectile. This explosion is a 5-foot-radius Sphere centered on a point you choose within the weapon's normal range. Each creature within the Sphere makes a Dexterity saving throw (DC 8 plus your Strength or Dexterity modifier and your Proficiency Bonus). On a failed save, a creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. On a successful save, a creature takes half as much damage. You can create an explosion only once per turn.

Renaissance Firearms

Name	Damage	Properties	Mastery	Weight	Cost
Martial Ranged Weapons					
Blunderbuss	1d12 Piercing	Ammunition (Range 20/60; Shot), Heavy, Loading, Two-Handed	Scatter	15 lb.	750 GP
Musket	1d12 Piercing	Ammunition (Range 40/120; Bullet), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90; Bullet), Loading	Vex	3 lb.	250 GP

Industrial Age Firearms

Name	Damage	Properties	Mastery	Weight	Cost
Simple Ranged Weapons					
Double-Barrel Shotgun	2d6 Piercing	Ammunition (Range 20/60; Shell), Firearm, Recoil, Reload (2), Two-Handed	Scatter	8 lb.	175 GP
Hunting Rifle	2d6 Piercing	Ammunition (Range 80/320; Bullet), Firearm, Reload (4), Two-Handed	Sighted	8 lb.	150 GP
Parlor Gun	2d4 Piercing	Ammunition (Range 30/120; Bullet), Firearm, Light, Reload (2)	Vex	1 lb.	75 GP
Revolver	2d6 Piercing	Ammunition (Range 30/120; Bullet), Firearm, Recoil, Reload (6)	Slow	3 lb.	125 GP
Martial Ranged Weapons					
Cannon	2d8 Fire	Ammunition (Range 100/400; Cannonball), Firearm, Heavy, Loading, Two-Handed	Explode	225 lb.	1,500 GP
Gatling Gun	2d6 Piercing	Ammunition (Range 60/240; Bullet), Firearm, Heavy, Reload (40), Two-Handed	Automatic	125 lb.	750 GP
Magnum	2d8 Piercing	Ammunition (Range 30/120, Bullet), Firearm, Heavy, Recoil, Reload (6)	Slow	6 lb.	600 GP

Jolt*
If you hit a creature with this weapon, the creature can't make Opportunity Attacks until the start of its next turn.

Mounted*
You can use a Bonus Action to mount this weapon in a fixed position until the end of your turn. A damage value in parentheses appears with this property. While mounted, the weapon deals that damage when used to make a ranged attack, and the weapon can't be moved.

Overheat*
If you hit a target with this weapon, you can overcharge the weapon. If you do so, the target takes extra damage of the weapon's type equal to your Proficiency Bonus. The weapon then Overheats. An Overheated weapon can't be used again to make an attack until the end of your next turn.

Push
If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

Sap
If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

Scatter*
Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged attack rolls with this weapon.

Sighted*
Attacking at long range with this weapon doesn't impose Disadvantage on your attack rolls. When you hit a creature with an attack using this weapon at long range, you can reroll any of the damage dice and must use the new roll.

Slow
If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

Modern Firearms

Name	Damage	Properties	Mastery	Weight	Cost
Simple Ranged Weapons					
Flare Gun	2d6 Fire	Ammunition (Range 30/120; Flare), Firearm, Loading	Slow	1 lb.	100 GP
Handgun	2d4 Piercing	Ammunition (Range 30/120; Bullet), Firearm, Light, Reload (10)	Vex	3 lb.	125 GP
Martial Ranged Weapons					
Assault Rifle	2d6 Piercing	Ammunition (Range 80/320; Bullet), Firearm, Reload (20), Two-Handed	Automatic	7 lb.	300 GP
Grenade Launcher	2d8 Fire	Ammunition (40/160; Grenade), Firearm, Loading, Two-Handed	Explode	10 lb.	1,000 GP
Pump Shotgun	2d8 Piercing	Ammunition (Range 20/60, Shell), Firearm, Heavy, Recoil, Reload (8), Two-Handed	Scatter	7 lb.	550 GP
Sniper Rifle	2d8 Piercing	Ammunition (Range 100/400, Bullet), Firearm, Heavy, Loading, Two-Handed	Sighted	8 lb.	450 GP
Submachine Gun	2d4 Piercing	Ammunition (20/60; Bullet), Firearm, Light, Reload (16)	Automatic	6 lb.	250 GP

Futuristic Firearms

Name	Damage	Properties	Mastery	Weight	Cost
Simple Ranged Weapons					
Antimatter Pistol	2d4 Necrotic	Blaster (Range 30/120), Firearm, Light	Vex	2 lb.	100 GP
Avia-Ra Sunstaff	2d6 Radiant	Blaster (Range 80/320), Firearm, Two-Handed	Bludgeon	6 lb.	250 GP
Bolt Caster	2d6 Force	Blaster (Range 30/120), Cooldown, Firearm	Push	5 lb.	150 GP
Ion Cannon	2d6 Radiant	Blaster (Range 20/60), Firearm, Recoil, Two-Handed	Scatter	6 lb.	275 GP
Phaser	2d4 Lightning	Blaster (Range 30/120), Firearm, Light	Jolt	2 lb.	100 GP
Standard Carbine	2d6 Radiant	Blaster (Range 80/320), Firearm, Two-Handed	Slow	7 lb.	175 GP
Martial Ranged Weapons					
Antimatter Carbine	2d6 Necrotic	Blaster (Range 80/320), Firearm, Two-Handed	Automatic	4 lb.	400 GP
Blitz Cannon	2d8 Radiant	Blaster (Range 20/60), Firearm, Recoil, Two-Handed	Scatter	7 lb.	650 GP
Concussion Rifle	2d8 Force	Blaster (Range 90/360), Firearm, Heavy, Recoil, Two-Handed	Sighted	8 lb.	550 GP
Dueling Laser	2d6 Radiant	Blaster (Range 30/120), Cooldown, Firearm, Light	Slow	3 lb.	350 GP
Magnus	2d8 Radiant	Blaster (Range 30/120), Cooldown, Firearm, Heavy	Overheat	6 lb.	700 GP
Plasma Launcher	2d8 Fire	Blaster (Range 80/320), Cooldown, Firearm, Two-Handed	Explode	8 lb.	750 GP
REC Gun	2d6 Radiant	Blaster (Range 100/400), Firearm, Heavy, Two-Handed	Mounted (2d8)	40 lb.	600 GP
Repeater	2d6 Radiant	Blaster (Range 60/240), Firearm	Vex	3 lb.	300 GP
Swarm Pistol	2d4 Radiant	Blaster (Range 20/60), Firearm, Light	Automatic	2 lb.	350 GP

Vex

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

Weapon Descriptions

Many of the weapons on the Firearm tables, such as Muskets, Revolvers, and Double-Barrel Shotguns, are common fixtures in action movies and the real world. Some of the less obvious firearms and all of the futuristic blasters are detailed below.

Antimatter Carbine. A more lethal model of the Standard Carbine, this rifle can automatically fire bolts of antimatter with surprising accuracy.

Antimatter Pistol. A compact, antimatter-firing companion to the Antimatter Carbine, the Antimatter Pistol is an essential close-quarters backup.

Avia-Ra Sunstaff. This long staff, forked at its end near a prominent gemstone, is a blaster in its own right. When used in expert hands, the Sunstaff can bludgeon, trip, and strike foes as a Quarterstaff, only to be squeezed in both hands to fire a burst of hot plasma

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

Bolt Caster. An early but reliable blaster design that resembles a crossbow, the Bolt Caster issues single shots of plasma with a long cooldown between shots.

Cannon. Smoothbore, muzzleloading Cannons are common fixtures on pirate ships and defensive fortifications, capable of splintering wood and reducing stone to gravel with a thunderous boom. Larger siege weapons of this type exist, and require entire teams of operators to position, load, and fire.

Concussion Rifle. A series of arcane capacitors run the length of this 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 energetically-resistant armor.

Dueling Laser. A pistol intended for honorable, one-on-one duels, the Dueling Laser fires a blinding streak of light and promptly overheats. Spacers favor a Dueling Laser in their offhand for an infrequent but powerful retort.

Ion Cannon. The Ion Cannon fires a bright, diffuse cone, rendering it deadly up close. Between shots, it makes a quiet zipping noise, as the arcane battery charges the ion cell for another blast.

Magnus. This impressive handgun weighs almost twice that of a Repeater. Its infamous heft, recoil, and stopping power make it a favorite of spacers that accept no compromises.

Parlor Gun. The smallest usable firearm, a Parlor Gun can be tucked into a stocking or hidden down a sleeve for two barrels of point-blank fire.

Phaser. Phasers aren't 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.

Pistol. The earliest type of one-handed firearm, a Pistol operates as a miniature Musket, loading and firing a single heavy projectile with deadly results.

Plasma Launcher. This short tube launches an orb of superheated plasma in an arc. On contact, the ball of plasma pops like a balloon, exploding in a dazzling fireball of sparks.

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 and fires each in rapid succession. A tripod mount keeps the blaster stable despite its heft and shocking recoil.

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 blasters strapped to their hip.

Standard Carbine. As its name might suggest, the Standard Carbine is the standard-issue blaster for all Hegemony and Coalition troops, which makes it one of the most pervasive weapons in the 'Verse. Spacers of all stripes employ it for its compact size and superb accuracy.

Swarm Pistol. This handheld blaster, styled much like a Repeater, has a wickedly fast automatic fire, capable of spewing dozens of rays in seconds. Dexterous users might even find it possible to use one in each hand for a dazzling spectacle of plasma bolts.

Firearm Ammunition

Ammunition is required by a weapon that has the Ammunition property. A weapon's description specifies the type of ammunition used by the weapon. The following Ammunition table lists new types of ammunition used by firearms and the amount you get when you buy them.

Firearm ammunition is destroyed upon use.

Type	Amount	Weight	Cost
Bullets	10	1 ½ lb.	3 GP
Cannonballs	5	10 lb.	25 GP
Flares	5	5 lb.	5 GP
Grenades	5	3 lb.	25 GP
Shells	10	1 ½ lb.	5 GP
Shot	10	2 lb.	1 GP

New Feats

This section offers a collection of new feats, which are special features not tied to a character class. 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.

Blaster Master
General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Blaster Roulette. If you roll the same number of two damage dice for a weapon with the Firearm property, you deal bonus damage equal to that number. You can only add this bonus damage once per turn.

Ignore Cooldown. You ignore the Cooldown property of weapons.

Run and Gun. When you take the Dash or Disengage action, you can make a ranged attack using a weapon as a Bonus Action.

Iron Hero
General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength or Dexterity score by 1, to a maximum of 20.

Underdog's Resolve. When you are attacked by a creature that has a CR higher than your character level, you gain a +2 bonus to your Armor Class for that attack.

Vengeful Strike. You have Advantage on attack rolls against any creature that has reduced one of your allies to 0 Hit Points since the end of your last turn.

Heroic Intervention. When an enemy you can see takes a Legendary Action, you can take a Reaction to intercede, preventing the Legendary Action from happening. You can take this Reaction a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Short or Long Rest

Marksman's Luck
General Feat (Prerequisite: Level 4+, Dexterity 13+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Flip Die. Once per turn, when you roll for damage with a Ranged weapon, you can flip one of the damage dice over and use the number on the bottom. You can't use this ability on d4s. Note that for a balanced die, the top and bottom numbers add up to one more than the die's largest number.

Enhanced Critical. When you score a Critical Hit with a Ranged weapon, the target's Speed is 0 until the end of its next turn.

Gun-Mage Adept
General Feat (Prerequisites: Level 4+, Spellcasting or Pact Magic Feature)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity by 1, to a maximum of 20.

Ranged Weapon Proficiency. You gain proficiency with Ranged Martial weapons.

Cantrip. You learn the *Finger Guns* cantrip.

Expanded Spell List. The following spells are added to your spell list: *Antiballistics Field, Ballistic Smite, Conjure Cannonball, Conjure Cover, Jam Weapon, Jethro's Instant Reload*, and *Perforating Shot*.

Spells Prepared. Choose a number of spells equal to your Proficiency Bonus from among those in the Expanded Spell List benefit. You always have these spells prepared. Whenever you gain a new level, you can replace one of these spells with a different spell from the Expanded Spell List.

New Spells

This section contains the descriptions of spells that are new and available to all classes. The class spell lists detailed with each spell include other classes from Mage Hand Press, including the Necromancer, Martyr, and Investigator.

Spell Descriptions

New spells are presented in alphabetical order.

Antiballistics Field
Level 6 Abjuration (Cleric, Necromancer, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a pinch of wet gunpowder)
Duration: Concentration, up to 10 minutes

A 40-foot Emanation extends from you, disrupting projectiles and causing Ranged weapons to malfunction. Within the Emanation, whenever a Ranged weapon is used for an attack, the weapon immediately malfunctions and the attack is lost. A malfunctioning weapon can't be used to make an attack until a creature takes the Utilize action to fix the weapon malfunction. Ranged attacks using weapons whose projectiles pass through the Emanation have Disadvantage and deal only half damage on a hit.

Ballistic Smite
Level 1 Evocation (Paladin)

Casting Time: Bonus Action, which you take immediately after hitting a creature with a Ranged weapon
Range: Self
Components: V
Duration: Instantaneous

Choose Acid, Cold, Fire, Lightning, Poison, or Thunder damage. The target hit by the attack takes an extra 2d6 damage of the chosen type. The triggering attack can deal the chosen damage type or its normal damage type (your choice).

    Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

Concealed Shot
Illusion Cantrip (Bard, Druid, Sorcerer, Warlock, Wizard, Warlock)

Casting Time: Action
Range: Touch
Components: S, M (a Ranged weapon)
Duration: 1 minute

A Ranged weapon you touch is made supernaturally subtle. For the duration, when you make a ranged attack using the weapon, the weapon or ammunition you're using becomes invisible while in flight and the weapon becomes silent. If the weapon produces smoke or light, the spell suppresses these effects. The weapon or projectile you're using becomes visible again after the attack hits or misses. If you are hidden and the target is 80 feet or further from you, the attack doesn't reveal your location.

Conjure Cannonball
Level 3 Conjuration (Sorcerer, Wizard)

Casting Time: 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 ranged spell attack roll against a target you can see within range. On a hit, the target takes 5d10 Bludgeoning damage and an explosion extends from it in a 5-foot Emanation. Each creature other than the target within the Emanation makes a Dexterity saving throw, taking half as much damage as the target on a failed save.

    Using a Higher-Level Spell Slot. The damage increases by 1d10 for each slot level above 3.

Conjure Cover
Level 1 Conjuration (Druid, Investigator, Paladin, Sorcerer, Wizard)

Casting Time: Bonus Action
Range: 10 feet
Components: V, S, M (a duck figurine)
Duration: Concentration, up to 1 hour

You conjure a low cobblestone wall along the ground at a point you can see within range. The wall is 18 inches thick and is composed of three 5-foot-long, 3-foot-high segments. Each segment must be contiguous with at least one other segment.

A Medium creature that hunkers behind the wall has Half Cover, and a Small creature that hunkers behind it has Three-Quarters Cover. The wall can be leapt over without spending any additional movement.

Each segment has AC 10 and 30 hit points. Reducing a segment of the wall to 0 hit points causes it to crumble, destroying it. The wall disappears when all the segments are destroyed or the spell ends.

Finger Guns
Evocation Cantrip (Bard, Sorcerer, Warmage, Wizard)

Casting Time: Bonus Action
Range: Self
Components: V, S
Duration: 1 minute

You extend your forefinger and thumb, a dangerous gesture mimicking a gun. For the duration, your hand counts as a Simple Ranged weapon with a range of 60/240 feet and the Slow mastery property. You can use your spellcasting ability instead of Dexterity for the attack rolls of this weapon. On a hit, the weapon deals 2d6 Force damage and doesn't add your ability modifier to damage.

Cantrip Upgrade. The weapon's normal range increases by 30 feet and its long range increases by 120 feet when you reach levels 5 (90/360 feet), 11 (120/480 feet), and 17 (150/600 feet).

Jam Weapon
Level 2 Transmutation (Bard, Witch, Wizard)

Casting Time: Reaction, which you take when a creature you can see within range makes an attack using a Ranged weapon
Range: 60 feet
Components: V, S, M (a pinch of wet gunpowder)
Duration: Instantaneous

The weapon you target suffers a malfunction and the attack fails. A malfunctioning weapon can't be used to make an attack until a creature takes the Utilize action to fix the weapon malfunction.

Jethro's Instant Reload
Level 2 Conjuration (Bard, Investigator, Ranger, Wizard)

Casting Time: Action
Range: Touch
Components: V, S, M (a spent bullet casing)
Duration: 8 hours

One Ranged weapon you touch becomes enchanted to reload itself automatically. If the weapon has the Cooldown, Loading, or Reload property, you ignore the property for the duration. When the weapon's ammunition is depleted, ammunition you are carrying teleports into the weapon.

Perforating Shot
Level 1 Evocation (Martyr, Paladin, Ranger)

Casting Time: Bonus Action, which you take immediately after hitting or missing with a ranged attack using a weapon
Range: Self
Components: V
Duration: Instantaneous

As your attack hits or misses the target, the weapon or ammunition transforms into a 5-foot-wide Line of magical energy that extends out to the weapon's normal range. The Line includes the attack's original target. Each creature within the Line makes a Dexterity saving throw, taking Force damage equal to the weapon's normal damage on a failed save or half as much damage on a successful one.

Using a Higher-Level Spell Slot. The weapon's damage increases by 1d8 for each slot level above 1.

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