

COMPLETE GUNSLINGER

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



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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.

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CHAPTER 1: 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 her breathing and adjusts her scope, acquiring her target and patiently awaiting the 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 great lengths to 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 campaign's world and what the common perceptions are of those who use them. If firearms are the norm, your gunslinger might be a mercenary or militia fighter. 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?



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 Strength your highest ability score. Lastly, choose any background, preferably one that emphasizes your familiarity with firearms and penchant for risk-taking.

THE GUNSLINGER

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

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: One type of gaming set

Saving Throws: Dexterity, Charisma

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

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) a dungeoneer's pack or (b) an explorer's pack

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 don't take a penalty to the damage of the second attack.

BULLSEYE

You gain a +2 bonus to ranged attack rolls you make with firearms. The weapon must have the Sighted property or have a normal range of 80 feet or longer to gain this benefit. This benefit doesn't 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 one extra 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 18–20, and at 17th level your ranged firearm attacks score a critical hit on a roll of 17–20.

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 finish a long rest.

USING RISK DICE

Once per turn, 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 against a Large or smaller creature with a firearm, the bullet lodges itself in the target. Until the creature uses its action to dislodge the bullet, it moves at half speed and has disadvantage on attack rolls and ability checks. 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

Starting at 11th level, when you make one or more firearm attacks as part of an action, you can add your ability modifier to the firearm's damage rolls. Note that firearms do not normally add your ability modifier to their damage rolls.

DIRE GAMBIT

Beginning 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 evading the grave. When you drop to 0 hit points and don't die outright, you can use your reaction and expend one risk die to remain standing. You instead drop to a number of hit points equal to the number rolled on the die.

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

MAVERICK

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

HEAD SHOT

At 20th level, when you score a critical hit against a creature with a firearm, you can choose for the shot to be a head shot. If the creature has less than 100 hit points, it dies. Otherwise, it takes an extra 10d10 damage from the hit. Elementals, Oozes, Undead, and creatures that lack nervous systems or vital organs take no extra damage from this feature.

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

DEEDS

The deeds are presented 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 doesn't provoke opportunity attacks, ignores difficult terrain, and allows you to move through a hostile creature's space, as long as you don't 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, attempting to force 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 prone to malfunction. Consequently, Renaissance-era gunslingers will be skilled in swords and cannons in addition to guns, making them fearsome foes, 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 to 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.

ERAS	Creeds	Firearms
Renaissance	Janissary, Musketeer, Sharpshooter	Blunderbuss, Flintlock, Harpoon Gun, Musket
Industrial Age	Gundead, Gun Tank, Gun-Ko Master, High Roller, Pistolero, Sharpshooter, Spellslinger, Trick Shot, Twice-Damned, White Hat	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, Grenadier, Gun Tank, Gun-Ko Master, High Roller, 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



INDUSTRIAL AGE

In the Industrial Age (concurrent with the Wild West of cowboys and locomotive travel), 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 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, though they never need to be reloaded, tend to be more expensive and more finicky than modern firearms. Blasters, for example, can overheat, and require a cooldown period before being used again.

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

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 know 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 can't 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.

GUNSLINGER'S CREEDS	
Name	Description
Covert Operative	A secret agent with a license to kill
Grenadier	Uses explosive munitions to solve basically every problem
Gundead	Animates corpses with necromantic bullets
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
Janissary	Marches in formation, musket in hand, to defeat powerful foes
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
Sharpshooter	A careful and precise, eagle-eyed marksman
Space Cowboy	A hot shot futuristic gunslinger
Spellslinger	Fires spells as well as bullets in deadly bombardments
Storm Gunner	Holds down the trigger to bombard foes with as many bullets as possible
Trick Shot	Ricochets bullets to hit targets from any angle
Twice-Damned	Consumed with a thirst for vengeance and hunts down wrongdoers
White Hat	A law-abiding protector of the weak that never blinks in the face of danger

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 doesn't 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.

GUNDEAD

The gun is a pure connection between life and death; it is an object connected to the very soul, for it 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 after 1 minute, but last longer as you gain higher levels in this class. At 7th level, undead you summon last for 10 minutes, at 10th level, undead last 1 hour, and at 14th level, undead last 24 hours.

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*.

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 choose 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 use your Strength, instead of your Dexterity, when calculating your Deed save DC.

TOUGH AS NAILS

Also 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 to avoid or end the charmed condition on yourself.

STRONG AS AN OX

Starting at 10th level, your carrying capacity and the weight you can push, drag, and lift 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 whenever you take the Attack action on your turn. However, for the duration, your speed is halved and you have disadvantage on Dexterity checks and saving throws.

Your gun rage ends if you take cover, finish your turn without attacking, or use your bonus action to end it early.

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

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 extension of themselves, learning to strike with the speed of a rifle and catch bullets out of the air.

POINT-BLANK SHOT

Starting at 3rd level, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon attack rolls made with firearms.

GUN-KO

Also 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 with 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 that creature. 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 the 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 start 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 with a firearm against targets within 15 feet of you.

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



HIGH ROLLER

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 just a win when you could bet it all and win big?

BONUS PROFICIENCIES

When you choose this creed at 3rd level, you gain proficiency with all gaming sets and in your choice of one of the following skills: Deception, Insight, or Perception.

ALL IN

Also at 3rd level, you can use your bonus action when you make an ability check or attack roll, or your reaction when you make a saving throw to expend and roll one of your risk dice. You choose to do this after you roll the d20 but before the GM says whether the roll succeeds or fails.

If you roll a 1 on your risk die, you fail the ability check, attack roll, or saving throw, regardless of the result. Otherwise, you add the number rolled on your risk die to the result.

LIAR'S DICE

Also at 3rd level, when you make an ability check, attack roll, or saving throw, you can roll the d20 in secret and declare any result you wish. If the GM chooses to call your bluff, reveal the number rolled on the d20. If you were telling the truth, treat the result as if you rolled a 20. If you were telling a lie, roll the d20 again and use the lowest of the rolls. If the GM chooses not to call your bluff, you use the result you declared regardless of what you rolled.

You can choose to roll in secret a number of times equal to 1 + your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

RISKY BUSINESS

At 7th level, when you make an attack roll against a hostile creature or a hostile creature forces you to make a saving throw and you don't have disadvantage, you can choose to make the roll with disadvantage. When you do, you regain an expended risk die.

BOOM AND BUST

Starting at 10th level, when you score a critical hit on a ranged firearm attack, you can roll the damage twice and use the higher of the two results. When you roll a 1 on a ranged firearm attack roll, you can choose to take psychic damage equal to your proficiency bonus or lose this feature's critical hit benefit for the next minute.

DOUBLE OR NOTHING

At 14th level, when you score a critical hit with a firearm, you can roll two additional d20s. Treat these d20s as if they were ranged attack rolls you made against the target with a firearm. If they both miss, your critical hit becomes a normal hit. If either of these d20s would score a critical hit, roll all of the attack's damage dice three times and add them together, instead of only two times as normal for a critical hit. Otherwise, the critical hit happens as normal.

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, you 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.

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 with the bayonet, cutlass, halberd, rapier, and shortsword.

WEAPON: BAYONET

The bayonet is a simple melee weapon that deals 1d4 piercing damage on a hit and has the Finesse, Light, and Special properties. It costs 2 gp and weighs one pound. Its Special property is as follows:

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

HEAVY SHOT

At 3rd level, you can load and fire especially dense bullets. Whenever you hit a target with a blunderbuss, flintlock, or musket, you deal extra damage equal to the number of damage dice rolled for the attack.

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 15 feet or more in a straight line on your turn, you can use your bonus action to make one attack with a bayonet or a melee weapon.

ALL FOR ONE

By 14th level, whenever a friendly creature within 5 feet of you is targeted by an attack, you can use your reaction to make a firearm attack against the attacker.

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, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon attack rolls made with firearms.

FAN THE HAMMER

At 3rd level, when you take the Attack action on your turn to attack with a firearm, you can expend a risk die as a bonus action to make two additional ranged firearm attacks with that weapon. These additional attacks always have disadvantage, regardless of circumstance. This weapon can't have the Automatic or Two-Handed property, and you must have a free hand to use this feature.

At 14th level, you can make three additional attacks with disadvantage, instead of two, when you use this feature.

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 ranged 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, as a reaction when you take damage from a creature within 15 feet of you, you can 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.

EAGLE EYE

Starting when you choose this creed at 3rd level, when you make an attack with a firearm you are holding in two hands, you can use a bonus action to expend a risk die and add it to the attack roll. This attack doesn't have disadvantage due to being at long range.

SNIPER'S STANCE

At 3rd level, you don't have disadvantage on ranged firearm attacks as a result of being prone. Additionally, when you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.

CAMOUFLAGE

By 7th level, you've learned to expertly conceal yourself in a sniper's nest. You can spend 1 minute preparing camouflage for yourself. Until you move, you gain the following benefits:

- You have advantage on Dexterity (Stealth) checks you make to hide
- Attacks you make while hidden don't automatically reveal your location
- Creatures have disadvantage on ability checks they make to discern the origin of your firearm attacks.

EYE FOR MOVEMENT

By 10th level, your vision is keen enough to place invisible targets in your sights. As a bonus action, you can gain darkvision and the effects of the *see invisibility* spell against targets that are 30 feet or further from you until the end of your next turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

FOCUSED SHOT

Starting at 14th level, when you use your Attack action to make only one ranged attack with a firearm and do not have disadvantage, you can gain advantage on the attack roll and deal damage on a hit as if you scored a critical 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.

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.

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.

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 two other cantrips 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 3rd, 8th, 14th, or 20th level.

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

BANG, YOU'RE DEAD!

At 3rd level, you can use Deeds with *finger guns* spell attacks. Additionally, when you hit a target with a *finger guns* attack, you can spend a risk die as a bonus action to deal an extra 1d8 force damage to the target.

SPELLSHOT

Beginning at 7th level, you can load an entire cantrip into your gun. When you use your action to cast a cantrip, you can use your bonus action to make one ranged attack with a firearm or make a ranged spell attack using the *finger guns* cantrip.

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

RUNE-CARVED 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, when you make a weapon attack on your turn, you can use a bonus action to wreathe the bullet in 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 an extra 3d4 + 3 force damage.

Once you use this feature, 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 as a bonus action to make one ranged attack with a firearm or make a ranged spell attack using the *finger guns* cantrip.

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 roll. On a hit, the attack deals its 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. This bonus does not stack with the Archery or Bullseye Fighting Styles.

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 expend a Risk die to make an attack roll with disadvantage against each target within the weapon's normal range, to a maximum number of targets equal to the number rolled on the die.

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 learn how 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 don't 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 at getting into it. Difficult terrain costs you no extra movement.

DEFT DEFLECTIONIST

Starting at 10th level, as a reaction when an attacker you can see makes a ranged weapon attack against you, you can make an attack with a firearm you are holding to attempt to deflect the projectile. 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 attacker's attack roll.

PINBALL SHOT

Starting at 14th level, once per turn when you hit a creature with a ranged firearm attack, you can ricochet the bullet 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 feature a number of times equal to your Dexterity modifier (a minimum of once), and you 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.

WHITE HAT

Some gunslingers live by a code and expect others to do the same. These gunslingers, known as white hats, sometimes serve as agents of local or regional law but never hesitate to do what's right no matter what the rules say. Despite their affinity for deadly weapons, white hats prefer to keep their friends safe and take their enemies in unharmed—a preference they find their enemies aren't often inclined to oblige.

LAY DOWN THE LAW

Starting at 3rd level, you can use a bonus action and expend one risk die to keep a keen eye out for dangers that threaten your companions. When you do, roll the risk die and gain a pool of temporary hit points equal to the number rolled + your level in this class. This pool of

temporary hit points is immediately divided as you choose among any number of creatures that you can see (other than you) within range of a firearm you are holding. You must give at least 1 temporary hit point to each chosen creature.

When a creature loses temporary hit points granted by this feature as the result of an attack, you can use your reaction to make one ranged weapon attack with a firearm against the attacker. Any remaining temporary hit points granted by this feature are lost at the start of your next turn.

At 10th level, this feature improves: your pool of temporary hit points equals the number rolled on the risk die + twice your level in this class.

STEELY-EYED AURA

Also at 3rd level, you and friendly creatures within 10 feet of you have advantage on saving throws made to avoid or end the frightened condition while you are conscious.

REACH FOR THE SKIES

At 7th level, you can use your action to call for your enemy's surrender. When you do, a creature of your choice within 30 feet who can see or hear you must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). Creatures that are immune to being frightened automatically succeed on this saving throw. If the creature's current hit points are equal to or greater than half of its hit point maximum, it has advantage on this saving throw.

On a failed save, the creature is incapacitated and its speed is 0 for 1 minute or until it takes any damage. A creature can repeat the saving throw at the end of each of its turns, ending this effect on a success.

Once you use this feature, you must finish a long rest before you can use it again.

LONG ARM OF THE LAW

At 10th level, once per turn when you hit a Large or smaller creature with a firearm attack, you can choose to deal half as much damage to hobble the target. The creature can't move on its next turn unless it first takes the Disengage action.

GOLD STAR HERO

At 14th level, your capacity for heroism increases. Your features from this archetype gain the following benefits:

- While a creature has temporary hit points granted by your Lay Down the Law feature, it has resistance to bludgeoning, piercing, and slashing damage.
- The range of your Steely-Eyed Aura feature increases to 30 feet.
- You regain the use of your Reach for the Skies feature when you finish a short or long rest.

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. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Grappler feat until your Strength is restored.

BLITZWARRIOR

Prerequisite: Proficiency with simple firearms

When you roll damage for a firearm with the Scatter property, you can reroll one of the damage dice, and must use the new roll. Additionally, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

BOUNTY HUNTER

When there's a price on someone's head, you aim to collect. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You perfectly remember the name and face of every person you've ever met.
- You can use your action to mark a creature you can see within 120 feet of you for 1 hour. You have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find the marked creature. Additionally, as long as the creature is marked, you can discern whether or not the creature has passed through a location. You can have only one creature marked at a time.
- Whenever you reduce a creature to 0 hit points with any attack you make or spell that you cast, you can choose to knock the creature out instead of killing it.

GUN-MAGE ADEPT

Prerequisites: Spellcasting feature or Pact Magic feature

You've learned how to meld subtle arcana with the brute force of a firearm, gaining the following benefits:

- You gain proficiency with four simple or martial firearms of your choice. You can use a firearm as a spellcasting focus.
- All spells with the renaissance tag are added to your class's spell list, if they are a level for which your class gets spell slots. Use your spellcasting ability for these spells.
- You learn either the *concealed shot* or *finger guns* cantrip, your choice, which doesn't count against your total number of cantrips known.

- You learn four spells of your choice that you cast with the renaissance tag. If you prepare spells, these spells are always prepared for you and don't count against the number of spells you can prepare each day. If you are a wizard, they are added to your spellbook instantly at no cost. If you learn spells, these spells do not count against your total number of spells known. When you gain a level in your spellcasting class, you can replace one of these spells with another spell with the renaissance tag for which you have spell slots.

IRON HERO

You have resolved yourself to save the day when all hope seems lost. You gain the following benefits:

- When you are attacked by a creature that has a CR higher than your level, you gain a +2 bonus to your Armor Class.
- You have advantage on attack rolls against any creature that has reduced one of your allies to 0 hit points in the last round.
- If a hostile creature you can see takes a legendary action, you can use your reaction to intercede, preventing the legendary action from happening. Once you use this ability, you can't use it again until you finish a short or long rest.

MARKSMAN'S LUCK

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.

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, 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. While blasters are commonplace in many science-fiction settings, they might only make an appearance in other settings only as wild, steampunk-esque experiments, or in the remnants of a derelict, advanced civilization.

Firearms follow slightly different rules to conventional ranged weapons, and also generally use two or more damage dice. Blasters used in futuristic settings are considered firearms and use these rules as well.

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

When you engage in two-weapon fighting with two light firearms, 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.

FIREARM AMMUNITION

Ammunition	Cost	Weight
Blunderbuss shot (10)	1 gp	2 lb.
Bullets (10)	2 gp	2 lb.
Dragon Bullet	1 gp	—
Grenade	5 gp	3 lb.
Harpoon	5 gp	4 lb.
Musket balls (10)	1 gp	2 lb.
Rocket	20 gp	6 lb.
Shell (10)	5 gp	2 lb.

FIREARM PROFICIENCIES

Characters in most campaign worlds won't have proficiency with firearms, but in settings with widespread firearms, characters gain the proficiencies listed on the Firearm Proficiencies table.

FIREARM PROFICIENCIES

Class	Proficiencies
<i>Core Classes</i>	
Barbarian	Simple firearms, martial firearms
Bard	Simple firearms, martial firearms that don't have the Explosive, Heat, Heavy, or Overheat properties
Cleric	Simple firearms
Druid	Simple firearms that don't have the Two-Handed or Scatter properties
Fighter	Simple firearms, martial firearms
Monk	Simple firearms
Paladin	Simple firearms, martial firearms
Ranger	Simple firearms, martial firearms
Rogue	Simple firearms, martial firearms that don't have the Explosive, Heat, Heavy, or Overheat properties
Sorcerer	Simple firearms that don't have the Two-Handed or Scatter properties
Warlock	Simple firearms
Wizard	Simple firearms that don't have the Two-Handed or Scatter properties
<i>Mage Hand Press Classes</i>	
Alchemist	Simple firearms
Binder	Simple firearms
Captain	Simple firearms, martial firearms
Channeler	Simple firearms, martial firearms
Craftsman	Simple firearms, martial firearms, exotic firearms
Gunslinger	Simple firearms, martial firearms
Investigator	Simple firearms, martial firearms that don't have the Explosive, Heat, Heavy, or Overheat properties
Martyr	Simple firearms, martial firearms
Necromancer	Simple firearms
Warden	Simple firearms, martial firearms that don't have the Sighted property
Warmage	Simple firearms
Witch	Simple firearms

SIMPLE RENAISSANCE FIREARMS

Name	Cost	Damage	Weight	Properties
Flintlock	75 gp	2d6 piercing	6 lb.	Ammunition (range 30/120), dry, light, loading, misfire

MARTIAL RENAISSANCE FIREARMS

Name	Cost	Damage	Weight	Properties
Blunderbuss	180 gp	2d8 piercing	8 lb.	Ammunition (range 30/90), dry, heavy, loading, misfire, scatter (2d10), two-handed
Musket	175 gp	2d8 piercing	10 lb.	Ammunition (range 80/320), dry, loading, misfire, two-handed

EXOTIC RENAISSANCE FIREARMS

Name	Cost	Damage	Weight	Properties
Duck's Foot	225 gp	2d8 piercing	12 lb.	Ammunition (range 30/120), dry, light, loading, misfire, twinshot
Volley Gun	300 gp	2d8 piercing	40 lb.	Ammunition (range 100/400), dry, heavy, misfire, reload (10, 2 actions), two-handed

SIMPLE INDUSTRIAL AGE FIREARMS

Name	Cost	Damage	Weight	Properties
Double-Barrel Shotgun	200 gp	2d6 piercing	8 lb.	Ammunition (range 10/30), reload (2), scatter (2d8), two-handed
Hunting Rifle	175 gp	2d6 piercing	8 lb.	Ammunition (range 80/320), reload (5), two-handed
Parlor Gun	75 gp	2d4 piercing	2 lb.	Ammunition (range 30/120), concealable, light, reload (2)
Revolver	100 gp	2d6 piercing	3 lb.	Ammunition (range 60/240), reload (6)

MARTIAL INDUSTRIAL AGE FIREARMS

Name	Cost	Damage	Weight	Properties
Gatling Gun	3,000 gp	2d8 piercing	125 lb.	Ammunition (range 80/320), automatic, heavy, mounted, reload (40), two-handed
Harpoon Gun	250 gp	2d8 piercing	10 lb.	Ammunition (range 30/120), loading
Light Cannon	3,000 gp	2d12 bludgeoning	225 lb.	Ammunition (range 80/320), heavy, mounted, reload (1, 2 actions), special, two-handed

EXOTIC INDUSTRIAL AGE FIREARMS

Name	Cost	Damage	Weight	Properties
Double Handgun	300 gp	2d8 piercing	6 lb.	Ammunition (range 30/120), reload (6), twinshot
Dragon Rifle	225 gp	2d10 fire	8 lb.	Ammunition (range 100/400), dry, heavy, loading, two-handed
Quadruple-Barrel Shotgun	250 gp	2d8 piercing	16 lb.	Ammunition (range 30/90), heavy, reload (4), scatter (2d10), two-handed

SIMPLE MODERN FIREARMS

Name	Cost	Damage	Weight	Properties
Handgun	100 gp	2d6 piercing	3 lb.	Ammunition (range 60/240), reload (10)
Submachine Gun	200 gp	2d4 piercing	6 lb.	Ammunition (range 10/40), automatic, light, reload (16), foregrip

MARTIAL MODERN FIREARMS

Name	Cost	Damage	Weight	Properties
Assault Rifle	350 gp	2d6 piercing	7 lb.	Ammunition (range 80/320), automatic, reload (20), two-handed
Grenade Launcher	850 gp	2d8 fire	10 lb.	Ammunition (80/320), explosive, loading, two-handed
Magnum	500 gp	2d8 piercing	6 lb.	Ammunition (50/200), heavy, reload (6)
Pump Shotgun	200 gp	2d6 piercing	7 lb.	Ammunition (range 30/90), heavy, reload (10), scatter (2d8), two-handed
Rocket Launcher	1,250 gp	2d10 fire	20 lb.	Ammunition (range 80/320), heavy, reload (1, 2 actions), special, two-handed
Sniper Rifle	500 gp	2d8 piercing	8 lb.	Ammunition (range 150/560), heavy, reload (4), sighted, two-handed

EXOTIC MODERN FIREARMS

Name	Cost	Damage	Weight	Properties
Anti-Material Rifle	650 gp	2d10 piercing	30 lb.	Ammunition (range 150/450), heavy, loading, sighted, two-handed
Assault Shotgun	350 gp	2d8 piercing	10 lb.	Ammunition (range 10/30), automatic, heat, heavy, scatter (2d10), two-handed
Briefcase Gun	650 gp	2d8 piercing	6 lb.	Ammunition (range 30/120), concealable, reload (10)
Magnum, Explosive	1,250 gp	2d8 fire	8 lb.	Ammunition (range 50/200), explosive, heavy, reload (4)
Multi-Rocket Launcher	1,750 gp	2d8 fire	22 lb.	Ammunition (range 30/90), explosive, heavy, loading, scatter (2d10), two-handed
Revolving Grenade Launcher	900 gp	2d8 fire	16 lb.	Ammunition (range 100/400), explosive, heavy, reload (6), two-handed





SIMPLE FUTURISTIC BLASTERS

Name	Cost	Damage	Weight	Properties
Avia-Ra Sunstaff	150 gp	2d6 radiant	6 lb.	Blaster (range 100/400), special, two-handed
Ion Cannon	250 gp	2d6 radiant	6 lb.	Blaster (range 30/90), scatter (2d8), two-handed
Phaser	75 gp	2d4 radiant	2 lb.	Blaster (range 50/200), light, nonlethal
Repeater	100 gp	2d6 radiant	3 lb.	Blaster (range 60/240)
Standard Carbine	250 gp	2d6 radiant	7 lb.	Automatic, blaster (range 80/320), two-handed
Swarm Pistol	100 gp	2d4 radiant	2 lb.	Automatic, blaster (range 30/120), foregrip, light

MARTIAL FUTURISTIC BLASTERS

Name	Cost	Damage	Weight	Properties
Antimatter Carbine	400 gp	2d6 necrotic	4 lb.	Automatic, blaster (range 30/120), foregrip
Blitz Cannon	800 gp	2d8 lightning	7 lb.	Blaster (range 10/30), heavy, scatter (2d10), two-handed
Concussion Rifle	800 gp	2d8 thunder	8 lb.	Blaster (range 150/600), sighted, two-handed
Diode Beam	2,000 gp	2d8 radiant	80 lb.	Blaster (range 120/480), heavy, mounted, special, two-handed
Magnus	800 gp	2d8 radiant	6 lb.	Blaster (range 70/280), heavy, overheat
Plasma Launcher	1,000 gp	2d6 fire	8 lb.	Blaster (range 50/200), explosive, foregrip
Psionic Helm	750 gp	2d6 psychic	3 lb.	Blaster (range 70/280), special
REC Gun	1,500 gp	2d8 radiant	120 lb.	Automatic, blaster (range 100/400), heavy, mounted, two-handed
Singularity Emitter	2,500 gp	2d10 force	400 lb.	Blaster (range 120/480), heavy, overheat, special, two-handed
Volcanic	1,000 gp	2d6 fire	10 lb.	Blaster (range 15-foot cone), heat, heavy, two-handed, special

EXOTIC FUTURISTIC BLASTERS

Name	Cost	Damage	Weight	Properties
Binary Gun	550 gp	2d6 radiant	6 lb.	Automatic, blaster (range 80/320), light, twinshot
Experimental Carbine	450 gp	2d8 force	5 lb.	Automatic, blaster (range 80/320), two-handed
Fusion Emitter	3,000 gp	2d10 radiant	60 lb.	Blaster (range 120/480), heat, heavy, special, two-handed
Hardlight Ballista	1,250 gp	2d10 force	20 lb.	Blaster (range 170/680), heavy, reload (1), sighted, two-handed
Hyper Blitz Cannon	950 gp	2d8 lightning	10 lb.	Automatic, blaster (range 30/90), heat, heavy, scatter (2d10), two-handed
Linear Accelerator	800 gp	2d8 varies	12 lb.	Automatic, ammunition (range 100/400), heavy, special, two-handed

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the weapons tables.

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. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the Ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

Automatic. When you make an attack with this weapon on your turn, you can choose to make two attacks instead. These attacks are always made with disadvantage, regardless of circumstance. These attacks use twice 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. While stowed, you have advantage on Dexterity (Stealth) checks made to conceal 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 15-foot diameter sphere. The projectile can target an unoccupied space within its range. Each creature other than the target within the blast radius (for a Medium or smaller target, each creature within 5 feet of it) must make 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 range increases by 50 feet and its long range increases by 200 feet.

Heat. This weapon gains a heat point whenever an attack is made with it, and loses one heat point whenever you begin your turn. If the weapon gains 3 heat points, it overheats and loses all heat points. An overheated weapon can't be used to make an attack again until the end of your next turn.

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 1 on the d20 for an attack roll with this weapon, it jams. A jammed weapon 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.

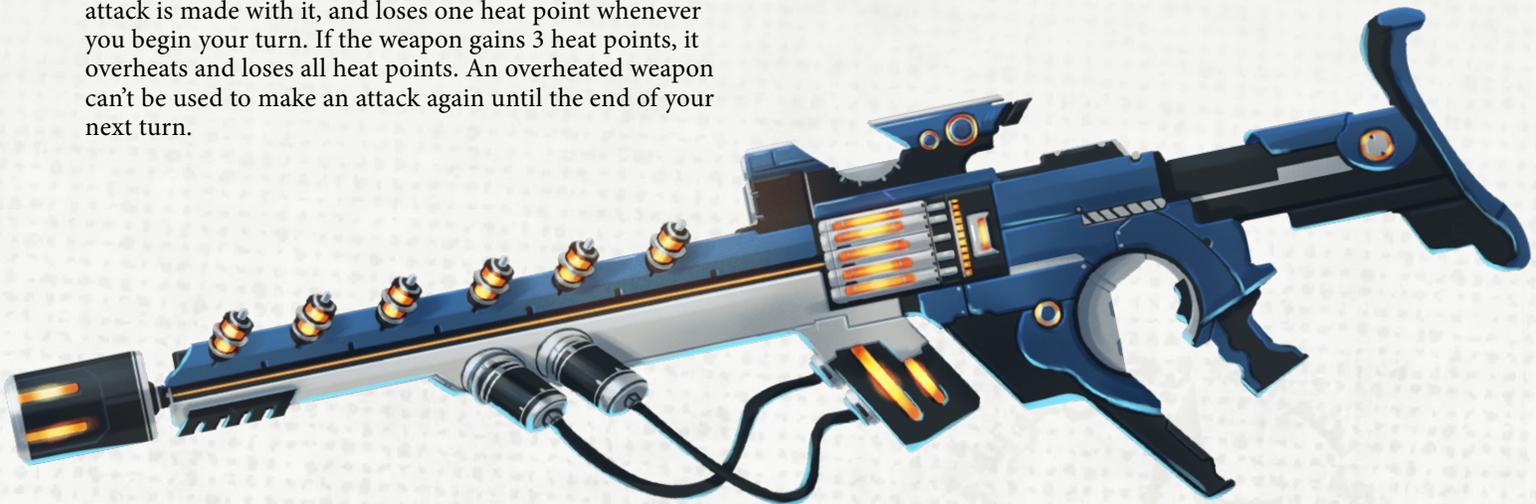
Overheat. Once you make an attack with this weapon, it can't be used again to make an attack until the end of your next turn.

Reload. This weapon can be used to make a number of attacks before it must be reloaded. If you are proficient with the weapon, reloading it takes a bonus action; otherwise, reloading it takes an action. Some weapons require an action or 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").



CHAPTER 4: SPELLS

Twinshot. Once on each of your turns when you make an attack with this weapon, you can make another attack with it against a different creature that is within 5 feet of the original target and within range of the weapon.

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

SPECIAL WEAPONS

Weapons with special properties are described here.

Avia-Ra Sunstaff. This weapon can also be used as a quarterstaff.

Bomb. When a bomb hits a target, it explodes in a 5-foot radius and is destroyed. The bomb can be thrown at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 11 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Additionally, as a bonus action, you can empty some of the bomb's explosive material to permanently remove the blast radius from this bomb, dealing damage only to the bomb's target.

Diode Beam. As an action, this weapon can be fired continuously in a beam, affecting a 120-foot long, 5-foot wide line in a direction you choose. When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 14 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.

Fusion Emitter. When this weapon hits a target, each creature within 5 feet of the target is pushed 5 feet away from it.

Light Cannon. This weapon deals double damage to objects and structures.

Linear Accelerator. This weapon uses any item of 10 pounds or less that can fit within a 1-foot cube as ammunition. Its damage type is bludgeoning, piercing, or slashing damage, as appropriate to the ammunition used.

Psionic Helm. You can use your choice of Intelligence, Wisdom, or Charisma, instead of Dexterity, for this weapon's attack rolls.

Rocket Launcher. This weapon deals double damage to objects and structures.

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

Volcanic. Whenever you make an attack with this weapon, it spews flames in a 15-foot radius cone. Each creature within that area must make a DC 14 Dexterity saving throw or take 2d6 fire damage.

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.

RENAISSANCE TAG

To better organize these spells, the following spells include the Renaissance tag. This tag indicates that this spell is appropriate in campaigns with prevalent firearms and other emerging technologies.

SPELL DESCRIPTIONS

These spells are listed in alphabetical order.

ANTIBALLISTICS FIELD

6th-level abjuration (renaissance)

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, and firearms used to make an attack immediately jam. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

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

CHROMATIC BULLET

1st-level evocation (renaissance)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a firearm)

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack using a firearm during the spell's duration, your bullet sparks with elemental energy. The attack deals an extra 2d4 damage to the target. You choose whether this additional damage is acid, cold, fire, lightning, poison, or thunder damage, and you can choose to change the firearm's damage to one of these damage types. You do not need to pick the same damage type for both.

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 (renaissance)

Casting Time: 1 action

Range: Self

Components: S, M (a ranged weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make an attack with a ranged weapon, otherwise the spell fails. The attack's projectile is invisible while in flight, and the weapon itself is silent. If the weapon is a firearm, this spell suppresses the smoke and light the weapon produces, making it impossible to see or hear where the shot came from.

This spell only conceals the first shot you make; any additional shots aren't concealed.

CONJURE CANNONBALL

3rd level conjuration (renaissance)

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.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each spell slot above 3rd.

CONJURE COVER

1st-level conjuration (ritual) (renaissance)

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 cobblestone wall along the ground, a perfect source of cover, at a point you can see within range. The wall is 18 inches thick and is composed of three 5-foot long by 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 from ranged attacks, and a Small creature that hunkers behind it has three-quarters cover from ranged attacks. A prone creature has total cover behind the wall. The wall can be leapt over without using any additional movement.

Each segment has AC 10 and 60 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 (renaissance)

Casting Time: 1 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, you can use your action to make a ranged spell attack against one creature you can see within 60 feet of you, dealing 1d8 force damage on a hit.

Your finger gun doesn't require ammunition, but it is considered to be a firearm for spells and effects that apply to firearms.

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

JAM WEAPON

2nd-level transmutation (renaissance)

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

Range: 60 feet

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

Duration: Instantaneous

The firearm you target jams upon firing. The attack fails, and the firearm is jammed. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

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

JETHRO'S INSTANT RELOAD

2nd-level conjuration (ritual) (renaissance)

Casting Time: 1 action

Range: Touch

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

Duration: 1 hour

One ranged weapon you touch becomes enchanted to reload itself automatically. If the weapon has the Loading or Reload property, you can ignore this for the duration. When the weapon's ammunition is depleted, new ammunition teleports from your person to your hand or into the weapon, as appropriate. If the weapon takes an action or longer to reload, it reloads itself at the end of your turn.

If you aren't carrying sufficient ammunition for the weapon to reload, the spell ends.

PERFORATING SMITE

2nd-level evocation (renaissance)

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 before this spell ends, the shot is charged with an incredible amount of power. 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. Each creature in that line must make a Dexterity saving throw. A creature takes the weapon's normal damage on a failed save, or half as much damage on a successful one.

PROTECTION FROM BALLISTICS

2nd-level abjuration (renaissance)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A shimmering shield of energy surrounds one willing creature you touch. For the duration, ranged attacks made by firearms have disadvantage against the target, and the target has resistance to any damage dealt by firearms.

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