

GUNFIGHTER

Tough and smelling of smoke, the human stood alone amidst the throng of onlookers as the swordsman whom was bent on ending his life twirled his blade. He moved forward but got barely a step as the human drew the device at his side in a single swift motion. The pistol barked loudly and the swordsman fell.



Hunting was a sport many took up either for sport, to find food, or for some it was a manner of creating income. But for the dwarf it was a little of all things. Hunting criminals was his game, his sport, and it did put food on his table when he earned his bounty. Patience was the key and not a common trait in dwarves. Through the scope the dwarf spied his quarry at last. An exceptional archer could make the shot he was about to do, but for him it was simpler. Squeezing the trigger of his rifle it barked loudly and in the scope he saw the man move into the path of his bullet where it struck him in the head.

Life was good for the elf as she twirled the pistols in her hands. People cheered as she entered the room. A posh man in a hat knew the routine and immediately tossed a can into the air. She moved and fired the pistol once putting a hole in it. Then came a bottle which she shattered with her next shot. Then the coin came twirling into the air. An impossible shot for some, but her it was simple and the bullet punched through the coin with ease.

Modernized Warriors

While some people prefer bows and arrows, or swords and axes, the gunfighter prefers their own unique weapons. Gunfighters specialize in the use of firearms, namely pistols and rifles of different types. In some places, the gunfighter is an inventor and the first crafter of such a weapon. In other cases, the gunfighter may be just one of many such people in the world.

Gunfighters find a place where ever they go whether it is as a soldier, a performer, or adventurer. Those who take up the art are keen on moving swiftly, using stealth, and being able to draw and load their firearms with deft skill.

Gun Smoke and Danger

Gunfighters tend to work in a trade that allows them to either be around firearms or one that allows them to utilize their firearms. They work at best from a distance, but some are capable of getting up close with their firearms. Gunfighters are often a first and last line of defense in any battle.

Though one may assume that while they are agile they are not tough, the gunfighter is quite hardy, making them well suited to a life of adventure. Much to the irritation of many adventurers, the gunfighter is not a quiet fighter as their method of fighting is typically very noisy and easily draws attention.

Creating a Gunfighter

When creating a gunfighter there are some things to take into consideration. How did you become a gunfighter? Are you the first of your kind, or one of many that exist? Do you keep your wondrous invention to yourself or do make more to sell to others? Why do you adventure, is it to test your newest gun, or is it to test your skill with it?

What drives you forward? Is there a monster that can only be killed by your unconventional weapon? In all, why do you adventure?

Level	Proficiency Bonus	Features
1	+2	Gunsmith, Mechanical Expert
2	+2	Triggerman, Quick Draw
3	+2	Gunfighter Archetype, Quick Reload
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Gunfighter Archetype Feature
7	+3	Dodger
8	+3	Ability Score Improvement
9	+4	Disarming Shot
10	+4	---
11	+4	Gunfighter Archetype Feature
12	+4	Ability Score Improvement
13	+5	Silenced Gunplay
14	+5	---
15	+5	Deadly Shot
16	+5	Ability Score Improvement
17	+6	Gunfighter Archetype Feature
18	+6	Line Them Up
19	+6	Ability Score Improvement
20	+6	Gun Them Down

Quick Build

You can make a gunfighter quickly by following these suggestions. First you will want to make Dexterity your primary score. Next you will want Intelligence and Constitution to be higher. Next you will want to choose either the Entertainer or Sage backgrounds.

CLASS FEATURES

As a gunfighter, you gain the following class features.

Hit Points

- **Hit Dice:** 1d8 per gunfighter level
- **Hit Points at 1st Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

- **Armor:** Light armor, medium armor
- **Weapons:** Simple Weapons, Firearms*
- **Tools:** Alchemy tools
- **Saving Throws:** Dexterity, Intelligence
- **Skills:** Choose three from Acrobatics, Arcana, Investigation, Perception, Deception, Sleight of Hand, Stealth, Survival.

*: Firearms are normally classified as Martial Weapons. In settings where firearms are common, this should be changed to Martial Weapons.

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) one rifle and one pistol or (b) two pistols
- (a) an explorer's pack or (b) scholar's pack
- A short sword and a dagger

Gunsmith

Beginning at 1st level, you possess the knowledge and skill needed to craft pistols and rifles, as well as the powder and bullets. It can take you several days to craft a pistol or rifle by hand. As for the black powder used this alchemical process requires patience and a few hours if the proper materials are present. When constructing either the guns or mixing the black powder you have advantage on any rolls needed regarding these. Below are the different gun types that can possibly exist and that a GM may allow a player to not only make, but also possibly work toward making. See page 267 in the DMG for stats on Firearms.

- **Flintlock Guns:** These firearms make use of a ramrod to add powder and bullet into the weapon. Flintlock guns have the loading property. If submerged in water the weapon has a 50% chance that it will not fire and will need.
- **Cylinder Guns:** These are firearms that make use of a central cylinder that either has powder and bullets loaded into it individually (and covered with wax), or a cartridge "bullet" is inserted into each chamber instead with each cartridge



containing the powder & bullet. Reloading the first type takes a minute, otherwise an action can be used to load a number of cartridges equal to the character's DEX mod. In some cases, the entire cylinder is removed and a preloaded one is put into its place.

- **Clip Guns:** These types of guns are extremely advanced in technology compared to the previous two types of firearms. Here a clip is loaded with a number of cartridges into some part of the firearm. These weapons often can be short rapidly with a risk of jamming occurring if done; otherwise, they simply hold more shots than a cylinder gun, or at least make it faster to reload the weapon.
- **Black Powder (Gun Powder):** One has to be careful with black powder (also known as gun powder); if exposed to high temperatures or an open source of flame it can ignite. Your skill in making it allows you to produce 1 ounce (equivalent to 1 powder horn full) of black powder per hour of work.
- **Explosives:** One's knowledge of black powder lends itself to the creation of different types of explosives and the character can craft 1 grenade or stick of dynamite per hour of work.
- **Cannons:** With significant time and effort one can make a cannon and make enough gunpowder for its use. These weapons are not man-portable, and work similar to a ballista in this way.



When traveling you know how to carry your gear so as to keep powder from igniting when hit by something like a fireball, or from getting wet when it's raining (this assumes one is using flintlock weapons which are muzzle loaded). Note that this is not a problem for cartridge based bullets, though they can still be set off if directly hit or significant heat is applied to the casing. If the GM ever requires a roll to avoid ammunition igniting, then the character is considered to be at an advantage.

Mechanical Expert

At 1st level you are adept at mechanical workings of things. While this lends itself to your expertise in firearms, it also has other applications. When working with any sort of mechanical device (like traps or locks) you have advantage on saving throws and skill checks (this includes setting off the trap). This feature also can be employed to allow you to build mechanical devices as well (given time).

Triggerman

At 2nd level you pick up on a number of tricks and tactics when using firearms. You suffer no penalties when using a 1 handed firearm in melee combat (allowing you to make a ranged attack with it), and you may use the butt of a rifle to make a melee strike with (as if it were a club) at no penalty as well. Additionally, one of your firearms is considered magical for the purposes of overcoming resistances. You may choose just one and must spend an hour attuning to it for this purpose; you may change the weapon if desired, should you acquire a new firearm you prefer.

Quick Draw

At 2nd level you have developed the skill of the quick draw. You may draw a one handed weapon as an incidental action and may swap 1 weapon as an incidental. Drawing another weapon still takes the normal time allotment. You also may perform a "Quick Shot" action. When performing a quick shot, you draw your weapon and may take 1 shot as a bonus action. You may then continue to hold the weapon or you may holster it.

Gunfighter Archetype

At 3rd level, you choose an archetype that you train to emulate: Pistoletier, Sniper, or Magic Gunner, all of which are detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 6th, 11th, and 17th level.

Quick Reload

At 3rd level you can rapidly reload your firearm. When your firearm is empty, you may use a bonus action to reload the weapon, (or an incidental action if a bonus action is already an applicable option for the weapon).

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.

Dodger

At 7th level you adapt at avoiding being hit both at a range or up close. Against all attacks you gain a +1 bonus to your AC. You may also designate a single target you wish to dodge and gain an additional +1 to your AC against all attacks from that target. You may switch targets as an incidental action at the start of your turn.

Disarming Shot

At 9th level you gain the Disarming Shot feature. With an action or reaction, you may shoot the weapon or item out of the opponent's hands with a normal attack roll. If you hit, the opponent must make a STR save against a difficulty of 8 + your DEX Mod + your Proficiency bonus. If they fail the weapon is knocked from their grasp landing within 10ft of them; additionally, they take damage. If they succeed, however they retain their hold of the weapon, and take half damage. Your weapon must have ammunition in order to use this, or you must have something you can throw.

Silenced Gunplay

At 13th level you gain a magic ability to muffle the sounds of your gun fire. While concentrating when using your guns, you are able to silence the sound of them being fired imposing a disadvantage on opponents attempting to hear them. If attacked you must make an INT save in order to maintain your concentration.

Deadly Shot

At 15th level your aim is deadly. Attacks made with a firearm deal an additional +2 damage, and if a critical hit is rolled you may add an additional 2d8 to the damage done (this amount does not double).

Line Them Up

At 18th level you can hit two opponents with one shot. One opponent must be standing in front of the other. One attack roll is made against the first target, the second may make a DEX save against 8 + the character's DEX mod, + their Proficiency Mod. If they succeed, they take no damage, but if they fail they take half damage. If you can make multiple attacks with your action, you may use this for each attack made so long as you have the shots available.

Gun Them Down

At 20th level, you can choose an opponent to vest a bullet-filled wrath upon. When you make a successful attack on a single opponent, you may spend your bonus action to continue to pump lead into them. On your turn you make an attack roll, if successful you unload as many shots as you can in a single attack. Each shot fired increases the base damage rolled by 1 die (equal to the base damage dice of the firearm). You can reload between shots if needed, but this limits the number of dice you can add. Aside from the first shot you can add a number of dice to the attack equal to your DEX mod + INT mod, if you must reload between shots you reduce the extra dice rolled by 1 per reload made. After this attack is used it cannot be used again until a long rest is taken.

Gunfighter Archetypes

The gunfighter has three paths that they may follow: Pistoleer, Sniper, and Magic Gunner. Your choice grants you features at 3rd level, and again at 6th, 11th, and 17th level.

Pistoleer

Taking up the pistoleer archetype means you have chosen to focus your skill into performing tricks with a pistol that in some cases border upon being magical. As you walk the pistoleer's path you learn to perform trick shots such as shooting fast moving or small targets, or bouncing your shots in otherwise impossible ways.



Trick Shot

At 3rd level, you gain the ability to perform one of several trick shots. You gain a number of Trick Points equal to your INT modifier + 1; this increases by 1 per level. Each trick you use makes use of a trick point. These are recovered after a long rest.

- **Bounce the Shot:** You can bounce your shot off surfaces to negate cover advantages an opponent may have. Surfaces must be present for this to work with, a mystic effect is applied to the bullet that allows it to ricochet off the surface. For ½ cover you may spend 1 trick point to negate the cover. For ¾ cover 2 trick points must be spent.
- **Wings Off a Fly:** When you focus your mind onto a shot you can essentially “shoot the wings off a fly”. When you spend 1 trick point, you gain advantage on one attack roll. No more than one trick point can be spent in this manner on your turn, should you be able to make multiple attacks.
- **Roulette Shot:** You can infuse your firearm with some mystic energy, however you have no control over what it is for 2 trick points. This turns the bullet into a cantrip attack spell, which is randomly chosen by the GM. The spells caster level is half that of the Player. Save DC's for the spell are equal to 8 + INT mod, + Proficiency bonus. The pistol must be loaded for this to be used.

Marvelous Slinger

At 6th level, you gain one of the following features of your choice.

- **Steely Gaze:** You can lock eyes with an opponent, whether creature or man, and instill fear into them. You gain advantage on Intimidation skill checks to inspire fear in opponents or creatures.

- **Concealed Weaponry:** You gain advantage on any skill rolls made to conceal your weapons from the views of others, or to convince them that you are not armed. Weapons that this can apply to must of course be one handed and capable of being concealed.
- **Impressive Performance:** When using your firearms to put on a show you gain advantage on your rolls to entertain the people watching.

Dueling Pistoleer

At 11th level, you gain one of the following features of your choice.

- **Diving Shot:** When the subject of an attack that lets you make a DEX saving throw; if you make your save, you can use your reaction to make an immediate attack roll against the target.
- **Greased Lightning:** You can act normally when an opponent would normally be able to make a surprise attack against you. Additionally, you gain advantage on Initiative rolls.
- **Reach for it:** You can designate a single target on your turn for this to apply to. When a target is about to attack you, you may interrupt their attack with your reaction – attacking them instead (with a normal attack roll). If your attack is successful they have disadvantage on all attacks made against you until the start of your next turn. After this is used the character must take a short rest before they may use it again.

Mystic Marksmanship

At 17th level, the range of your trick shot capabilities has increased allowing you access to the following additional uses.

- **Curve the Bullet:** Through some mystic means you can curve your shots to allow one bullet to hit more than one target. For each target you wish to hit you need to spend 1 trick point. This allows you to make an attack roll against the AC any target you can see. The bullet however cannot be used to hit a missed opponent and must continue to move in a line, but it cannot make any sharp turns.
- **Magic Bullet:** For 3 trick points you can negate cover and concealment benefits a target may have. The bullet, when fired, will seek out the target. A normal attack roll is made however, and the character must have seen the target at least once.
- **Ballistic Bullet:** For 5 trick points your ordinary little bullet gains some mystic punch to it and can deal some significant harm. The attack gains +2d10 in damage and opponents hit by the attack must make a STR save (8 + DEX mod + Proficiency Bonus); if they fail they fall prone.

Sniper

Taking up the way of the sniper is one where you rely more on rifles than pistols. As you walk the path of the sniper you develop skills and abilities that allow you to easily spot targets and follow them as well as putting an end to them from distances no archer can hope to achieve.

Perfect Sight

At 3rd level, your sight is not something that is easily fooled or obscured. You have advantage on all Perception rolls you make regarding your sight. Additionally, you also gain darkvision up to 60ft (if you already possess this then your range of vision increases to 120ft).

Far-Shot Master

At 6th level, the range of any weapon you use is doubled when in your hands. If using a firearm however, you gain advantage on one attack roll per turn made at Long Range. Additionally, your sight is similarly affected for the purposes of making perception rolls.

Deadly Shot

At 11th level, when using a firearm, you may add an extra 1d8 to the damage you deal for a single shot. This damage applies only once per turn however.

Sniper's Wrath

At 17th level, you are capable of firing a lethal shot that that can pierce armor, surroundings and inflict severe trauma on anyone foolish enough to be in its path. On your action when you attack with a ranged weapon your attack ignores cover, concealment, and illusions (this includes invisibility) as you are able to briefly understand and know the position of everything that is within range of your weapon. All targets in a straight line from the firing point must make a DEX save vs. a difficulty of 8 + DEX mod + proficiency bonus. If the save is made the target(s) take half damage. If the target(s) fails their saving throw, they take damage of the weapon (and any bonus damage that can be applied) as well as an additional 4d10 damage. Once used this attack cannot be used again until a long rest is taken.

Magic Gunner

For some the mixture of magic and gunplay is a strong calling. Where other magical types rely upon their various spells you instead rely upon your guns and the power you infuse into them.

Magic Bullets

At 3rd level you don't need to buy bullets for your firearms, or rely upon black powder. You gain a number of "essence reloads" for your weapons equal to your level, (single shot guns however get a total of 2 shots before reloading). Reloading takes the normal amount of time for the weapon as you infuse the weapon with magic energy (you can still use normal ammo though). This works even with enchanted firearms. You can attune your magic bullets to a number of firearms equal to 1 + your INT modifier. Your essence reloads are shared between all firearms you have. Magic bullets deal Force based damage and are magical (if the weapon is not already treated as such). Once your essence reloads have been used up you must take a short rest to recover all of your reloads. Damage of the shots is still based upon the weapon.



Gun Caster

At 6th level you gain the ability to fire off spells with your firearms. At 6th level you can learn 3 level 1 spells, 2 level 2 spells, and 1 level 3 spell of your choosing from the Wizards spell list. Each spell fired uses a number of magic bullets equal to the spells level. To cast a spell as 1 level higher it expends additional 1 reload. The spell casting in this manner is limited to the number of shots that the gun can normally fire. Thus if using a revolver (with 6 shots) and you cast your 3rd level spell then you could only cast it as 1 level higher.

Elemental Shots

At 11th level you get to generate elemental shots with your magic bullets. Here you may choose four elements that your weapon can do damage as instead of just Force damage. The damage type can be: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, and Thunder. In addition to the type, it also gains certain additional aspects for the attack. If there is a saving throw the difficulty is 8 + DEX mod + proficiency bonus.

- **Acid:** When the attack hits it deals splash damage to any opponent within 5ft of the initial target. These additional opponents must make a DEX save or take the weapon's damage (just the weapon's damage, no modifiers).
- **Cold:** When hit by the attack the target's speed is reduced by 10ft until the start of your next turn.
- **Fire:** A flammable object hit by this spell ignites if it isn't being carried or worn.
- **Lightning:** When hit the target cannot take reactions until the start of its next turn.
- **Necrotic:** When hit the target cannot regain HP until the start of your next turn. Undead targets also have disadvantage on attack rolls until the end of your next turn.
- **Poison:** Instead of an attack roll the target must make a CON saving throw or take damage.
- **Psychic:** Instead of an attack roll the target must make a WIS saving throw or take damage.
- **Radiant:** The attack's damage type simply changes to radiant.
- **Thunder:** If hit the target must make a STR saving throw. If they fail, they are pushed back 10ft. Additionally the sound of the weapon being fired is magnified (double the range at which a Perception roll is required and grants advantage on that skill check to those within that range).

Gun Mage

At 17th level your ability to wield magic through your firearms is increased to its fullest. First the number of spells you may know increases. You can know up to 5 level 1 spells, 4 level 2 spells, 3 level 3 spells, 2 level 4 spells, 1 level 5 spell, and 1 level 6 spell. Finally, you and any weapon you have can never really be separated. You may spend an hour to attune up to a number of the weapons you own equal to your INT mod +1. Once attuned to these weapons (this is besides the normal attunement some magic weapons require) you may use your move action to call one of any of these weapons to an empty hand regardless of where they may be (unless they are in a different dimension or plane of existence). If already on your person you must still draw them normally.