



## GUNSLINGER

A SLENDER HALF-ELF STANDS OPPOSITE A Glabrezu, staring each other down as the smoke of the burning mansion writhed in thick, snake-like coils over their heads.

The fire was laddering up the boards of the walls and along the banister of the stairwell. A draft stirred the air as streamers of smoke spun down from the ceiling and danced through the room like wraiths.

The half-elf's hand hovered over the handle of her pistol, with eyes trained on her target and her hand as steady as a steel rail. The burning wood popped and cracked. One of the smoke pillars descended by the demon's side, concealing his mighty pincer. The Glabrezu made it's move.

The massive claw was a blur, bursting from the smoke; the gunslinger went for the draw, a hair too late; it's chitinous arm pinning her to a burning wall.

As the smoke cleared from the beast's pincer, it revealed a golden-eyed half-elf smiling back through the blood and ash. She leveled her peacemaker centre mass and shot him twice in the chest, each one impacting with an explosion of radiance.

It staggered back, crashing into the banister of the burning staircase. The pistol smoke danced around her like wild ghosts as she approached the wounded horror.

"Turn about is fair play demon; you take my soul, I take yours." She spoke softly as she pressed the six gun to it's temple, filling the mansion with the thunderous applause of the remaining four shots.

For a renegade few, battle sounds different than it does for the typical fighter. The clash of steel and the sizzle of spell energy are drowned out by the thunderous rhythm of gunfire—the pounding beat of the gunslinger.

Gunslingers are a bold and mysterious lot. While many treat the secrets of black powder with the same care and reverence that a wizard typically reserves for his

spellbook, most gunslingers know that firearms are a secret that cannot remain concealed forever. While current firearms are simple, often imprecise, and even dangerous devices, they are a technology on the move, and one that will become even more powerful when it is fully fused with magic.

Gunslingers are thunderous artillery, often found where the fighting is fiercest. Brave, clever, and frequently foolhardy, many gunslingers push to position themselves at close range, barrels blazing, to take down their foes and demoralize their enemies. Other gunslingers are masters of distant death, picking off enemies from afar with their strange and wondrous weapons.

## THE GUNSLINGER

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Utility Shot
2nd	+2	Grit, Quick Draw
3rd	+2	Gunslinger Archetype
4th	+2	Ability Score Increase
5th	+3	Gunplay
6th	+3	Targeting
7th	+3	Gunslinger Archetype
8th	+3	Ability Score Increase
9th	+4	Evasive
10th	+4	Gunslinger Archetype
11th	+4	Gunplay (2)
12th	+4	Ability Score Increase
13th	+5	'Slinger's Luck
14th	+5	Ability Score Increase
15th	+5	Gunslinger Archetype
16th	+5	Ability Score Increase
17th	+6	Cheat Death
18th	+6	Gunslinger Archetype
19th	+6	Ability Score Increase
20th	+6	True Grit

### CLASS FEATURES

As a gunslinger, you gain the following class features.

#### HIT POINTS

**Hit Dice:** 1d10 per Gunslinger level.

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per gunslinger level after 1st.

#### PROFICIENCIES

**Armor:** Light armor, medium armor

**Weapons:** Simple weapons, firearms, longswords, rapiers, scimitars, short swords

**Tools:** Gunsmith's Kit

**Saving Throws:** Strength, Dexterity

**Skills:** Choose two skills from Acrobatics, Athletics, Persuasion, Intimidate, Perception, Stealth and Survival

#### EQUIPMENT

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

- a musket, pistol or blunderbuss
- (a) a scimitar (b) rapier or (c) any simple weapon and a bayonet
- (a) leather armour or (b) scale armor
- An explorer's pack, a holster, 50 bullets, a full powder horn and a gunsmith's kit.

Any firearms you begin with have the Battered property.

### FIGHTING STYLE

You adopt a particular style of fighting 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. Fighting Styles from other classes that to choose again. Fighting Styles from other classes that affect ranged weapons do not apply to firearms.

#### MARKSMAN

You gain a +2 bonus to ranged attack rolls you make with firearms.

#### GUNFIGHTER

When you are wielding a firearm and make a ranged attack you have the following benefits: While you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on all ranged attacks.

#### DESPERADO

When you take the Attack action and make a ranged firearm attack with a one handed firearm, you can use a bonus action to make another ranged firearm attack with a one handed firearm that you're holding. Additionally, you may draw, stow or reload two one handed firearms when you would normally be able to draw, stow or reload one.

#### AVANTE-GARDE

When you take the attack action and attack at least once with a one handed weapon or bayonet, you can use a bonus action to make a firearm attack with a firearm that you're holding. Additionally you may draw or stow two weapons when you would normally be able to draw or stow one. While you are within 5 feet of a hostile creature and holding a melee weapon, you do not have disadvantage on ranged attack rolls.

## UTILITY SHOT

Starting at 1st level, you can take a shot with a firearm that creates a dramatic effect, rather than causing damage. This can blast open a lock, scoot an unattended object of 10 pounds or less, sever a rope or chain or any other suitably dramatic effect that the DM approves. If the DM calls for a roll when using the utility shot, you may choose to spend a grit point to roll with advantage once you acquire the Grit feature.

## GRIT

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit.

In game terms, grit is a fluctuating measure of your ability to perform amazing actions in combat. At the start of each day, you gain a number of grit points equal to 1 + your Charisma modifier. Your grit goes up or down throughout the day, but usually cannot go higher than 1 + your Charisma modifier, though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

**Critical Hit.** Each time you score a critical hit with a firearm or one-handed melee weapon attacks while in the heat of combat, you regain 1 grit point. Critical hits gained outside of die rolls (via enemy conditions) do not generate grit.

**Killing Blow.** When you reduce a dangerous creature (adjudicated by the DM) to 0 or fewer hit points with a weapon attack while in the heat of combat, you regain 1 grit point.

When you spend a grit point, it is unavailable until you finish a short rest or long rest.

You can spend these points to fuel various grit features. You start knowing three such features: Focus, Gunslinger Dodge, and Quick Clear.

### FOCUS

You may spend 1 grit point to gain advantage on the next ranged attack roll you make with a firearm this round.

### GUNSLINGER DODGE

When an attacker you can see hits you with an attack or subjects you to an effect that allows you to make a Dexterity saving throw, as a reaction you may spend 1 grit point to grant yourself half-cover against the attack or effect.

As part of the same reaction you can choose to hit the deck if you are standing, going prone and granting yourself three-quarters cover instead. This ability cannot be used if you are wearing heavy armour or wielding a shield.

### QUICK CLEAR

You can spend 1 grit point to use a bonus action to attempt a gunsmithing check to fix a firearm that has misfired.

You can also regain grit by performing daring acts. The Dungeon Master has the ultimate say as to whether an act constitutes a daring act, but as a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the gunslinger regains 1 grit point. Before undertaking an action, the player can ask the Dungeon Master if it will qualify as a daring act.

Some of your grit features require your target to make a saving throw to resist the effects.

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

## QUICK DRAW

Beginning at 2nd level, if your hands are free and unrestrained, you can draw a single weapon as part of the initiative check.

## GUNSLINGER ARCHETYPE

At 3rd level, you choose an archetype that specializes and focuses your skill with guns. Choose Mysterious Stranger, Stalker, Peacemaker, or Hexgun, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th and 18th level.

## GUNPLAY

Beginning at 5th level, when you take the attack action you can choose from one of the following attack options:

**Extra Attack.** You can attack twice, instead of once, whenever you take the attack action on your turn. Additionally when you use this feature to attack twice, you may spend 1 grit and make a third attack. At 11th level, when you spend grit to make a third attack, you may make a fourth attack as well.

**Deadshot.** You make a single ranged firearm attack as your attack action; for this attack you double all weapon dice (including weapon enchantments) and your critical range becomes 19-20. At 11th level, for this attack your dice triple and your critical range becomes 18-20. You only add your modifiers once to the overall damage.

## TARGETING

Beginning at 6th level, before you make a ranged firearm attack roll against a creature, you can target a specific part of a target's body by spending 1 grit point. The effect on the target on a failed saving throw depends on the part of the body targeted, as set out below.

**Arms.** The target takes normal or no damage (your choice), but drops an item carried in its hands if it fails a Strength saving throw.

**Head.** The target has disadvantage on attack rolls and ability checks until the start of your next turn if it fails a Constitution saving throw.

**Legs or Wings.** The target is knocked prone if it fails a Dexterity saving throw.

**Torso.** The target takes damage as normal, but is pushed back 10 feet if it is large or smaller.

## EVASIVE

Starting at 9th 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.

## SLINGER'S LUCK

At 13th level, you can spend grit to reroll a saving throw or an ability check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll an ability check. You must take the result of the second roll, even if it is lower.

## CHEAT DEATH

Starting at 17th level you gain the ability to evade certain death through sheer force of will. When you are reduced to 0 hit points, you can spend all of your remaining grit points (minimum of 1) to drop to 1 hit point instead even if the attack would otherwise kill you.

## TRUE GRIT

At 20th level, when you perform a daring act, critical strike or reduce a creature to 0 hit points you now regain two grit points instead of one.

## GUNSLINGER ARCHETYPES

Four schools of thought are common gunslingers scattered across the world. Although gunslingers are a varied lot, most can be sorted among four archetypes according to his or her aptitude and interest. All gunslingers rely on the same basic techniques, only diverging as they live long enough to develop their own style. Thus, a slinger need choose a path only upon reaching 3rd level.

## MYSTERIOUS STRANGER

Hard as a coffin nail and the fastest gunslingers alive. These few rare men and women seem to accomplish their chosen tasks purely through willpower and an unwillingness to ever give up. These mysterious strangers use their force of personality to keep going when the chips are down, often moving on from a region as soon as they accomplish their goals—hence the name.

### BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Deception, Insight, Intimidation, Performance, Persuasion, Sleight of Hand.

### BLACKPOWDER BRAVADO

At 3rd level you define the way you fight in earnest; choosing one of the two following options:

**Gun Tank.** While wearing medium or heavy armour whether or not you succeed when using your Gunslinger Dodge ability you reduce the damage taken by half. Additionally being within 5 feet of an opponent does not impose disadvantage on your ranged firearm attacks.

**Wild-card.** Your talent for not getting shot is as absurd as it is near miraculous. While you are not wearing armour or wielding a shield your AC becomes 10 + your Dexterity modifier + your Charisma modifier and when you use the Gunslinger Dodge class feature and successfully save or avoid the attack you may as a reaction take a ranged firearm attack against the attacker.

### FAST AS LIGHTNING

At 7th level, you add your proficiency bonus to your initiative. Additionally when you draw a firearm as part of quick draw, you may make a single attack against a creature you



can see, or spend 1 grit to take an attack action targeting creatures you can see; if the creature you target is surprised you have advantage on the first attack roll you make. If more than one creature in an encounter has this or a similar feature, they all act first in order of initiative, then the regular initiative order begins.

#### BLACKPOWDER SAVANT

At 10th level, choose a second option from the Fighting Style class feature.

#### UNBREAKABLE

At 15th level, you can shrug off the worst the world has to offer, such as a green dragon's poison breath or a thunder-wave spell. You gain proficiency in Constitution saving throws and when you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, as a reaction you may spend a grit point instead take no damage if you succeed on the saving throw, and only half damage if you fail (though you are still subject to any other effects the ability or spell might impose).

#### DIEHARD

At 18th level, you've lived longer than most gunslingers, and it's never quite your time. When your hit point total is at 0, and you are not dead, at the start of your turn you can choose to regain consciousness but are still dying. Until you die or stabilize you continue to make death saving throws at the end of your turns but you may choose to act taking an action and bonus action on each your turns, while in this state you are prone and your movement speeds are 0. After you use this ability, you can't use it again until you finish a short or long rest.

### STALKER

Stalkers are a motley group, elusive and silent as the grave. These loners are excellent snipers and masters of the ambush. Fighting these men and women is a terrifying prospect; eerie silence one moment and thundering gunfire the next, they are the last thing their quarry will ever see.

#### BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in three of the following skills of your choice: Investigation, Medicine, Nature, Perception, Stealth, or Survival. You can choose to gain proficiency with thieves' tools in place of one skill choice.

#### NATURAL EXPLORER

At 3rd level, you are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted. action causes you to no longer be hidden. If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would.

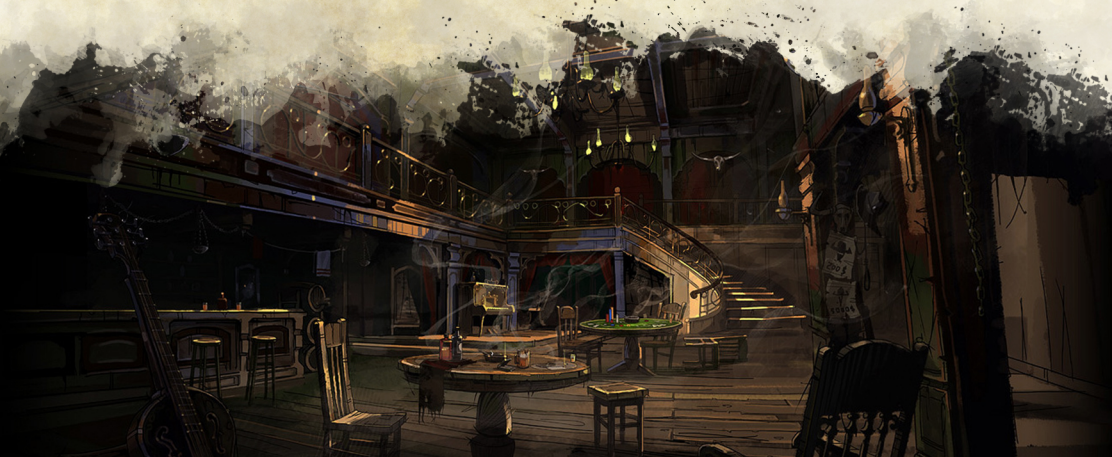
While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

#### SKIRMISHER

Starting at 7th level, you can use the Dash actions as a bonus action on your turn. Additionally, when you use the Gunslinger Dodge ability you may move up to half your speed without provoking opportunity attacks and no longer need to go prone to grant yourself three quarters cover (though you may still choose to do so).

#### HIDE IN PLAIN SIGHT

Starting at 10th level, you can remain perfectly still for long periods of time to set up ambushes. When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden. If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.



### VANISH

Starting at 15th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

### STAGGER

At 18th Level when you score a critical hit, the target must make a Wisdom saving throw or be slowed as per the spell until the end of your next turn. This is not a magical effect.

## PEACEMAKER

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Not all paladins are knights in shining armor. Peacemakers roam the world searching for evil, firearm in hand. And where they find it, they put it down.

### SACRED OATH

At 3rd level, you choose one of the paladin's sacred oaths. Becoming a Peacemaker involves taking vows that commit you to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when you reach 3rd level, is the culmination of you dedicating your weapon to an ideal. Some characters with this class don't consider themselves true gunslingers until they have reached this milestone and made their oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the gunslinger's heart.

### DIVINE BOND

At 3rd level, you learn a ritual that creates a magical bond between yourself and one or two firearms. You perform the ritual over the course of 1 hour, which can be done during a short rest.

The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. Once you have bonded a weapon to yourself, it becomes your Holy Symbol and you can't be disarmed of that weapon unless you are incapacitated. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

When your bonded weapons misfire you may choose to ignore the misfire a number of times per day equal to your Charisma modifier.

### SMITING SHOT

Starting at 3rd level, you can spend a grit point as a bonus action to bless the next shot from one of your bonded firearms. The blessing lasts until the end of the turn or until it hits or misses a target. The bullet is treated as a magic weapon that deals an additional 2d8 radiant damage on a hit.

### MONSTER SLAYER

At 7th level, whenever you smite if the target of your attack is an aberration, fiend or undead, your smite dice deal the maximum damage possible.

### IMPROVED SMITING SHOT

At 10th level, your smiting shot deals 2d10 damage, at 18th level it deals 2d12.

### DUSKBREAKER

At 15th level, when you spend grit to perform a smiting shot you may spend more grit to increase the number of smite dice by one for each additional grit point spent, up to your current grit reserve.

### DIVINE ARMAMENTS

When you gain this feature at third level, you gain two Divine Armaments of your choice (see the Divine Armaments section below). Whenever you choose to smite with a bonded weapon, you can apply the benefits of one of your Divine Armaments to that shot. You gain an additional Divine Armament of your choice at 10th and 18th level.

**Chains of Penance.** When this shot strikes its target, chains of radiant light wrap around the target. The target hit by the shot takes a -10 penalty to speed, and it takes 2d6 radiant damage if it moves 1 foot or more without teleporting. The target or any creature that can touch it can use its action to try to remove the fiery chains, which requires a successful strength check against your Grit save DC. Otherwise, the chains last for 1 minute.

**Fire of Judgement.** After being struck with this shot, the target is engulfed in holy flames that flare when the target attacks someone other than you. If at any time during before the end of your next turn the target makes an attack or casts a damaging spell that does not target or include you, it takes 3d10 points of radiant damage.

**Litany of Weakness.** You call down a wave of lethargy with your gunfire. If a creature is hit by the bullet, any bludgeoning, piercing, or slashing damage dealt by the creature's attacks is halved until the end of your next turn.

**Litany of Wrath.** Your bullet is imbued with a force that shatters a foe's resolve, a target hit by this bullet is frightened of you for one minute. As an action, the creature can make a Wisdom check against your grit save DC to end this effect. A target ignores this effect if it is immune to the Frightened condition.

**Light Lance.** You transform your shot into a lance of radiant light that passes through its targets. When you attack with this bullet, it fires forward in a line that is 1 foot wide and 30 feet long. You make a separate attack using your Smiting Shot against each creature in that line. The 30-foot lance remains for three rounds and emits daylight in a radius of 60 feet and dim light for an additional 60 feet. If any of this lance's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled. You may only misfire on the first attack, however if you do the light lance has no effect.

**Named Bullet.** Using divination magic, you grant your shot the ability to seek out your target, allowing it to curve and twist its path in search of its prey. As an action, choose one creature you have seen in the past minute, and make a ranged attack or deadshot against it, using the smiting shot ability. The bullet flies around corners if necessary, and this attack ignores three-quarters cover, half cover, and disadvantage caused by the target being out of sight or being at long range. The attack automatically misses if the target is out of the weapon's range or if there is no path large enough for the bullet to travel to the target. If the bullet hits its target, you know it, but you don't learn the target's location unless it's within your line of sight.

**Sacred Burst.** You imbue your bullet with a blast of radiant energy drawn from the school of evocation. If you hit a creature with this armament, each creature within 10 feet of it takes your smite damage.

**Warding Smite.** Your divine energy causes this bullet to temporarily beguile its target. Choose one of your allies within 30 feet of the target. If the bullet hits the target, the target can't attack the chosen ally or include that ally in a harmful area of effect until the end of your next turn. The target ignores this effect if it is immune to the charmed condition. This effect also ends if the chosen ally deals any damage to the target.

## CREDITS

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More Archetypes to come; let me know what you want  
to see!



## FIREARMS

Level	Cost	Damage	Weight	Properties
<i>Early Firearms</i>				
Blunderbuss	400 gp	1d10 piercing	8 lb.	Range 100/300, heavy, capacity (1 shot), scatter (1d8, 20/60), misfire 1, two-handed
Pistol	250 gp	1d10 piercing	3 lb.	Range 60/180, capacity (1 shot), light, misfire 1
Coat Pistol	250 gp	1d8 piercing	2 lb.	Range 40/120, capacity (1 shot), light, misfire 1, special
Musket	400 gp	1d12 piercing	8 lb.	Range 150/450, heavy, capacity (1 shot), misfire 2, two-handed
Carbine	300 gp	1d10 piercing	6 lb.	Range 120/360, capacity (1 shot), misfire 2, two-handed
<i>Advanced Firearms</i>				
Revolver	1250 gp	1d10 piercing	3 lb.	Range 90/270, capacity (6 shots), light, misfire 1
Lever-action Carbine	2000 gp	1d10 piercing	6 lb.	Range 200/600, capacity (5 shots), misfire 2, two-handed
Lever-action Rifle	2500 gp	1d12 piercing	10 lb.	Range 250/750, heavy, capacity (5 shots), misfire 2, two-handed
Breach Loading Rifle	4000 gp	2d12 piercing	12 lb.	Range 300/1200, heavy, capacity (1 shot), misfire 3, two-handed
<i>Melee Weapons</i>				
Bayonet	3 gp	1d4 piercing	1 lb.	Finesse, light, special
Rifle or pistol butt	-	1d4 bludgeoning	-	Special
<i>Ammunition</i>				
Bullets or Scattershot (10)	3gp		1 lb.	
Gunpowder (keg)	250gp		20 lb.	
Powder Horn, (empty)	10gp		1 lb.	

## MULTICLASSING

For characters who wish to multiclass as a gunslinger, the minimum ability score to do so is Dexterity 13 and Charisma 13.

Further, when you multiclass into the gunslinger class you gain proficiency in firearms and gunsmith's tools.

## FIREARM WEAPONS AND GEAR

Firearms use special ammunition, and some of them have the misfire, capacity, or scatter properties.

**Ammunition.** The ammunition of a firearm is destroyed upon use, you may salvage half of the bullets and casings (if any) that you fire however none of the blackpowder can be salvaged. Most firearms use lead bullets.

**Misfire.** A weapon that has the misfire property becomes jammed when make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's misfire score. Until the jam is cleared by spending an action to use a Tinker's Tools to make a DC 10 Intelligence ability check, the weapon can not be fired.

If your check fails, the weapon is broken and must be repaired out of combat at half the cost of the firearm.

**Capacity.** This weapon can be fired a number of times equal to it's capacity score. A character must then spend one of their attacks or a bonus action to reload.

**Scatter.** When you make a ranged firearm attack with a scatter property weapon (that is within it's scatter property range), you can make another ranged firearm attack with the same weapon against a different creature that is within 5 feet of the original target and within range and line of sight of your scatter weapon (cover rules may apply, see page 196 of the PHB). Both attacks use the Scatter property's damage die. You only misfire on the first attack roll, however if you do you may not make the second attack. Class features, spells bonuses and sneak attack only apply to the first target, however if the attack is a Deadshot the benefits apply to both attacks.

### UPGRADES

Over time they may gain access to the following upgrades for their early era weapons or they may gain access to advanced era firearms.

**Rifling.** Barrel grooves that serve to increase accuracy at great distances, the cost of this modification is double the

cost of the firearm after other modifications are applied. The weapon's normal and maximum range increase by a half. This modification cannot be applied to a Scatter weapon.

**Double-Barreled Weapons.** A second barrel and striking mechanism, the cost of this modification is half the base cost of the firearm after other modifications. The weapon's capacity is increased to 2 and it's base weight is increased by a half.

**Pepperbox Firearms.** A cylinder firing mechanism with six barrels. Complex and hard to maintain, the cost of this modification is triple the base cost of the firearm after other modifications (excluding Double-Barreled). The base weight of the firearm doubles, the capacity increases to 6, and the misfire score increases by 1. Incompatible with the double-barreled modification.

*Advanced Firearms already come with Rifling and due to their complex nature cannot be upgraded with Pepperbox or Double Barrel.*

### SPECIAL FIREARMS

**Battered.** A gunslinger's starting firearms are battered, and only they know how to use it properly. It takes a miracle of love and labour to keep it running at all. For the gunslinger it functions like a normal weapon; all other creatures treat the gun as if it had the misfired condition. This starting weapon can only be sold for scrap (it's worth is 4d10 gp when sold).

**Bayonet.** The bayonet can be fixed to a two-handed firearm as an action, however it loses the light and finesse properties. The fixed bayonet deals 1d8 piercing damage plus the wielder's strength modifier and gains two-handed property and heavy property if the parent firearm has it. An attack with a fixed bayonet is considered to be a melee weapon attack, not a melee firearm attack.

**Coat Pistol.** This pistol grants advantage on any Sleight of Hand or Stealth rolls made to conceal the weapon.

**Rifle and Pistol Butt.** Firearms are built of solid timber and durable metal to survive the rigors of melee combat, and can be used as a club for anyone with proficiency with the weapon. A melee firearm attack refers to a strike with the stock of a firearm, all firearms deal 1d4 bludgeoning damage plus the wielder's strength modifier when striking with the stock; however they gain the light, two-handed and heavy properties if the parent firearm has them.