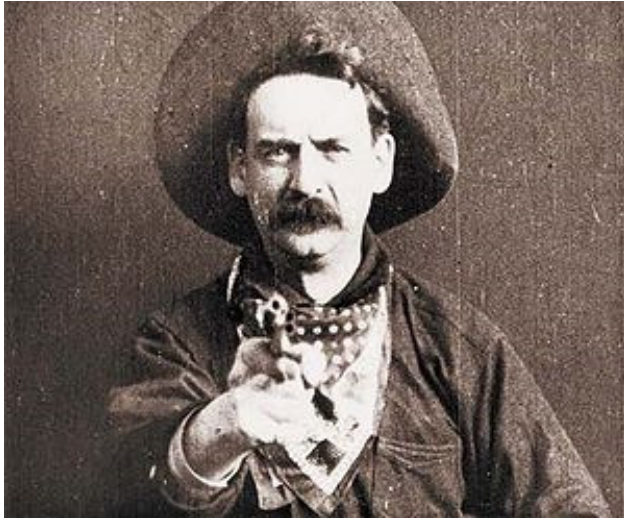


GUNSLINGER



The gunslinger is an accurate & deadly ranged attacker, who will use pistols or a rifle to attack from a distance. He quickly draw out his weapons and make several rapid successive shots at a blinding rate of speed. When up close combat occurs, he sometimes will rely upon his trusty knife hiding in his boot to take out close combatants, or even the butt of his gun used as a club. His accuracy with his firearms makes him a strong foe, and that coupled with magic makes him deadly.

GUNS AND MAGIC

This world is filled with a select few that have learned the chemistry behind firearms. The gunslinger is very rare. They have perfected the ability to craft weapons and ammunition. And keep it very secret. Many believe it is magic, but the gunslinger knows the truth: Science!

CREATING A GUNSLINGER

Gunslingers are truly unique, and may be the only one in the world. Or perhaps you have a world full of them? Did he serve as an apprentice to an Alchemist, a Wizard in a tower, or perhaps he comes from a long family line that keeps the secret tradition alive. Or maybe you were thrown back in time. Whichever way, your character has GUNS! Being able to kill zombies with a barrage of holy bullets, or trying to take out a goblin with a rifle from 400 yards is awesome! But bullets are expensive and weapons even more so. And both take time to make. You have the ability to make your own ammunition, and weapons that can fire them. And you know that those bullets are precious.

QUICK BUILD

You can make a gunslinger quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by Intelligence. Second, choose the folk hero background.

CLASS FEATURES

As a Gunslinger, you gain the following class features.

HIT POINTS

Hit Die: 1d8 per gunslinger level

Hit Points: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (5) + your Constitution modifier

PROFICIENCIES

Armor: None

Weapons: Simple weapons, revolver*, rifle*

Tools: Smith Tool's, Alchemist's supplies

Saving Throws: Dexterity, Intelligence

Skills: Choose two Insight, History, Perception, Investigation

EQUIPMENT

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

- (a) scholar's pack, or (b) dungeoneer's pack
- (a) Rifle and revolver or (b) two revolvers, 50 rounds of ammunition for each
- A light crossbow w/ 20 bolts
- Any simple melee weapon

THE GUNSLINGER

Level	Proficiency	
	Bonus	Features
1 st	+2	Fighting Style, crafting
2 nd	+2	Action Surge (one use), Danger sense
3 rd	+2	Gunslinger Type
4 th	+2	Ability Score improvement
5 th	+3	Quick shot (1)
6 th	+3	Ability Score improvement
7 th	+3	Gunslinger Type
8 th	+3	Ability Score improvement
9 th	+4	Loaded Shot
10 th	+4	Gunslinger Type
11 th	+4	Quick shot (2)
12 th	+4	Ability Score improvement
13 th	+5	Improved Crafting
14 th	+5	Ability Score improvement
15 th	+5	Gunslinger Type
16 th	+5	Ability Score improvement
17 th	+6	Evasion
18 th	+6	Gunslinger Type
19 th	+6	Ability Score Improvement
20 th	+6	Quick shot (3)

FIGHTING STYLE

You adopt a chosen fighting style as your specialty. Choose one of the following options, and you cannot take one more than once, even if you get to choose again.

CRACK SHOT

You gain a +1 bonus to attack rolls with ranged weapons and a +1 to damage.

LONG DISTANCE SHOOTING

When you are firing with a rifle at a creature that is over 90 feet away, you gain advantage. Before firing, you must take your time and prepare your shot for at least 1 round. You gain a +1 to hit for each round you prepare before firing.

DUELING

When you have a single ranged weapon in hand, and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

FAST DRAW

You can ready any weapons, and/or switch weapons as a bonus action. You gain a +2 to Initiative. If you attack before everyone else, then you receive advantage on your first attack.

DOUBLE PISTOL FIGHTING

You are able to use each hands to hold a pistol, and take advantage of two weapon fighting with them. As a bonus action, you can fire your off hand pistol at disadvantage, and add your ability modifier to the damage.

DISTRACTION

Your weapons cause hostile creatures to be on edge, when a creature you can see attacks a target other than you, you can use your reaction to impose disadvantage on their attack roll.

CLOSE QUARTERS

You have trained yourself for close combat. When you are five feet from an enemy, you do not gain disadvantage.

UNARMORED DEFENSE

When you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Intelligence modifier.

CRAFTING

Ammunition and firearms have to be crafted. The gunslinger has to spend time to craft them, and the time spent on the firearm is dependent on the gunslinger's level, and the materials he has

available. Crafting takes material costs, a crafting place, and time for each crafted item i.e. a revolver, rifle, 50 rounds of a single type of ammunition. Each one of those items take a crafting focus to complete.

When crafting, you have to make 3 successful Intelligence/Smith Tool proficiency checks against a DC 15. The total amount of rolls x 5 days determines the time spent crafting for a maximum of 30 days. This time is reduced by ½ level days as you level up.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action. Once you use this feature, you must finish a short or long rest before you can use it again.

DANGER SENSE

Starting at 2nd level, you also gain the uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on savings throws that require Dexterity against effects that you can see, such as traps and spells.

GUNSLINGER TYPE

At 3rd level, you choose an archetype that you strive to emulate in your gun fighting style. The archetype that you choose grants you features at 3rd level and again at 7th, 10th, 15th and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase on ability score of your choice by 2, or your can increase two ability scores of your choice by 1. As normal, you can't increase an ability score about 20 using this feature.

QUICK SHOT

Starting at 5th level, you are able to make an Attack action twice, instead of once. Also at 11th you increase this to three, and at 20th level you are able to make an Attack action four times for your action.

LOADED SHOT

Starting at 9th level, the ammunition you make is able to take on additional properties. Each property adds a cost of 100gp to 50 rounds of ammunition.

The following infused properties can be added by you to ammunition when crafting, if you meet the level requirements & make a single successful Intelligence/Alchemist's supply DC 15 check. There can be multiple properties added to each box of ammunition. Each property would require its own DC 15 check to be added.

9 th	Cold	+1d4 cold damage
15 th	Fire	+1d6 fire damage
19 th	Acid	+1d8 acid damage

IMPROVED CRAFTING

Starting at 13th level, when you are crafting items, you can focus on crafting two types of items simultaneously and the DC check for crafting is reduced to 10. The costs for making an item is reduced to half of the required costs.

EVASION

Starting at 17th level, you can nimbly dodge out of the way of certain area effects. 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. If you fail you only take half damage.

GUNSLINGER TYPES

The ideal of the Gunslinger has two different types, the Good and the Bad, Desperado and Lone Ranger.

DESPERADO

The Desperado takes a different approach to his enemies. He wears a black hat and doesn't mind using his deadly skills to someone's back. He will move into better position, as they miss their opportunity to attack him.

IMPROVED CRITICAL

Beginning when you choose this type of gunfighter at 3rd level, an attack roll of 19 or 20 will score a critical hit.

SNEAK ATTACK

At 7th level, you are able to add sneak attack bonus with your damage using your firearms when you have advantage or hit with a critical. This bonus starts at 2d6 at 7th level, 3d6 at 11th, 4d6 at 15th, and 5d6 at 19th level.

UNCANNY DODGE

Starting at 10th level, when an attacker that can see you hits you with an attack, you can use your reaction to halve the attack's damage against you.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. You gain expert proficiency in stealth.

UNEARTHLY DODGE

When you reach 18th level, your reflexes are so acute, that no attack roll against you can have advantage. If you are hit, you may take a reaction to make an Attack against the attack that hit you.

LONE RANGER

The Lone Ranger focuses on taking down the enemy. Taking them head on and eliminating them, quickly.

BORN KILLER

Starting at 3rd Level, if you take a creature below 1/2 of its maximum hit points on your turn, then that creature will take an additional 1d8 of damage once.

SHUFFLE THE DECK

At 7th level, opportunity attacks against you are made with disadvantage.

ADDITIONAL FIGHTING STYLE

At 10th, add another fighting style.

GATLING GUN

Starting at 14th level, you can only take one action this turn, but you are able to hit every creature within sight up to your limit on the ammunition loaded in your single weapon.

STUN ATTACK

Starting at level 15th when you hit with one of your attacks you can attempt a stunning strike. The target must succeed on a Constitution saving throw ((DC 8 + your Dexterity modifier + your proficiency bonus) or be stunned until the end of your next turn. This effect only affects one creature once, and does not stack.

DEATH DEALER

Your thirst for death is nearly unstoppable. You have a knack for killing, and always on the lookout for a fight. Starting at 18th level when you attack and hit a creature, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your Intelligence modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature. You can choose to double damage after rolling for the damage.

Weapon	Cost	Damage	Weight	Properties
Firearm ranged weapons				
Rifle	Crafted + 150 gp	3d6 piercing	9lb	Two Handed, ammunition (range 150/1200), loading (after 2 shots)
Revolver	Crafted + 50gp	1d6 piercing	3lb	Ammunition (range 60/320), loading (after 6 shots)

Ammunition is not universal, and each type of weapon requires its own type to be craft. A 50 round box of ammunition requires crafting, and costs 10 gp in material costs.

Your weapons make a thunderous boom that can be heard from 600 feet away. Creatures that are 300 feet away, can detect the general direction of the gunfire.