



GUNSMITH

Nestled away in a workshop, a lone tinkerer makes a breakthrough that will change the world. They have studied the power of gunpowder, refining the formula and fashioning a vessel for its application until at last they produce the weapon they first dreamed up so many years ago.

A sharp-minded sailor sees the destructive power of a warship's broadside, placing a spark in his mind. He works tirelessly, spending everything he earns attempting to miniaturise the devastating weapon.

A young boy watches as a firework arcs across the sky, exploding in a kaleidoscope of colour above him. Around him the townspeople let out gasps and wows, but the boy feels the rumble in his bones as the projectile explodes and inside him is ignited a passion he will refine into a deadly obsession.

THE CUTTING EDGE OF TECHNOLOGY

Gunsmiths are unique individuals who have not only seen the potential of the recent discovery of gunpowder but who also possess the ingenuity to apply the technology in ways unimaginable. The weapons they create are extremely fine in make and extremely complex in manufacture. Only the spark of inspiration or burden of obsession can drive one to the task of creating these cutting-edge weapons.



THE GUNSMITH

Level	Proficiency Bonus	Features	Quickdraw Actions
1st	+2	Forged Pistol, Swordcraft, Fastshot	2
2nd	+2	Honourable Duel, Take Aim	3
3rd	+2	Gunsmithing Innovation, Experimental Powders	4
4th	+2	Ability Score Improvement	4
5th	+3	Crackshot, Extra Attack	5
6th	+3	Gunsmithing Innovation Feature	5
7th	+3	Even Faster Shot	5
8th	+3	Ability Score Improvement	6
9th	+4	Markershot	6
10th	+4	Dishonourable Duel	6
11th	+4	Gunsmithing Innovation Feature	7
12th	+4	Ability Score Improvement	7
13th	+5	Critshot	7
14th	+5	Even Quicker	8
15th	+5	Deadeye	8
16th	+5	Ability Score Improvement	8
17th	+6	Gunsmithing Innovation Feature	9
18th	+6	Buster Shot	9
19th	+6	Ability Score Improvement	9
20th	+6	Powershot	10

FEW AND FAR BETWEEN

Due to the intricate and complicated nature of the weapons and the unique mix of traits required to drive one to create such a thing, Gunsmiths are exceedingly rare. Perhaps legends have sprung up of a man in a faraway land who possesses a strangely shaped staff of incredible magical power, or perhaps rumours persist of a mysterious new invention that sounds too farfetched to be true. Perhaps no-one has heard anything at all. In any case, the existence of firearms will always be met with disbelief until one either sees the weapon in use with their own eyes or hears too many stories of the adventurer with the dangerous new weapon for it to be passed off as falsehood.

CREATING A GUNSMITH

When creating a Gunsmith the most important thing is deciding how your character has created this weapon and why. Are you an explosion-mad maniac driven by obsession? Are you an alchemist who has stumbled upon the discovery of a lifetime? Or are you simply a talented craftsman who has seen the potential in gunpowder that no-one else has?



QUICK BUILD

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

CLASS FEATURES

As a Gunsmith, you gain the following features.

HIT POINTS

Hit Dice: 1d8 per Gunsmith level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 + your Constitution modifier for every Gunsmith level above 1st

PROFICIENCIES

Armour: Light armour, Medium armour

Weapons: Simple weapons, martial ranged weapons, firearms

Tools: Tinker's tools

Saving Throws: Intelligence, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Perception, Insight, Investigation, Medicine, and Sleight of Hand

EQUIPMENT

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

- (a) A wooden shield or (b) any simple melee weapon
- (a) A handaxe or (b) a healer's kit
- Leather armor, a pistol, tinker's tools and an explorer's pack

QUICKDRAW ACTIONS

Your reflexes are second-to-none. During combat you may use your Quickdraw Actions to perform certain extra actions during your turn. Your Gunsmith level determines the number of Quickdraw Actions you have, as shown in the Quickdraw Actions column of the Gunsmith table.

You regain your Quickdraw Actions during a long rest. Additionally, any critical hits you land also refresh a number of Quickdraw Actions equal to half your Intelligence modifier rounded up.

Some of your Quickdraw Action features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Quickdraw Action save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

FORGED PISTOL

You have experimented with gunpowder and cannon, producing a new weapon for the modern age: the pistol. You gain a pistol as a weapon, which has the following profile:

Name	Damage	Weight	Properties
Pistol	1d6 Piercing	3 lb.	Ammunition (range 60/120), light, firearm

You also gain the ability to use Tinker's tools to craft 30 ammunition during any long rest in a town or city with a smithy.

SWORDCRAFT

In addition to manufacturing your firearm, you have developed the art of using a sword alongside your pistol. You gain proficiency in any weapon with both the Light and Finesse property.

FASTSHOT

Starting at 1st level, you gain the ability to expend 1 Quickdraw Action during your turn to fire your pistol once as a bonus action. Drawing and stowing the pistol is included as a part of this action. This attack will always use your pistol regardless of what other weapon you craft at 3rd level until you unlock Even Faster Shot at 7th level.

TAKE AIM

Also starting at 2nd level you gain the option to Take Aim as a bonus action on your turn. When you do this, you may add half your Intelligence modifier (minimum of 1) to your firearm's attack and damage rolls. Alternatively, when you do this you may expend 1 Quickdraw Action to Take Aim at no action cost.

HONOURABLE DUEL

Starting at 2nd level you gain the ability to engage an enemy in an Honourable Duel. During your turn you may use your bonus action to declare a duel with one creature within 30ft of you. You double your firearm damage against that creature for the round including damage dealt by Experimental Powders and if it enters your melee range for the first time during this round you may make an attack of opportunity with your melee weapon against it as a reaction. You may Honourable Duel a number of times equal to your Intelligence modifier (minimum of 1), refreshing them during a long rest.

EXPERIMENTAL POWDERS

At 3rd level you develop a series of experimental variants of gunpowder. For one attack on your turn you may choose to use an Experimental Powder instead of your regular gunpowder. You may choose 2 Experimental Powders at 3rd level, and may choose an additional 2 Experimental Powders at 7th level and another 2 again at 13th level. Critical misses with Experimental Powders cannot be ignored or re-rolled by any means. These variants are as follows:

Explosive Powder You may add 1d4 fire damage to the attack's damage roll, becoming 1d6 at 7th level and 1d8 at 13th level. However, if the attack critically misses you must roll the attack's full damage against yourself, halving it on a successful DC12 Dexterity save.

Doublesmoke Powder Your attack behaves as normal, but smoke obscures your exact location providing you with half cover until the start of your next turn. However, if this attack critically misses you gain disadvantage on all attack rolls until the end of your next turn regardless of any other abilities, spells or modifiers.

Caustic Powder You may add 1d4 acid damage to the attack's damage roll, becoming 1d6 at 7th level and 1d8 at 13th level. However, if the attack critically misses your armour class is reduced by 1 until your next short rest if you have tinker's tools or long rest if you do not.

Toxic Powder You may add 1d6 poison damage to the attack's damage roll and the target has the 'poisoned' condition, clearing it on a successful DC10 Constitution saving throw on its turn. However, if the attack critically misses you gain the 'poisoned' condition, clearing it on a successful DC10 Constitution saving throw on your next turn.

Brightflash Powder Light illuminates the area, giving yourself and your allies advantage on Wisdom (Perception) checks and enemies disadvantage on Dexterity (Stealth) checks until the start of your next turn. However, if the attack critically misses you gain the 'blinded' condition until the start of your next turn.

Smokeless Powder You gain advantage on Dexterity (Stealth) checks when you take the 'hide' action until the end of your next turn. However, if the attack critically misses the weapon cannot be fired again until you use a bonus action to clean it. This powder can only be used during combat.

Thundercrack Powder You gain advantage on Charisma (Intimidation) checks until the end of your next turn. However, if the attack critically misses you gain the 'Deafened' condition for 1 hour.

Enhanced Propellant You may double the range of your firearm for this attack. However, if the attack critically misses you are pushed back 30ft. If this would have you collide with any terrain you take 1d4 damage.

Concussive Burst Your attack deals an additional 1d6 thunder damage to anything within a 15ft cone of the weapon's muzzle, becoming 1d8 at 7th level and 1d10 at 13th level. However, if the attack critically misses you take 1d6 thunder damage and are pushed back 15ft.

Heatflare Burst Your attack deals an additional 1d8 fire damage to anything within a 15ft cone of the weapon's muzzle and ignites any flammable objects within the area of effect. However, if the attack critically misses you take 1d6 fire damage and are set alight, taking 1d4 fire damage at the start of each of your turns until you use a bonus action to clear the condition.

Static Burst Your attack deals an additional 1d6 lightning damage to anything within a 15ft cone of the weapon's muzzle, becoming 1d8 at 7th level and 1d10 at 13th level. However, if the attack critically misses you must succeed on a DC12 Constitution saving throw or be paralyzed until the start of your next turn.

GUNSMITHING INNOVATION

At 3rd level you push your gunsmithing skills further. You craft a more specialised weapon and develop a style of fighting to complement it of your choice: the Cannoneer, the Pistoleer, the Grenadier, the Marksman, or the Musketeer. Your Innovation grants you features at 3rd level, and again at 6th, 11th and 17th 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 2 ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CRACKSHOT

As you further realise the power of gunpowder firearms, you begin to see opportunities to land shots in places usually invulnerable to other more rudimentary weapons. At 5th level, you gain the ability to expend 1 Quickdraw Action after one of your attacks hits during your turn to empower the attack, ignoring all resistances.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

EVEN FASTER SHOT

Starting at 7th level, your fastshot attacks uses whichever firearm you have crafted regardless of Gunsmithing Innovation, with the exception of the Grenadier. The grenadier instead gains advantage on the attack roll for their pistol shot when they use a Fast Shot. In the case of the Pistoleer, you fire your pistol twice as a bonus action instead of once, making a separate attack roll for each shot.

MARKERSHOT

You have developed a special type of ammunition that reveals the location and vulnerabilities of an enemy. Starting at 9th level you may expend 1 Quickdraw Action during your turn to fire a Markershot as a bonus action at an enemy. If the shot lands, the creature is marked and you and your allies gain advantage against it until this effect ends. On its turn, the creature may take a Dexterity saving throw to clear the mark, ending its effects on a success.

DISHONOURABLE DUEL

Sometimes one must fight clean, sometimes one must fight dirty. You pull no punches in using your superior weapons against others. Starting at 10th level, whenever you declare an Honourable Duel you may expend 1 Quickdraw Action to automatically land a critical hit against your declared opponent. This critical hit does not refresh Quickdraw Actions as per normal.

CRITSHOT

You further refine your firearm, tapping into the unparalleled power of gunpowder weapons. Starting at 13th level, your firearm weapons score a critical hit on a roll of 19 or 20.

EVEN QUICKER

Starting at 14th level, you refresh your Quickdraw Actions during a short rest as well as during long rests and through critical hits.

DEADEYE

Starting at 15th level, you gain the ability to fire with pinpoint accuracy. Once per combat, at the start of your turn you may expend 1 Quickdraw Action to automatically hit any creature you fire at that turn.

BUSTER SHOT

At 18th level, you gain the ability to expend 1 Quickdraw action to double your damage against an enemy and knock them prone with your ranged firearm attack. You roll an extra dice depending on your weapon type against the creature and the creature must succeed on a Constitution saving throw or be knocked prone. On a successful save the creature is pushed back 15ft.



POWERSHOT

Your understanding of the applications of using firearms to expose weaknesses grows further to the point where you can hit weak spots on armour to tear it apart. At 20th level, when an attack lands you may expend 1 Quickdraw Action to permanently reduce that creature's Armour Class by 2, down to a minimum of 12.

GUNSMITHING INNOVATIONS

Through the use of your pistol so far, you have identified a certain area of untapped potential in the use of gunpowder weapons. Depending on how you have fought, you will craft one of five more advanced weapons and develop a fighting style to complement it.



PISTOLEER

The Pistoletier has seen the power in fast-shooting, close-quarters combat, combining the use of explosive close-range pistol shots with quick reflexes and well-practiced footwork. You have learned to balance the short distances demanded by pistol use with staying just out of reach of foes.

FASTEST SHOT IN THE LAND

Starting at 3rd level, you upgrade your starting pistol to a more powerful one with the following profile:

Name	Damage	Weight	Properties
Gunslinger's Pistol	1d8 Piercing	3 lb.	Ammunition (range 60/120), light, firearm

You gain the ability to expend 1 Quickdraw Action to fire an additional shot whenever you take the attack action.

You also gain advantage on Sleight-of-hand checks.

KITE AND FIGHT

Starting at 6th level, you gain the ability to deftly keep your distance. When an enemy attacks you in melee range, you may expend 1 Quickdraw Action as a reaction to disengage and move 10ft while firing a shot from your pistol. You also halve the damage of the incoming attack.

HIP FIRE

Starting at 11th level, your sharp reflexes allow you to match any enemy. When any combat is declared, you may fire one shot at one enemy you can see within your range before any combat begins. This attack ignores the 'surprised' condition, however after the use of Hip Fire you still count as 'surprised' for the purposes of enemy turns. You may make this a Markershot instead of an attack at no Quickdraw Action cost. This attack may not benefit from any other of your class abilities.

DUAL-WIELD

Starting at 17th level, you gain the ability to wield a second Gunslinger's Pistol alongside your original one. Firing both pistols counts as using only a single attack action and you may fire both at the same target or at different targets making a separate attack roll for each. However if anything would grant you an additional attack you may only perform that extra attack with one of the pistols, not both.

MARKSMAN

The Marksman has seen the potential of firearms to out-range all other forms of projectile weapons. You have practiced your accuracy and become an expert in hitting even the smallest of targets from great distances.

SHARPSHOT

Starting at 3rd level, you craft a new firearm: the Rifle. You may add this weapon to your inventory in addition to keeping your original pistol. It has the following profile:

Name	Damage	Weight	Properties
Longbarrel Rifle	1d10 Piercing	18 lb.	Ammunition (range 150/600), two-handed, firearm

Your Honourable Duel range is increased to 150ft.

You also gain the ability to expend 1 Quickdraw Action during your turn to line up your next shot as a bonus action before making your next attack, removing disadvantage from firing at long range and also removing enemy bonuses from half and three-quarters cover.

SNIPER'S PATIENCE

A Marksman always knows the best angle for a shot and is always actively thinking about their surroundings. By 6th level you have learned to wait until just the right moment to fire. In addition to your normal attack during your turn, you may expend 1 Quickdraw Action as a bonus action to ready an attack against a creature. The attack happens as a reaction when that creature begins its turn. In addition, when the attack lands the creature must succeed on a Constitution saving throw or lose its actions for that turn.

OWL EYE

By 11th level your vision has naturally sharpened through the many times you have carefully taken aim before firing. You gain Darkvision up to 60ft. If you already have Darkvision, its range increases by 60ft.

ADVANCED FASTSHOT

At 17th level you gain the ability to use Fastshot as many times as you like during your turn, up to the number of your remaining Quickdraw Actions.



MUSKETEER

The Musketeer has seen the potential of firearms to deal great damage at range, but also recognises the power of charging the enemy when the time is right. You have trained yourself in the art of fighting hand-to-hand, capitalising on vulnerabilities exposed by your powerful gunpowder weapons.

SWORD AND SHOT

Starting at 3rd level, you craft a new firearm: the Carbine. You may add this weapon to your inventory in addition to keeping your original pistol. It has the following profile:

Name	Damage	Weight	Properties
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Carbine	1d8 Piercing	10 lb.	Ammunition (range 60/200), light, firearm
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You gain the ability to treat any weapon with the 'finesse' property as though it also has the 'light' property.

You also gain proficiency in any weapon with the 'versatile' property.

You also gain the ability to expend 1 Quickdraw Action during your turn to Charge an enemy as a bonus action, adding an additional 30ft to your move for that turn and allowing you to make an additional attack with your melee weapon against the same target you made your ranged firearm attack against.

SKILLED COMBATANT

You are just as comfortable up-close as you are at range. Starting at 6th level, when you begin your turn in melee range of a creature you may add your Intelligence modifier to your melee damage roll against that creature. When you do this, you may also disengage as a bonus action on that turn.

THE ART OF THE DUEL

By 11th level your prowess at single combat is unmatched. Declaring an Honourable Duel takes no action cost.

DEVASTATING CHARGE

At 17th level your mastery of selecting the right moment to strike has compounded with the power of your fighting style to produce immensely destructive results. When you expend a Quickdraw Action to Charge an enemy, you may expend 1 additional Quickdraw Action to automatically land a critical hit on both your ranged and melee attacks for that turn. These critical hits do not refresh Quickdraw Actions as per normal.

GRENADIER

The Grenadier has seen potential in another use for gunpowder beyond just firearms. By combining the explosive power of gunpowder with a cluster of shrapnel, the Grenadier has developed an explosive charge that can be thrown to decimate clusters of enemies.

EXPLOSIVE POWER

Starting at 3rd level, you craft a new weapon: the Grenade. You may add this weapon to your inventory in addition to keeping your original pistol.

A thrown grenade behaves like a spherical spell with a radius of 10ft and a range of 60ft that deals 2d10 piercing damage. Creatures within the area of effect must make a dexterity save against your Quickdraw Action save DC, halving the damage on a successful save. For allies, the save DC is 10.

Grenades are a single-use weapon. You start with a number of Grenades equal to your Quickdraw Actions + 1. You regain Grenades during a long rest, crafting them as you would ammunition for your weapon.



EXOTIC AMMUNITION

Due to the chemically complex nature of the explosives packed into a Grenade, at 3rd level you also gain proficiency with Alchemist's supplies.

SALVO

Starting at 6th level, you may expend 1 Quickdraw Action on your turn to throw an additional Grenade as a bonus action at the same spot as your initial Grenade. Enemy saves against this grenade automatically fail.

GET DOWN!

Starting at 11th level, you refine your Grenades to unleash greater explosive power. When a Grenade lands, you may expend 1 Quickdraw Action to force all creatures except allies caught in the blast to make a Constitution saving throw against your Quickdraw Action save DC or be knocked prone.

SPECIAL PAYLOAD

Starting at 17th level, you gain the ability to manufacture even more exotic variants of your new and powerful weapon. When you craft your Grenades during a long rest, you may declare any number of them to be Special Payloads of the following varieties:

Acid, cold, fire, lightning, or poison.

In addition to the Grenade's normal damage, you may add 1d10 of the damage type of the Special Payload to the Grenade's damage roll. This weapon's damage counts as magical for the purpose of resistances. You must keep track of what Special Payloads you have crafted and must declare which you are using when you begin your attack. You may change the damage type of any Special Payload during a short or long rest.



CANNONEER

The miniaturisation of cannon has proved to be a powerful innovation, but sometimes bigger is better. The Cannoneer recognises that sometimes one big shot is better than a dozen small ones, and so has re-enlarged the firearm to deliver a devastating payload of cannonshot.

HEAVY HITTER

Starting at 3rd level, you craft a new firearm: the Handcannon. You may add this weapon to your inventory in addition to keeping your original pistol. It has the following profile:

Name	Damage	Weight Properties
Handcannon	1d12 Bludgeoning	30 lb. Ammunition (range 60/200), heavy, two-handed, firearm

The Handcannon may also be used as a melee weapon. Additionally, your melee attacks during an Honourable Duel must use the Handcannon. For these purposes, it has the following profile:

Name	Damage	Weight Properties
Handcannon	1d8 Bludgeoning	30 lb. Heavy, two-handed

The Handcannon may also be used as a Portable Ram.

You also gain the ability to expend 1 Quickdraw Action during your turn to ignore the disadvantage from firing at long range for that turn.

GRAPESHOT

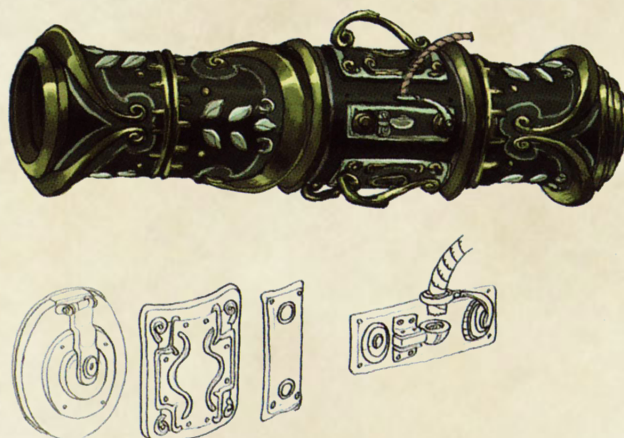
By 6th level you have begun to diversify your ammunition types. When you make an attack, instead of firing the usual Cannonshot you may instead expend 1 Quickdraw Action to fire an explosive Buckshot shell. This shot may travel for up to 60ft before exploding, at which point it damages all targets within a 15ft cone from the point of explosion. Allies may make a DC10 Dexterity saving throw to avoid the damage.

BALLISTIC POWER

Starting at 11th level, whenever you declare an Honourable Duel you gain the ability to expend 1 Quickdraw Action to knock the declared target prone with your ranged firearm attack. Additionally, when the creature recovers from being prone you may fire an additional shot with your Cannon as a reaction. This shot may not utilise Ballistic Power. This occurs in addition to the melee attack of opportunity you get if the creature also enters your melee range during Honourable Duel.

ABSOLUTE DESTRUCTION

At 17th level your strength has increased to the point where you can load more explosive power into your weapon, firing shots more powerful than any other firearm can muster. During your turn you may choose to sacrifice your movement action to brace yourself before firing. When this is done, all shots you fire this turn deal 2d12 bludgeoning damage.



FIREARM FEATS

The arrival of firearms into the world stands as a landmark event; one which will change combat forever. As such, when you include a Gunsmith in your campaign you may include the following feats relating to firearms.

POINT BLANK SHOOTING

Prerequisite: Proficiency with at least one firearm

You've learned to keep your cool when caught up close, relying on the superior power of gunpowder to get you out of sticky situations. You gain the following benefits:

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- The first time you attack a hostile creature you are within 5 feet of with your firearm, it has disadvantage on its next attack roll against you.

FIREARM INITIATE

Prerequisite: Gunsmith in the party

While travelling with a skilled craftsman in the form of a Gunsmith, they have built for you a basic firearm and taught you how to use and maintain it. You gain the following benefits:

- You gain proficiency with Tinker's Tools if you are not already proficient.
- You add one Forged Pistol weapon to your inventory. You are proficient with this weapon.
- You may choose 1 Experimental Powder from the Gunsmith class, which you may use once per round with your Forged Pistol.

CAUTERISATION

Prerequisite: Proficiency with at least one firearm

Using the heat from a small gunpowder explosion you are able to instantly cauterise wounds. When you attempt to stabilise a creature the check automatically succeeds and any conditions which would cause continued bleeding are instantly ended.

VIGILANT

Prerequisite: Proficiency with at least one firearm

You always have a finger on the trigger ready to fire at the opportune moment. When a hostile creature moves into the normal range of your firearm and there are no other hostile creatures within that firearm's normal range it provokes a ranged attack of opportunity from you. You use your firearm for this attack.

GUNSMITH MULTICLASSING

Should you wish to multiclass into a Gunsmith, the prerequisites and proficiencies gained are listed below.

GUNSMITH MULTICLASSING PREREQUISITES

Ability Score Minimum

Intelligence 13 and Dexterity 13

GUNSMITH MULTICLASSING PROFICIENCIES

Proficiencies Gained

Light armour, medium armour, simple weapons, martial weapons, tinker's tools

ART CREDITS:

(In order of appearance)

Gunsmith Room by Eytan Zana and Cliff Childs

Pistola Cazador de Brujas by Mark Evans

Public Use Piece by Unknown

Steampunk Gunslinger by loztvampir3

Unknown by XPEC Art Center

Spear Warrior by PNGtree, edited by Unknown (public use)

Milo Boggs by Dedurett

Fuse Shell Smoke Bomb by Unknown (Ubisoft Montreal)

Unknown by Melora of historyofhyrule.com