



## GUNSLINGER

A Martial Archetype  
for the Fighter Class.

Most warriors and combat specialists spend their years perfecting the classic arts of swordplay, archery, or polearm tactics. Whether duelist or infantry, martial weapons were seemingly perfected long ago, and the true challenge is to master them.

However, some minds couldn't stop with the innovation of the crossbow. Experimentation with alchemical components and rare metals have unlocked the secrets of controlled explosive force. The few who survive these trials of ingenuity may become the first to create, and deftly wield, the first firearms.

This archetype focuses on the ability to design, craft, and utilize powerful, yet dangerous ranged weapons. Through creative innovation and immaculate aim, you become a distant force of death on the battlefield. However, not being a perfect science, firearms carry an inherent instability that can occasionally leave you without a functional means of attack. This is the danger of new, untested technologies in a world where the arcane energies that rule the elements are ever present.

Should this path of powder, fire, and metal call to you, keep your wits about you, hold on to your convictions as a fighter, and let skill meet luck to guide your bullets to strike true.



## FIREARM PROFICIENCY

Starting when you choose this archetype at 3rd level, you gain proficiency with firearms, allowing you to add your proficiency bonus to attacks made with firearms.

## GUNSMITH

Upon choosing this archetype at 3rd level, you gain proficiency with Tinker's Tools. You may use them to craft ammunition at half the cost, repair damaged firearms, or even draft and create new ones (DM's discretion). Some extremely experimental and intricate firearms are only available through crafting.

## ADEPT MARKSMAN

When you choose this archetype at 3rd level, you learn to perform powerful trick shots to disable or damage your opponents using your firearms.

**Trick Shots.** You learn two trick shots of your choice, which are detailed under "Trick Shots" below. Many maneuvers enhance an attack in some way. Each use of a trick shot must be declared before the attack roll is made. You can use only one trick shot per attack.

You learn an additional trick shot of your choice at 7th, 10th, 15th, and 18th level. Each time you learn a new trick shot, you can also replace one trick shot you know with a different one.

**Grit.** You gain a number of grit points equal to your Wisdom modifier (minimum of 1). You regain 1 expended grit point each time you roll a 20 on the d20 roll for an attack with a firearm, or deal a killing blow with a firearm to a creature of significant threat (DM's discretion). You regain all expended grit points after a short or long rest.

**Saving Throws.** Some of your trick shots require your targets to make a saving throw to resist the trick shot's effects. The saving throw DC is calculated as follows:

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

## QUICKDRAW

When you reach 7th level, you add your proficiency bonus to your initiative. You can also stow a firearm, then draw another firearm as a single object interaction on your turn.

## RAPID REPAIR

Upon reaching 10th level, you learn how to quickly attempt to fix a jammed gun. You can spend a grit point to attempt to repair a misfired (but not broken) firearm as a bonus action.

## LIGHTNING RELOAD

Starting at 15th level, you can reload any firearm as a bonus action.

## VICIOUS INTENT

At 18th level, your firearm attacks score a critical hit on a roll of 19-20, and you regain a grit point on a roll of 19 or 20 on a d20 attack roll with a firearm.

## HEMORRHAGING CRITICAL

Upon reaching 18th level, whenever you score a critical hit on an attack with a firearm, the target additionally suffers half of the damage from the attack at the end of its next turn.

## TRICK SHOTS

These trick shots are presented in alphabetical order.

**Bullying Shot.** You can use the powerful blast and thundering sound of your firearm to shake the resolve of a creature. When making a Charisma (Intimidation) check, you can expend one grit point to gain advantage on the roll.

**Dazing Shot.** When you make a firearm attack against a creature, you can expend one grit point to attempt to dizzy your opponent. On a hit, the creature suffers normal damage and must make a Constitution saving throw or suffer disadvantage on attacks until the end of their next turn.

**Deadeye Shot.** When you make a firearm attack against a creature, you can expend one grit point to gain advantage on the attack roll.

**Disarming Shot.** When you make a firearm attack against a creature, you can expend one grit point to attempt to shoot an object from their hands. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or drop 1 held object of your choice and have that object be pushed 10 feet away from you.

**Forceful Shot.** When you make a firearm attack against a creature, you can expend one grit point to attempt to trip them up and force them back. On a hit, the creature suffers normal damage and must succeed on a Strength saving throw or be pushed 15 feet away from you.

**Piercing Shot.** When you make a firearm attack against a creature, you can expend one grit point to attempt to fire through multiple opponents. The initial attack gains a +1 to the firearm's misfire score. On a hit, the creature suffers normal damage and you make an attack roll with disadvantage against every creature in a line directly behind the target within your first range increment. Only the initial attack can misfire.

**Winging Shot.** When you make a firearm attack against a creature, you can expend one grit point to attempt to topple a moving target. On a hit, the creature suffers normal damage and must make a Strength saving throw or be knocked *prone*.



**Violent Shot.** When you make a firearm attack against a creature, you can expend one or more grit points to enhance the volatility of the attack. For each grit point expended, the attack gains a +2 to the firearm's misfire score. If the attack hits, you can roll one additional weapon damage die per grit point spent when determining the damage.

#### FIREARM PROPERTIES

Firearms are a new and volatile technology, and as such bring their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below). These properties replace the optional ones presented in the Dungeon Master's Guide. Firearms are ranged weapons.

**Reload.** The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

**Misfire.** Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The

attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinker's Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

**Explosive** Upon a hit, everything within 5 ft of the target must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or suffer 1d8 fire damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

#### AMMUNITION

All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Tinker's Tools at half the cost. Each firearm uses its own unique ammunition and is generally sold or crafted in batches listed below next to the price.

#### Firearms

Name	Cost	Ammo	Damage	Weight	Range	Properties
Palm Pistol	50g	2g (20)	1d8 piercing	1 lbs	(40/160)	Light, Reload 1, misfire 1
Pistol	150g	4g (20)	1d10 piercing	3 lbs	(60/240)	Reload 4, misfire 1
Musket	300g	5g (20)	1d12 piercing	10 lbs	(120/480)	Two-handed, reload 1, misfire 2
Pepperbox	250g	4g (20)	1d10 piercing	5 lbs	(80/320)	Reload 6, misfire 2
Blunderbuss	300g	5g (5)	2d8 piercing	10 lbs	(15/60)	Reload 1, misfire 2
Bad News	Crafted	10g (5)	2d12 piercing	25 lbs	(200/800)	Two-handed, reload 1, misfire 3
Hand Mortar	Crafted	10g (1)	2d8 fire	10 lbs	(30/60)	Reload 1, misfire 3, explosive



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