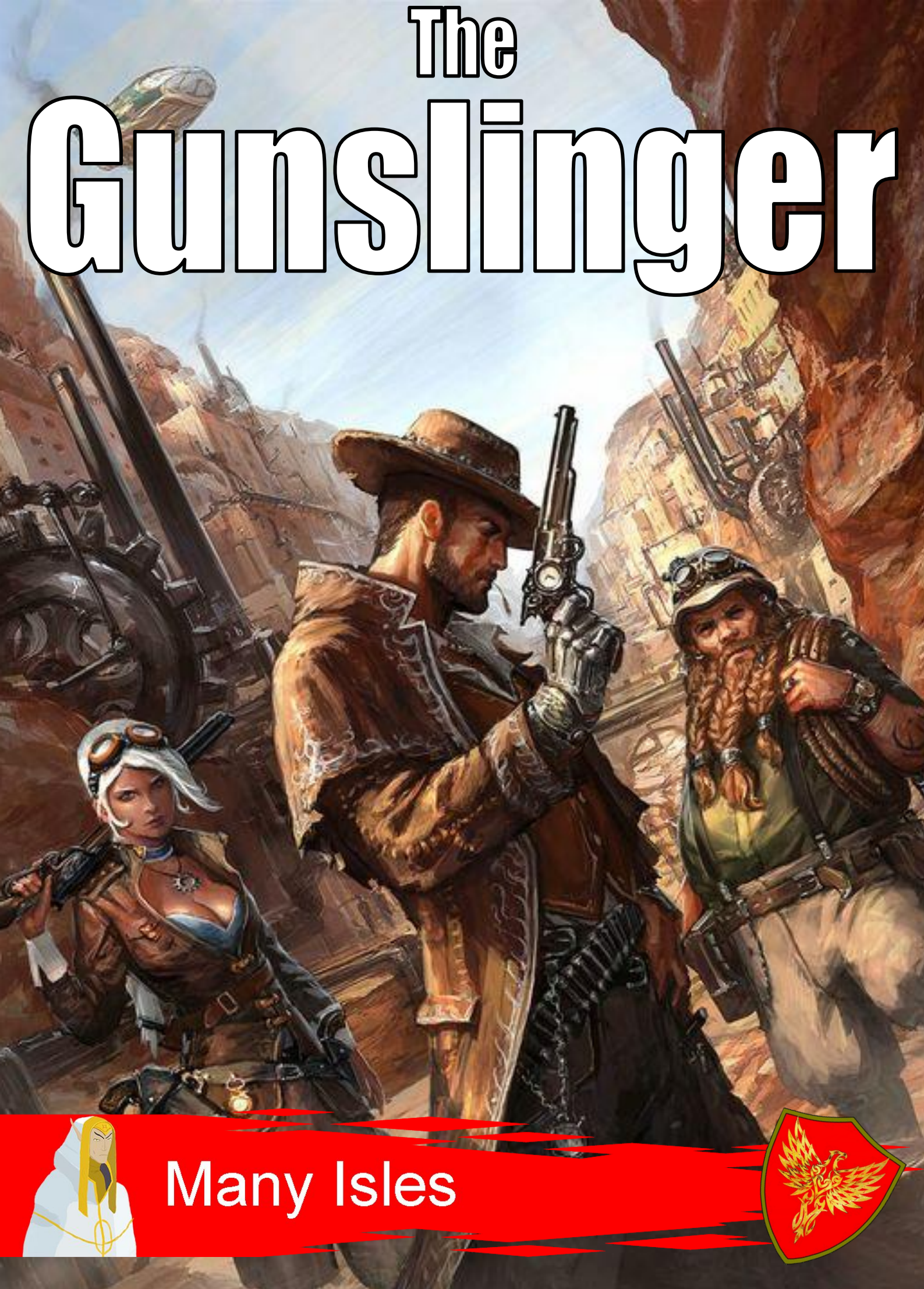


The Gunslinger



Many Isles



THE GUNSLINGER

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Level	Proficiency Bonus	Features	Grit Points
1st	+2	Destructive Shot	-
2nd	+2	Trick Shots	1
3rd	+2	Precise Shot	1
4th	+2	Ability Score Improvement	2
5th	+3	Extra Attack	2
6th	+3	Deadly Shot	3
7th	+3	Slinger's Roll	3
8th	+3	Ability Score Improvement	4
9th	+4	Speed Fire, Special Bullets	4
10th	+4	Vicious Intent	5
11th	+4	Close Quarters	5
12th	+4	Ability Score Improvement	6
13th	+5	Improved Crafting	6
14th	+5	Piercing Shot	7
15th	+5	Tactical Repositioning	7
16th	+5	Ability Score Improvement	8
17th	+6	Lightning Reload	8
18th	+6	Hemorrhaging Critical	9
19th	+6	Ability Score Improvement	9
20th	+6	Startling Shot	10



CLASS FEATURES

As a Gunslinger, you gain the following class features.

Requirements. To be a gunslinger, you should have firearms available as well as your DM's accord. In the Many Isles, firearms first came in use around 11 OW.

PROFICIENCIES

Armor: Medium

Weapons: Simple firearms, a simple melee weapon of your choice

Tools: Tinker's Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Animal Handling, Deception, Insight, Investigation, Perception, Sleight of Hand, Stealth

EQUIPMENT

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

- (a) a pistol and 25 handgun bullets or (b) a musket and 20 bullets
- (a) a dagger or (b) a handaxe
- an explorer's pack
- a kit of Tinker's Tools

DESTRUCTIVE SHOT

Starting when you choose this class at 1st level, when you score a critical hit with a single-shot weapon (one without the Shots property), you add two base damage dice to the total damage.

FIREARMS

For complete rules on using firearms in 5eS, as well as a list of official weapons and ammunition, check out the [Short Guide to Firearms](#).

TRICK SHOTS

When you reach 2nd level, whenever you complete a long rest, you can choose a trick shot. From 6th level on, you can choose 2, from 10th, 3, from 15th, 4, and from 20th, 5.

To use a trick shot, you must expend a grit point and a piece of your weapon's ammunition, which can be used to make an attack. The DC for all your Trick shots is 8 + your Proficiency bonus + your Dexterity modifier.

You may use multiple trick shots in the same attack. However, each applies only to one attack, e.g. only one shot if you use the Speed Fire feature.

- **Dazing Shot** When you make an attack using a firearm, you can expend one grit point to attempt to stun your target. On a hit, the creature suffers normal damage and must make a Constitution saving throw or suffer disadvantage on attack rolls until the end of their next turn.
- **Deadeye Shot** When you make an attack using a firearm, you can expend one grit point to gain advantage on the attack roll.
- **Disarming Shot** When you make an attack using a firearm, you can expend one grit point to attempt to shoot an object from the target's 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.

- **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 10 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. You gain disadvantage on the attack roll. On a hit, the creature suffers normal damage and all creatures in a direct line behind it up to your Proficiency bonus and within your weapon's normal range take damage. Only the initial attack can misfire.
- **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. If the attack hits, you can roll one additional weapon damage die per grit point spent when determining the damage.
- **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.



PRECISE SHOT

From 3rd level on, if you have advantage on an attack roll, you can ignore the target's HAC if there are obvious openings in the enemy's armor. From 18th level on, when you hit with Precision Shot, your hits count as critical hits.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th, 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.

Alternatively, you can gain a feat, as described in the [Handbook of Feats](#). Possible feats are also included in the appendix.

EXTRA ATTACK

Beginning at 5th level, when firing a gun that stores multiple shots and that doesn't have a defined shots/turn rate, you can use your action to attack twice, instead of once.

DEADLY SHOT

Starting at 6th level, you can deal additional damage with your shots. You add an additional damage die to the damage of one attack made with a firearm. You can do this a number of times equal to your level.

SLINGER'S ROLL

Whenever you take the Disengage action, you can move up to 15 feet directly away from a creature within 5 feet of you without using your movement.

SPEED FIRE

Beginning at 9th level, as an action when making an attack with a gun that stores multiple shots, has the auto-chambering property and that doesn't have a defined shots/turn rate, you can fire up to 5 shots out of it in a single action. However, your d attack roll is reduced by 2 for each subsequent attack, and you cannot attack more than two separate targets.

You cannot have advantage on any speed fire shots, and don't add your ability modifier to extra roll's damage.

SPECIAL BULLETS

You are now able to make special bullets during a long rest. You can make only one type of special bullet during each long rest, to an amount as specified by the bullet, and cannot do anything else during that rest.

You must have the tools and ingredients given in italics available to make the specific kind of bullet. Ingredients are consumed in the bullet's creation.

- **Penetrating Bullet (5).** *Tinker's Tools* You make extreme penetrator tips out of your bullet. Your h attack rolls with these bullets receive a +8 bonus.
- **Flame Rounds (10).** *Gunsmith's Tools, Saltpeter worth 10 gp* Your bullets create a small fireball when they hit. Any creature within 5 feet of an impacting bullet takes 1d6 fire damage.
- **Tracer Round (4).** *Gunsmith's Tools, chemicals worth 15 gp* Your bullets leave streaks of light behind them as they fly. They deal one less damage die, but any subsequent shots fired at the same target and similar distance gain a cumulative bonus of 7 to their d attack roll.

VICIOUS INTENT

The minimal amount you need to roll to score a critical hit decreases by 2.

CLOSE QUARTERS

You don't have disadvantage on ranged attack rolls on targets within 5 feet of you.

IMPROVED CRAFTING

Starting at 13th level, you can craft twice as many bullets during a long rest. The necessary ingredients double as well.

PIERCING SHOT

From 14th level on, if you hit a creature with a hAttack roll at least 6 higher than its hAC, the shot continues flying. Use the same attack roll on any creatures in a straight line up to the weapon's normal range, but reduce the h attack by 3 for each creature it damages; each of these creatures takes normal damage. The bullet stops if it hits a creature whose hAC it exceeds by less than 10.

TACTICAL REPOSITIONING

Beginning at 15th level, you can take the Disengage, Dodge or Dash actions as bonus actions. Additionally, your speed increases by 10 feet.

LIGHTNING RELOAD

Beginning at 17th level, you can reload a firearm you are proficient with of loading 3 or lower in no time. You need to take a short or long rest to use this ability again.

HEMORRHAGING CRITICAL

Whenever you deal a critical hit to a creature, that creature takes half the damage it was dealt again at the end of its next turn.

STARTLING SHOT

If you hit a critical hit on a creature, it must succeed on a Constitution saving throw against your trick shot DC or be stunned until the end of its next turn.



APPENDIX

MULTICLASSING AS GUNSLINGER

If you use the optional multiclassing rules, these are the requirements for multiclassing as gunslinger.

Ability Score Minimum. As a multiclass character, you must have a Dexterity score of 13 or more to take a level in this class.

FEAT

As a gunslinger, you may take these additional feats. They can be found in the [Handbook of Feats](#) as well.

FIREARM MASTER

You gain proficiency in a type of simple firearms of your choice.

HEAVY ARMS MASTER

Prerequisite: Proficiency with simple firearms

You gain proficiency with advanced firearms.

QUICKSHOT

You gain a +4 bonus to your d attack rolls made with ranged weapons.

THE MANY ISLES THANK YOU!

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Thanks to Donald Stelling and u/Ashiffer06

Made with the Homebrewery

