

# Gunslinger Expanded (updated 2020/12/08)

(a heavily modified version of Matthew Mercer's Gunslinger Fighter Subclass)

*Most warriors and combat specialists spend their years perfecting the classic arts of swordplay, archery, or polearm tactics. Yet 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.*

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## 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.

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## Gunsmith

Upon choosing this archetype at 3rd level, you gain proficiency with Blacksmith'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.

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## Adept Marksman

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

**Trick Shots.** You learn three 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 unless otherwise notated. 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 Intelligence 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.

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## 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.

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## 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.

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## Lightning Reload

Starting at 15th level, you can reload any firearm in place of one of your attacks during an Attack action.

*These reload rules are different than Matthew Mercer's version. The use of a single attack to reload is the fastest possible reload time and should be swapped with the ability to reload as a bonus action in the Lightning Reload ability. Furthermore, most fighters have limited options for bonus actions-- this change improved their action economy.*

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## True Grit

Upon reaching 18th level, whenever you roll initiative and have no grit points remaining, you regain 1 grit point.

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## 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. 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**

***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

<b>Trick Shot save DC = 8 + your proficiency bonus + your Dexterity modifier</b>
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These trick shots (*16 total choices*) 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. You can expend one grit point while making a Charisma (Intimidation) check to gain advantage on the roll.

### **• Covering Shot**

When you make a firearm attack against a creature, you can expend one grit point to try to distract the creature, giving your allies an opening. On a hit, the creature suffers normal damage and the next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

### **• 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.

### **• Executioner's Shot**

If you are wielding two one-handed firearms, when you take the Attack action to make a firearm attack against a creature, you can expend one grit point to fire both guns simultaneously at the same target. Make both attack rolls and apply the lowest result to both shots. Make both damage rolls and apply the highest result to both shots.

### **• 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.

### **• Inspiring Shot (*One for All, All for One*)**

You can use the powerful blast and thundering sound of your firearm to inspire your companions, shoring up their resolve to fight. When making an initiative roll, you can expend one grit point to choose up to four friendly creatures (which can include yourself) within 30 feet of you who can see or hear you. These creatures gain temporary hit points equal to your initiative roll. A creature can't gain temporary hit points from this Trick Shot again until it has finished a short or long rest.

### **• Opportune Shot**

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to expend one grit point and make one firearm attack against that creature, rather than making an opportunity attack. On a hit, the creature suffers normal damage and must make a Constitution saving throw or their movement speed is reduced by half until the start of your next turn.

### **• Overwatch Shot**

When a creature you can see moves into the normal range of the firearm you're wielding, you can use your reaction to expend one grit point and make one attack against the creature, using that firearm.

### **• 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.

### • Snap Shot

As a bonus action, you can expend one grit point to quickly fire without aiming. You make a firearm attack against a creature with disadvantage on the roll. On a hit, the creature suffers normal damage, but you can reroll the weapon's damage dice and use either total.

### • Sniper Shot

When you make a firearm attack against a creature, you can expend one grit point to double the long range of your weapon and attacking at long range doesn't impose disadvantage for this attack.

### • Suppressing Shot

When you make a firearm attack against a creature, you can expend one grit point to attempt to pin down your target. On a hit, the creature suffers normal damage and must make a Constitution saving throw or it can't take reactions until the start of your next turn.

## **Firearm Properties**

Firearms are new and volatile ranged weapons, 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*.

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🔴 **Reload.** A firearm may be shot a number of times equal to its Reload score before it must be reloaded by using either an action or a bonus action (player's choice). You must have one free hand to reload a firearm.

🔴 **Misfire.** Whenever you roll an attack roll with a firearm and the result on the die is equal to or lower than a firearm's Misfire score, the weapon misfires.

The attack misses, and the firearm is in danger of breaking completely. You may spend an action to clear the misfire (no check required), but if you do not, a second misfire will cause an explosion and break the weapon.

This explosion deals the weapon's listed damage to you and any creatures or objects within five feet. Clearing a misfire out of combat similarly requires no check. Repairing a broken firearm, however, requires one hour, costs 25% of the weapon's original cost, and an Intelligence-based check with Blacksmith's Tools (DC 10 + the firearm's misfire score). On a success, the weapon is repaired and functional again; failure simply means you must attempt the repairs again.

**Note:** Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

### • 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.

### • 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.

🔴 **Braced.** This weapon can be fired using one or two hands. When the wielder uses two hands while firing, a Braced weapon's Misfire score is reduced by 1 (minimum of 1).

🔴 **Bulky.** Firearms and ranged weapons with the bulky property are more difficult to fire effectively due to their weight and/or the ammunition they require. You cannot attack more than once during your turn while wielding a bulky firearm and must use an action to reload a bulky weapon.

🔴 **Burst.** Burst fire firearms can make a special attack that releases a stream of multiple bullets. As an action, you can force up to the weapon's reload number worth of creatures of your choice in a 15-foot square centered on a point within your gun's maximum range to make a Dexterity saving throw, taking your gun's burst fire damage (listed in parenthesis) on a failed save, and half that damage on a success. This action subtracts rounds from your gun equal to the number of creatures selected.

🔴 **Covert.** Weapons with the covert property grant advantage on checks made to conceal the weapon—whether on your person, under or in an object, or somewhere else. The DM has the final say on whether or not this property applies to a situation.

● **Cumbersome.** A weapon with the cumbersome property is unwieldy, even by firearm standards. Any creature with a Strength lower than 13 has their speed reduced by 10 feet while this weapon is equipped. Medium or smaller creatures have disadvantage on attack rolls and can only make attack rolls at targets within close range. A creature can use a bonus action to steady a cumbersome weapon by resting the barrel of the gun atop some kind of stationary firing platform (*such as a wall, a barrel, a fork rest, or a balistraria*), allowing the weapon to be fired normally. A creature can use this bonus action only if they haven't moved during this turn, and after they use the bonus action, their speed is 0 until the end of the current turn.

● **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 2d8 fire damage (half damage on a successful save). If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

● **Scatter.** When you fire a weapon with the scatter property at a target, you may simultaneously attack a second target that is within 5 feet of the first. Use the same attack and damage rolls for both targets.

### One-Handed Firearms

Type	Cost	Ammo	Damage	Weight	Range	Properties
Pocket Pistol	50g	2g (20)	1d8 piercing	1 lbs.	(15/60)	Light, covert, reload 1, misfire 1
Light Pistol	100g	4g (20)	1d8 piercing	2 lbs.	(30/120)	Light, reload 4, misfire 1
Pistol	150g	4g (20)	1d8 piercing	3 lbs.	(60/120)	Light, reload 4, misfire 1
Heavy Pistol	200g	4g (20)	1d10 piercing	5 lbs.	(60/120)	Reload 6, misfire 2
Scatter Pistol	300g	5g (5)	1d12 piercing	10 lbs.	(15/60)	Scatter, reload 1, misfire 2
Dragon Pistol	500g	10g (2)	1d8 fire	10 lbs.	(30/60)	Explosive, reload 1, misfire 3

### Braced Firearms

Type	Cost	Ammo	Damage	Weight	Range	Properties
Peppergun	400g	4g (12)	1d10 piercing	6 lbs.	(80/160)	Braced, burst (1d10), reload 6, misfire 2
Scattergun	300g	5g (5)	2d6 piercing	10 lbs.	(25/100)	Braced, scatter, reload 2, misfire 3

### Two-Handed Firearms

Type	Cost	Ammo	Damage	Weight	Range	Properties
Short Rifle	250g	5g (15)	1d10 piercing	8 lbs.	(100/400)	Two-handed, reload 1, misfire 1
Rifle	300g	5g (10)	1d12 piercing	10 lbs.	(120/480)	Two-handed, reload 1, misfire 2
Pepper Rifle	500g	5g (10)	2d6 piercing	10 lbs.	(120/480)	Two-handed, burst (2d8), reload 4, misfire 2
Long Rifle	1000g	10g (5)	2d12 piercing	20 lbs.	(200/800)	Two-handed, reload 1, misfire 3
Volley Rifle	Crafted	15g (7)	2d12 piercing	32 lbs.	(200/800)	Two-handed, bulky, reload 7, misfire 3
Pepper Cannon	Crafted	15g (6)	2d8 piercing	32 lbs.	(100/400)	Two-handed, cumbersome, burst (2d12), reload 6, misfire 3
Dragon Cannon	Crafted	10g (2)	4d8 fire	25 lbs.	(40/240)	Two-handed, bulky, cumbersome, explosive, reload 2, misfire 5

### Ammunition

Due to their rare nature, firearm ammunition may be difficult to find for purchase. If materials are gathered, you can craft ammunition using your Blacksmith's Tools at half the cost. Each unique firearm ammunition is sold or crafted in batches listed above next to the price.

## **New Feats**

Leveling up in a class is the main way a character evolves during a campaign. Some DMs also allow the use of feats to customize a character. Feats are an optional rule in chapter 6, "Customization Options," of the Player's Handbook. The DM decides whether they're used and may also decide that some feats are available in a campaign and others aren't. This section introduces a collection of special feats that allow you to explore your character's development further.

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### **Firearm Expert**

Thanks to extensive practice with firearms, you gain the following benefits:

- When you roll a misfire on an attack with a firearm with which you are proficient, you can use your reaction to roll a d20. If the number rolled is higher than the weapon's misfire score, the firearm does not misfire. You cannot use this feature again on the same firearm until you complete a short or long rest.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a one-handed firearm you are holding

### **Gunslinger Determination**

You are filled with a determination that can draw the unreachable within your reach. You gain the following benefits:

- Increase your Dexterity, Constitution, or Intelligence by 1, to a maximum of 20.
- When you make an attack roll with a firearm with which you are proficient, an ability check, or a saving throw, you can do so with advantage. Once you use this ability, you can't use it again until you finish a short or long rest.

### **Gunsmithing Ingenuity**

You are extraordinarily skilled in the creation of firearms, granting you the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with your choice of Tinker's Tools or Alchemist's Supplies.
- When you make a check using your proficiency with Blacksmith's Tools, you add double your proficiency bonus to the check.
- When you score a critical hit with a firearm you created, you can roll one additional damage die when determining the extra damage the target takes.

### **Holster Diplomacy**

You develop your conversational skill to better deceive others. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Deception skill. If you are already proficient in the skill, you gain expertise with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to deceive one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Deception) check contested by the target's Wisdom (Insight) check. If your check succeeds, your movement doesn't provoke opportunity attacks from the target and your attack rolls against it have advantage; both benefits last until the end of your next turn or until you use this ability on a different target. If your check fails, the target can't be deceived by you in this way for 1 hour.

### **Mounted Gunner**

You feel as comfortable shooting from the saddle as you do with your feet on the ground. While you are mounted and aren't *incapacitated*, you gain the following benefits:

- When you are attacking with firearms that do not have the bulky or cumbersome property, you have advantage on attack rolls within the firearms' normal range against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

## **The Good, The Bad, and the Ugly**

No matter where you go, due to your reputation, people are either afraid of you, in awe of you, or both. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Intimidation skill. If you are already proficient in the skill, you gain expertise with it.
- When you take the Attack action on your turn, you can replace one attack with an attempt to demoralize one humanoid you can see within 30 feet of you that can see and hear you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If your check succeeds, the target is frightened until the end of your next turn. If your check fails, the target can't be frightened by you in this way for 1 hour.

## **New Magic Items**

This section presents magic items that can be introduced into any campaign that includes firearms.

### **Bandoleer Vest**

*Wondrous item, uncommon*

This finely tanned leather bandoleer vest has multiple compartments and always weighs 2 pounds, regardless of its contents.

It has slots for up to 60 rounds of ammunition and four holster straps that can each hold a one-handed firearm. Additionally, the seven thin pockets on the bandoleer vest are extra-dimensional spaces meant to hold extra guns and gear.

The four small pockets can each hold an additional 20 rounds of ammunition, a one-handed firearm, a set of artisan tools or a similarly sized object. The three large pockets are large enough to each hold a two-handed firearm (that does not have the bulky or cumbersome property) or a similarly sized object.

The bandoleer vest alters itself as needed to accommodate the contents. The wearer can draw an item stored in the bandoleer vest as easily as if from an ordinary pouch.

Placing a *bag of holding*, *handy haversack*, *portable hole*, or a similar item inside an extradimensional space created by the *bandoleer vest* instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

## **When the Dealin's Done**

You know when to hold'em and when to fold'em. You know when to walk away and know when to run. You never count your money when you're sittin' at the table. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Persuasion skill. If you are already proficient in the skill, you gain expertise with it.
- If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is *charmed* by you for up to 10 minutes, as long as it remains within 30 feet of you.

### **Empowering Holster**

*Wondrous item, uncommon*

This leather holster can hold a pistol-sized firearm. As a bonus action it allows you to cast the *Magic Weapon* spell from it by whispering the command phrase, 'I'm the fastest gun.' This special ability cannot be used again until the next dawn.

### **First**

*Weapon (rifle), rare (requires attunement)*

This magical firearm adds +1 to attack and damage rolls made with it. The rifle has 1 charge. While holding it, you can use an action to expend that charge to cast the *Speak with Dead* spell from it. First regains an expended charge at dawn.

### **Fishface Special**

*Weapon (any firearm), rarity varies*

This weapon functions normally while underwater and suffers no penalties. The weapon is decorated with fish and shell motifs.

### **Get to Stepping Boots**

*Wondrous item, rare (requires attunement)*

While you wear these boots, your walking speed increases by 10 feet. In addition, as a reaction, you can jump up to twice your normal jumping distance. While you are jumping in this manner, your movement does not provoke opportunity attacks.

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### **Glorious Gloves of Bucket Beckoning**

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*Wondrous item, uncommon*

You cannot wear any other kind of handwear or rings while wearing these gloves. You can take a bonus action on your turn to make the somatic command gesture to summon a bucket into either or both of your empty hands. If you let go of a bucket's handle or use a bonus action to dismiss either or both buckets, it and all of its contents disappear until summoned again. The contents of the buckets are not magically preserved and will be normally affected by the passage of time. Each bucket weighs 2 pounds while empty and can hold 3 gallons of liquid or 1/2 cubic foot (15 pounds) of solid material.

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### **Hushed Gun**

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*Weapon (any firearm), rarity varies*

Firearms made of or coated with hush-metal produce no muzzle flare and are almost entirely silent when fired.

When you are hidden from a creature and miss it with an attack with this weapon, making the attack doesn't reveal your position, unless it was a misfire.

When you are hidden from a creature and hit it with an attack with this weapon, you can reroll one of the attack's damage dice, and you must use the new roll.

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### **Longsight Scope**

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*Wondrous item, common (requires attunement)*

Objects viewed through the scope are magnified to twice their size. This lens allows you to attack at long range without disadvantage on your ranged weapon attack rolls. For this property to work, you must attach the scope to a firearm by pressing it against the weapon for at least 10 minutes.

Thereafter, the scope can't be removed unless you detach it as an action or the weapon is destroyed. Not even an *antimagic field* causes it to fall off. The scope does fall off the weapon if your attunement to it ends.

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### **Lucky Hat**

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*Wondrous item, uncommon (requires attunement)*

While wearing this hat, any creature who critically hits you with a ranged attack must succeed on a DC 13 Wisdom saving throw or be *charmed* by you until the end of its next turn.

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### **Marshal's Pardon**

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*Weapon (heavy pistol), rare (requires attunement)*

You gain a +2 bonus to attack and damage rolls made with this magic firearm. This pistol allows you to decide to render a victim unconscious instead of dying or dead when you reduce it to 0 hit points. (Normally, you can only do so with a melee weapon.)

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### **Perpetual Feedbag**

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*Wondrous item, uncommon*

Each time you complete a long rest, this saddlebag magically fills with enough food to feed five Medium (or smaller) or one Large creature(s). The food is bland but nourishing, and spoils if uneaten after 24 hours.

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### **Silversheen Oil**

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*Potion, uncommon*

If you spend one minute coating a weapon or up to eight pieces of ammunition with this silvery liquid, the coated weapon or ammunition counts as magical and silvered for 1 hour.

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### **Snake-Waker**

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*Weapon (any firearm), rare (requires attunement)*

This magical firearm adds +2 to attack and damage rolls made with it. Whenever you roll for initiative, this weapon magically leaps into your hand(s) unless you choose for it not to do so. As long as the weapon is in your hand(s) when you roll for initiative, you gain advantage on the roll. Furthermore, the weapon deals maximum damage against surprised enemies.

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### **The Messenger**

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*Weapon (long rifle), legendary (requires attunement)*

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you use this weapon to make a ranged attack and say its command phrase, "I've come to deliver," the target of that attack becomes your sworn enemy until it dies or until noon. You can have only one such sworn enemy at a time and when it dies, you can choose a new one after the next noon. Your ranged attack rolls with this weapon against your sworn enemy have advantage, do +3d6 piercing damage, ignore all cover except full, and don't suffer disadvantage due to long range. While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

Gunslinger			
Level	Proficiency Bonus	Features	Trick Shots
1st	+2	Fighting Style, Second Wind	-
2nd	+2	Action Surge (one use)	-
3rd	+2	Firearm Proficiency, Gunsmith, Adept Marksman	3
4th	+2	Ability Score Improvement	3
5th	+3	Extra Attack	3
6th	+3	Ability Score Improvement	3
7th	+3	Quickdraw	4
8th	+3	Ability Score Improvement	4
9th	+4	Indomitable (one use)	4
10th	+4	Rapid Repair	5
11th	+4	Extra Attack (2)	5
12th	+4	Ability Score Improvement	5
13th	+5	Indomitable (two uses)	5
14th	+5	Ability Score Improvement	5
15th	+5	Lightning Reload	6
16th	+5	Ability Score Improvement	6
17th	+6	Action Surge (two uses), Indomitable (three uses)	6
18th	+6	True Grit, Vicious Intent	7
19th	+6	Ability Score Improvement	7
20th	+6	Extra Attack (3)	7

## Gunslinger

### Hit Points

**Hit Dice:** 1d10

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

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

### Proficiencies

**Armor:** light armor, medium armor, heavy armor, shields

**Weapons:** simple weapons, martial weapons

**Tools:** none

**Saving Throws:** Strength, Constitution

**Skills:** Choose 2 from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

### Starting Equipment

You start with the following items, plus anything provided by your background.

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Alternatively, you may start with  $5d4 \times 10$  gp to buy your own equipment.

### Multiclassing

**Ability Score Minimum:** Dexterity 13, Intelligence 13

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies.

**Armor:** light armor, medium armor, shields

**Weapons:** simple weapons, martial weapons