

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

THE GUNSLINGER

For a renegade few, battle sounds different than it does for the typical fighter. The clash of steel and the sizzle of spell energy are drowned out by the thunderous rhythm of gunfire—the pounding beat of the gunslinger. Gunslingers are a bold and mysterious lot. While many treat the secrets of black powder with the same care and reverence that a wizard typically reserves for his spellbook, most gunslingers know that firearms are a secret that cannot remain concealed forever. While current firearms are simple, often imprecise, and even dangerous devices, they are a technology on the move, and one that will become even more powerful when it is fully fused with magic.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with firearms, as well as proficiency with tinker's tools to craft and repair them. You can also craft ammunition with your tinker's tools.

GRIT

When you choose this archetype at 3rd level, your fighting experience grants you deeds that are fueled by special points called grit points.

Deeds. Deeds are maneuvers or tricks you can do to increase your offensive potential. Many deeds enhance an attack in some way, while others provide bonuses that last a period of time.

If a deed requires a level, you must be that level in this class to use the deed. You can only use one deed per attack, and must it be with a firearm.

Grit Points. This pool represents the courage and tough fortitude that you convert into offensive power. This power is represented by a number of grit points, equal to your Wisdom modifier.

When you spend a grit point, it is unavailable until you finish a short or long rest.

Alternatively, on your turn, if you score a critical hit or reduce a creature to 0 hit points with a firearm, you regain 1 grit point.

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

$$\text{Deed save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$$

DEEDS

The deeds are presented in alphabetical order.

Cheat Death (18th Level Required). Whenever you are reduced to 0 hit points but not killed outright, you can spend all of your grit points (minimum 1) to drop to 1 hit point instead.

Deadeye. You can spend 1 grit point to gain advantage on the next attack roll you make this round. You must use this feature before you make your attack roll.

Lightning Reload (15th Level Required). You can reload a one-handed or two-handed firearm as a bonus action.

Mortal Shot (18th Level Required). Whenever you score a critical hit with a firearm (including with another deed), you can spend a grit point to be able to roll your damage dice three times instead of only twice.

Quick Draw (7th Level Required). As long as you have at least 1 grit point, you gain a +2 bonus to initiative rolls, and can draw a firearm as an interaction.

Trick Shot (10th Level Required). You can spend a grit point to target a specific location on a creature's body. If you have Extra Attack, you may select multiple targets for one use of this feature.

Arm. On a hit, no damage is dealt, but the foe drops 1 item of your choice.

Legs. On a hit, the target takes normal damage and must succeed on a Constitution saving throw or be knocked prone.

Torso. On a hit, the target takes normal damage and has disadvantage on Strength and Dexterity checks for 1 round.

Wings. On a hit, the target takes normal damage and must succeed on a Constitution saving throw or plummet 20 feet.

Violent Shot (7th Level Required). You can spend 1 or more grit points when you declare an attack on a creature but before you make your attack roll. For each point spent, the attack gains a +1 bonus to the weapon's Misfire number. If the attack hits, it deals an additional damage die of the weapon per grit point spent. Weapons with multiple damage dice only add 1 die per point spent.



WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Firearms</i>				
Pistol	250 gp	1d10 piercing	3 lb.	Ammunition (range 100/400), reload (4 shots), misfire (1)
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 200/800), reload (1 shot), misfire (2), two-handed
Pepperbox	450 gp	1d10 piercing	4 lb.	Ammunition (range 150/600), reload (6 shots), misfire (2)
Scattergun	500 gp	1d8 piercing	20 lb.	Ammunition (range 30-foot-cone), reload (2 shots), misfire (3)
Bad News	—	2d12 piercing	25 lb.	Ammunition (range 300/1200), reload (1 shot), misfire (3)

FIREARMS PROPERTIES

Misfire. Whenever a character makes an attack roll with a firearm and the natural die roll is equal to or lower than the misfire number, the attack misses. Also, the weapon cannot be fired again until after a successful Intelligence check with tinker's tools. If the check fails, the weapon is considered broken and must be repaired out of combat at half the cost of the weapon (or DM's discretion).

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action. Alternatively, if the character has Extra Attack, the character can forgo one of their attacks to reload the weapon as well.

Gunslinger Archetype converted by

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Art Credits in Order of Appearance

"Percy" by @Llyodo6

"Dwarf musket" by Davidhueso

"Fantasy city concept rise to the throne"
by Atomhawk

*PDF compiled, edited and designed to
resemble the official Player's Handbook
by /u/Barkalot*

