Fighter: Renegade

***What defines a Renegade is not simply the weapon they wield, or the ways they fight. A renegade, above all else, is a fighter of sly charm and swagger. With brash cockiness in spades, renegades build their own custom firearms to perfectly suit their own larger-than-life personalities. Particularly well-funded renegades may even have personalized Hextech weapons, but such folk are rare among the scoundrels of Bilgewater.***

***Don’t mistake their boasting for an empty facade—folk who underestimate a renegade’s flashy gunplay tend to wind up dead.***

Source: Legends of Runeterra: Dark Tides of Bilgewater

Scoundrel’s Wit

Starting at 3rd level, you gain proficiency with the two of the following skills: Deception, Persuasion, or Sleight of Hand.

Gunfighter Form

Additionally, when you choose this archetype at 3rd level, you begin constructing a custom firearm that suits your unique brand of renegade style. This process begins by selecting the form upon which to base your weapon. Each form grants you a new ability and unlocks certain upgrades you can add to your weapon at higher levels. Choose one of the following options:

* **Pistoleer:** Favoring speed and style over raw power, a renegade who adopts the Pistoleer form wields a small flintlock handgun. As an action on your turn, you can target a creature within 30 feet and shoot. Make a ranged attack roll against the target. You are proficient with the attack, and on a hit, the attack deals piercing damage equal to 1d6 + your Dexterity modifier. The number of shots you can fire during a single action increases when you reach higher levels in this subclass: two shots at 5th level, three shots at 11th level, and four shots at 20th level. The shots can target the same creature or different creatures. Make a separate attack roll for each shot.
* **Sniper:** Armed with a large two-handed firearm, a renegade who adopts the Sniper form can inflict massive damage in a single shot. As an action on your turn, you can target a creature within 120 feet and shoot. Make a ranged attack roll against the target. You are proficient with the attack, and on a hit, the attack deals piercing damage equal to 1d10 + your Dexterity modifier. You deal extra damage while using this form when you reach higher levels, dealing damage equal to 2d10 + your Dexterity modifier at 5th level, 4d10 at 11th level, and 6d10 at 20th level.

Weapon of Choice

Through a combination of salvaging stolen pieces of arcane technology and sheer rakish ingenuity, you can customize your firearm with various upgrades. When you choose this archetype at 3rd level, pick one minor upgrade and one major upgrade from the [Firearm Upgrades](http://dnd5e.wikidot.com/fighter:renegade:firearm-upgrades) list. If an upgrade has a prerequisite, you must meet that prerequisite in order to benefit from the upgrade.

You gain one additional minor upgrade at 5th level, and one additional major upgrade at 10th level.

Cunning Shot

Starting at 7th level, you learn to exploit a foe’s weak spots, even if they appear to have none. The damage dealt by your firearm, including damage dealt via Firearm Upgrades, ignores resistances and immunities.

Grin and Bear It

At 10th level, you can brace yourself in the heat of battle, even when gravely wounded. When you use your Second Wind feature, your AC gains a +1 bonus and your movement speed increases by 10 feet until the start of your next turn.

Right Gun for the Job

At 15th level, your skill with your firearm can adapt to any situation. When you finish a long rest, you can replace any of your Firearm Upgrades with a different one, though you cannot have more than two major upgrades equipped at a time. You must still meet the prerequisite of an upgrade in order to benefit from it.

Light ‘Em Up

At 18th level, you learn to channel the volatile force of your firearm’s black powder into a single concussive blast. As a bonus action, you can either throw or set down a small explosive. If thrown, the explosive has a range of 30 feet and detonates immediately on impact; if set down, the explosive can be detonated remotely from up to 60 feet away as another bonus action.

When detonated, each creature within a 15-foot radius of the explosive must make a Dexterity saving throw, taking 12d6 force damage on a failure and half as much on a success. The DC for this saving throw is equal to your Firearm Upgrade DC.

Once you use this feature, you cannot use it again until you complete a short or long rest.

Fighter: Gunslinger (HB)

**Most warriors and combat specialists spend their years perfecting the classic arts of swordplay, archery, or pole arm 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.**

Source: [D&D Beyond](https://www.dndbeyond.com/subclasses/gunslinger)

### 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.

### Firearm Properties

Firearms are a new and volatile technology, and as such bring their own unique set of [Weapon Properties](http://dnd5e.wikidot.com/fighter:gunslinger:firearm-properties). Some properties are followed by a number, and this number signifies an element of that property. These properties replace the optional ones presented in the Dungeon Master’s Guide. Firearms are ranged weapons.

### Adept Marksman

When you choose this archetype at 3rd level, you learn to perform powerful [Trick Shots](http://dnd5e.wikidot.com/fighter:gunslinger:trick-shots) to disable or damage your opponents using your firearms.

**Trick Shots.** You learn two [trick shots](http://dnd5e.wikidot.com/fighter:gunslinger:trick-shots) of your choice. 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:

**Trick shot save DC** = 8 + your proficiency bonus + 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.

### 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.

 place of forcing a creature within the reach of that attack to make a Dexterity saving throw against your ki save DC. On a failed saving throw, the creature takes psychic damage equal to that of your unarmed strike, or half that damage if it succeeds.

Psychic Form

At 17th level, you can transform your physical body into the same psychic energy that comprises your soul knives. As a bonus action, you assume a psychic form, which grants the following benefits:

* You have resistance to all damage.
* You have a fly speed of 30 feet.
* You can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

This benefit lasts for 1 minute. You cannot use it again until you complete a long rest.

Barbarian: Path of the Juggernaut (HB)

**Juggernaut barbarians are siege engines in their own right, able to stand their ground and move their foes into positions of weakness. While raging, they make any battlefield their domain, shoving foes over mountainsides and destroying even the strongest structures with their attacks.**

Source: Tal'Dorei Campaign Setting

### Thunderous Blows

Starting when you choose this path at 3rd level, your rage instills you with the strength to batter around your foes, making any battlefield your domain. Once per turn while raging, when you damage a creature with a melee attack, you can force the target to make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failure, you push the target 5 feet away from you, and you can choose to immediately move 5 feet into the target’s previous position.

### Stance of the Mountain

You harness your fury to anchor your feet to the earth, shrugging off the blows of those who wish to topple you. Upon choosing this path at 3rd level, you cannot be knocked prone while raging unless you become unconscious.

### Demolishing Might

Beginning at 6th level, you can muster destructive force with your assault, shaking the core of even the strongest structures. All of your melee attacks gain the siege property (your attacks deal double damage to objects and structures). Your melee attacks against creatures of the construct type deal an additional 1d8 weapon damage.

### Overwhelming Cleave

Upon reaching 10th level, you wade into armies of foes, great swings of your weapon striking any who threaten you. When you make a weapon attack while raging, you can make another attack as a bonus action with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

### Unstoppable

Starting at 14th level, you can choose to become unstoppable when you enter a rage. If you do so, for the duration of the rage your speed cannot be reduced, and you are immune to the frightened, paralyzed, and stunned conditions. If you are frightened, paralyzed, or stunned, you can still take your bonus action to enter your rage and suspend the effects for the duration of the rage. When your rage ends, you suffer one level of exhaustion.