GUNSLINGER

JOIN the PARTY

A Gritty, Risk-Taking Class by Mage Hand Press

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Join the Party's The Rising Tide campaign is made in collaboration with Mage Hand Press

For breathtaking adventures and genre-pushing narratives, go listen to Join the Party.

For additional gunslinger subclasses, firearms, feats, and more, read Valda's Spire of Secrets.

THE RISING TIDE

Join the Party's third campaign, *The Rising Tide*, is set in the world of Verda Stello, the great green ringed world. This fantastical land is filled with human-sized plant and bug people (give or take some two-foot tall fruits and giant vines) called the Greenfolk.

The source of Verda Stello's verdant life was the Cascade, a massive waterfall that fell over the whole inner ring of the world. Over time, the Cascade dried up, leaving all the Greenfolk scrambling for water. But the waterfall also revealed that the entire center of Verda Stello was a great salt sea, dotted with countless unknown islands. Soon, a prophecy arose about an Infinite Lake that can save the world and a Salmon that grants your deepest desire.

The rush to claim and explore the great salt sea kicked off the Tide, a pirate era that has raged for 50 years. This story is but one of many that are caught in the wind between sails. A tale of a butterfly gunman, an explosive piece of produce, and the witch made out of tea.

Troy Riptide

Bug Greenfolk, Trick Shot Gunslinger (he/him)

BIO

Troy Riptide is a fun-loving, quick-shooting, shaka-throwing son of the Crags. He was raised to be a palace guard, but that's no way to bring glory to his house. So instead he's setting out on the high seas to find fame and fortune! His arrows fly high and fast while his bright yellow wings stay rolled up in weatherproof casing on his back. Did someone order a butterfly Gunslinger? 'Cause Troy's ready to shoot and party, and his crossbow is already loaded.

WHAT DREW AMANDA TO THIS CLASS

Why should magic users have all the fun? The Gunslinger brings nuance, variety, and creativity to weapons-based combat. No matter your campaign setting, you'll find a version of the Gunslinger that fits into your world. In this case, it's all about the crossbows. Plus, I love the power and control that risk dice give me. It feels like an extension of the Monk class, in the way you can use "points" to do incredible superhuman feats, but can be removed from the weapon-less, pan-Asian theming that feels baked into that kind of character.

CROSSBOW GUNSLINGERS

In fantasy settings set before the advent of black powder, you can use the following variant rule:

Gunslingers with Crossbows. You gain proficiency with all crossbows, including exotic crossbows, and can use crossbows whenever a gunslinger feature refers to an attack with a firearm. At 11th level, the Mankiller feature instead adds an extra die of damage to crossbow damage rolls.

GUNSLINGER

A glass falls, clattering to the floor, and the tavern grows silent. A dwarf with a deep scowl, dripping with freshly spilled beer, leers at a nearby drunken orc and fingers for a pair of revolvers at his waist.

High on a hillside, carefully concealed beneath foliage and stones, a marksman steadies her breathing and adjusts her scope, acquiring her target and waiting for the moment to strike.

Risk is in a gunslinger's blood. They are bold renegades, bucking tradition and forging a new path with dangerous and inelegant firearms. Gunslingers are infamous for surviving by their wits, relying on split-second timing and a considerable amount of luck to survive.

Guts and Gunpowder

Black powder is not for the faint of heart. Its thunderous applause is volatile and imprecise—a barely controlled explosion directed at an enemy. Unlike a sword or a bow, a firearm can explode in your hands, and its ammunition turns into a bomb whenever it catches a spark. Only the truly mad or eerily stalwart choose to become gunslingers.

Gunslingers hurl death from their guns in a roaring cacophony. Whenever they draw their weapons, life or death hangs in the balance, hinging on their guts, snap decision-making, and quick aim.

Dangerous Outsiders

A gunslinger's explosive lifestyle lends well to wandering and adventuring. Gunslingers often shoot first and ask questions later, an attitude that earns them few friends and plentiful enemies. In their travels, most gunslingers are secretive and go to great lengths to remain incognito, lest they be spotted by old foes with scores to settle.

Yet their skills are always in demand. Anyone seeking protection or revenge can count on a gunslinger when they roll into town. After all, gunslingers often pick up odd jobs to make ends meet, and they have one truly marketable skill.

Creating a Gunslinger

When creating your gunslinger, consider where firearms fit in the campaign's world and what the common perceptions are of those who use them. If firearms are the norm, your gunslinger might be a mercenary or militia fighter. If firearms are rare, your

These folks sling guns, as opposed to those folks over there who sling axes.

gunslinger might be one of a kind, a trailblazer in new types of warfare.

It's also not unusual for a gunslinger to be haunted by their past. Did some event drive you to the gun and motivate you to travel? Is there a bounty on your head in one or more areas? Do you have any old enemies that seek you for revenge?

QUICK BUILD

To make a gunslinger quickly, follow these suggestions. Make Dexterity and Constitution your highest ability scores. If you plan to choose the Gun Tank creed, instead make Strength your highest ability score. Lastly, choose any background, preferably one that emphasizes your familiarity with firearms and penchant for risk-taking.

THE GUNSLINGER

LEVEL	PROFICIENCY BONUS	RISK DICE	FEATURES
1st	+2	—	Fighting Style, Quick Draw
2nd	+2	4d8	Critical Shot, Poker Face, Risk
3rd	+2	4d8	Gunslinger's Creed
4th	+2	4d8	Ability Score Improvement
5th	+3	4d8	Extra Attack
6th	+3	5d8	Gut Shot
7th	+3	5d8	Creed feature, Evasion
8th	+3	5d8	Ability Score Improvement
9th	+4	5d8	Critical Shot improvement
10th	+4	5d10	Creed feature
11th	+4	5d10	Mankiller
12th	+4	5d10	Ability Score Improvement
13th	+5	5d10	Dire Gambit
14th	+5	6d10	Creed feature
15th	+5	6d10	Cheat Death
16th	+5	6d10	Ability Score Improvement
17th	+6	6d10	Critical Shot improvement
18th	+6	6d12	Maverick
19th	+6	6d12	Ability Score Improvement
20th	+6	6d12	Head Shot

CLASS FEATURES

As a gunslinger, you gain the following class features.

HIT POINTS

HIT DICE: 1d8 per gunslinger level
HIT POINTS AT 1ST LEVEL: 8 + your Constitution modifier
HIT POINTS AT HIGHER LEVELS: 1d8 (or 5) + your Constitution modifier per gunslinger level after 1st

PROFICIENCIES

ARMOR: Light armor
WEAPONS: Simple weapons, simple firearms, martial firearms
TOOLS: One type of gaming set

SAVING THROWS: Dexterity, Charisma
SKILLS: Choose two from: Acrobatics, Animal Handling, Athletics, Deception, Insight, Intimidation, Perception, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

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

- Leather armor with a longcoat
- A dagger and (a) a handgun and 20 bullets or (b) a revolver and 10 bullets
- Any two-handed firearm that isn't heavy and 30 bullets or shells
- (a) a dungeoneer's pack or (b) an explorer's pack

Fighting Style

You adopt a particular style of gunfighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

AKIMBO

When you engage in two-weapon fighting with firearms, you don't take a penalty to the damage of the second attack.

BULLSEYE

You gain a +2 bonus to ranged attack rolls you make with firearms. The weapon must have the Sighted property or have a normal range of 80 feet or longer to gain this benefit. This benefit doesn't stack with the Archery fighting style.

DUELIST

While you are wielding a firearm in one hand and nothing in the other, if you make a ranged weapon attack and exceed the target's AC by 5 or more, you deal one extra die of weapon damage. You can only use this ability once per round.

SHOTGUNNER

When you hit with a ranged weapon attack using a firearm that has the Scatter property, you can reroll the lowest damage die, and you must use the new roll, even if the new roll is worse than the original.

Quick Draw

Gunslingers have twitch reflexes and can pull a gun in the blink of an eye. You have advantage on initiative rolls. Additionally, you can draw or stow up to two weapons when you roll initiative and whenever you take an action on your turn.

Critical Shot

At 2nd level, your ranged firearm attacks score a critical hit on a roll of 19 or 20.

     Starting at 9th level, your ranged firearm attacks score a critical hit on a roll of 18–20, and at 17th level your ranged firearm attacks score a critical hit on a roll of 17–20.

Poker Face

Starting at 2nd level, you have advantage on ability checks and saving throws made to prevent others from sensing your motives, perceiving your emotions, or reading your thoughts.

Risk

By 2nd level, you can perform incredible feats of daring that are fueled by special dice called risk dice.

RISK DICE

You have four risk dice, which are d8s. You gain additional risk dice, and your risk dice change as you gain levels in this class, as shown in the Risk Dice column of the Gunslinger table. You regain all expended risk dice when you finish a long rest.

USING RISK DICE

Once per turn, you can expend a risk die to perform a deed of your choice. Your deed options are detailed at the end of the class description.

SAVING THROWS

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

> **Deed save DC** = 8 + your proficiency bonus + your Dexterity modifier

Gunslinger's Creed

By the time gunslingers reach 3rd level, they embrace a way of living, known as their creed, which guides their judgments and their unique brand of gunslinging. Your choice grants you features at 3rd level and again at 7th, 10th, and 14th level.

Ability Score Improvement

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

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Gut Shot

Starting at 6th level, whenever you score a critical hit against a Large or smaller creature with a ranged firearm attack, the bullet lodges itself in the target. Until the creature uses its action to dislodge the bullet, it moves at half speed and has disadvantage on attack rolls and ability checks. Elementals, Oozes, and Undead are immune to this effect.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Mankiller

Starting at 11th level, when you use your action to make ranged firearm attacks, you can add your ability modifier to the firearm's damage rolls. Note that firearms don't normally add your ability modifier to their damage rolls.

Dire Gambit

Beginning at 13th level, whenever you score a critical hit, you regain one expended risk die.

Cheat Death

By 15th level, you have a knack for evading the grave. When you drop to 0 hit points and don't die outright, you can use your reaction and expend one risk die to remain standing. You instead drop to a number of hit points equal to the number rolled on the die.

Once you use this feature, you can't use it again until you finish a short or long rest.

Maverick

By 18th level, you have become unshakable. You have advantage on Constitution checks and saving throws.

Head Shot

At 20th level, when you score a critical hit against a creature with a firearm, you can choose for the shot to be a head shot. If the creature has less than 100 hit points, it dies. Otherwise, it takes an extra 10d10 damage from the hit. Elementals, Oozes, Undead, and creatures that lack nervous systems or vital organs take no extra damage from this feature.

Once you use this feature, you can't use it again until you finish a short or long rest.

DEEDS

The deeds are presented in alphabetical order.

BITE THE BULLET

As a bonus action on your turn, you can expend one risk die to gain temporary hit points equal the number rolled on the die + your Constitution modifier.

COVERING FIRE

When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action to cow the creature. Roll the risk die and subtract it from the next attack roll the creature makes before the start of your next turn.

DODGE ROLL

You can expend one risk die as a bonus action to move up to 15 feet and reload any firearm you are holding. This movement doesn't provoke opportunity attacks, ignores difficult terrain, and allows you to move through a hostile creature's space, as long as you don't end your movement there.

LIMB SHOT

When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action and aim for one of its limbs, attempting to force it to drop one item of your choice that it is holding. The target must make a Constitution saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

SKIN OF YOUR TEETH

When an attacker you can see makes an attack roll against you, you can expend a risk die as a reaction to dodge out of harm's way at the last second. You add the risk die to your AC against this attack, potentially causing it to miss.

STEADY AIM

On your turn, you can use a bonus action and expend one risk die to double the normal and maximum range for the next ranged weapon attack you make.

GUNSLINGER'S CREEDS

Gunslingers have many features in common, but each of them walks their own path and follows their own code. This code, which gunslingers call a creed, embodies their core beliefs and informs their unique combat style.

Trick Shot

Accuracy means different things to different people. For you, true accuracy isn't necessarily in hitting a target on the first shot, but might include hitting the mark after the bullet bounces around a dozen times. Your attacks are just as dangerous if they miss, or even after hitting their mark, as others' are while they're still in the air.

CREATIVE TRAJECTORY

Starting at 3rd level, you begin to learn how to make your bullets travel in unexpected ways. Your ranged firearm attacks ignore half cover.

RICOCHET

At 3rd level, when you miss with a ranged firearm attack and you don't have disadvantage, you can use your bonus action to reroll the attack roll, and you must use the new roll. If this causes the attack to hit, the attack deals only half damage.

LIGHT-FOOTED

By 7th level, you're just as good at escaping from trouble as you are at getting into it. Difficult terrain costs you no extra movement.

DEFT DEFLECTIONIST

Starting at 10th level, when a creature you can see makes a ranged weapon attack against you, you can attempt to deflect the projectile by shooting it out of the air. As a reaction, make a ranged attack with a firearm. If the result of your roll is greater than the result of the attacker, the attack targeting you has disadvantage. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack hits.

PINBALL SHOT

Starting at 14th level, once on each of your turns when you hit a creature with a ranged firearm attack, you can ricochet the bullet to hit an additional target. The distance to the second target can be no greater than half the firearm's normal range. Make a separate attack roll for the second target.

FIREARMS

Black powder represents a paradigm shift in the art of warfare, fueling everything from powerful siege weapons to concealable, handheld guns. In many campaign settings, firearms supplant the traditional scheme of weapons, forcing arrows, swords, and battleaxes into obsolescence. They might even be commonplace, a staple tool for hunting and defense.

 Firearms follow slightly different rules to conventional ranged weapons, and also generally use two or more damage dice.

FIREARM DAMAGE ROLLS

Unlike other weapons, you don't add your ability modifier to the damage roll of a firearm unless otherwise stated.

TWO-WEAPON FIGHTING WITH FIREARMS

When you engage in two-weapon fighting with two light firearms, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

FIREARM AMMUNITION

All firearms require special ammunition. Most firearms use bullets, but some require even more specialized projectiles. The ammunition of a firearm is destroyed upon use.

FIREARM AMMUNITION

Ammunition	Cost	Weight
Blunderbuss shot (10)	1 gp	2 lb.
Bullets (10)	2 gp	2 lb.
Cannonball	5 gp	10 lb.
Dragon Bullet	1 gp	—
Grenade	5 gp	3 lb.
Harpoon	5 gp	4 lb.
Musket balls (10)	1 gp	2 lb.
Rocket	20 gp	6 lb.
Shell (10)	5 gp	2 lb.

FIREARM ERAS

Firearms have evolved dramatically throughout human history, and will continue to evolve into the far future. Therefore, in addition to being organized into simple, martial, and exotic categories, the firearms presented in this book are organized by eras, the periods of time in which they might be encountered. Many firearms might appear in any era, especially if the story demands an unusual weapon enters the fray, but many are best suited to campaign settings which echo their level of technology.

 RENAISSANCE-ERA firearms, such as flintlocks and muskets, are weapons that have taken the first steps away from heavy cannons and into portable rifles, making them the progenitors of all modern firearms. Weapons from this era use musket balls and loose black powder, and are therefore slow to reload and more prone to malfunction. Importantly, these weapons exist comfortably in many fantasy settings alongside bows, swords, and axes, especially where pirates are at play.

 INDUSTRIAL AGE firearms, such as revolvers and double-barrel shotguns, stem from advancements in machinery and assembly lines, granting them more interchangeable parts and cartridged bullets. These guns lacked the clean assembly-line consistency of modern firearms, but laid down the bedrock for designs that have not changed much since: a classic six-shot revolver is as timeless as it is effective. While the heyday of Industrial Age firearms was in the Wild West, their simple and reliable construction means they are still commonplace in the modern day.

 MODERN firearms have embraced automatic fire, ammunition magazines, and lighter caliber bullets (which can travel at much higher speeds). For these guns, form begets function: weapons are designed for a specific role, such as sniper rifles for long range and shotguns for close quarters, and every aspect of their design supports this role. Moreover, weapons that enjoyed success in the West, such as the double-barrel shotgun, can still be found in use today.

SIMPLE RENAISSANCE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Flintlock	75 gp	2d6 piercing	6 lb.	Ammunition (range 30/120), dry, light, loading, misfire

MARTIAL RENAISSANCE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Blunderbuss	180 gp	2d8 piercing	8 lb.	Ammunition (range 30/90), dry, heavy, loading, misfire, scatter (2d10), two-handed
Musket	175 gp	2d8 piercing	10 lb.	Ammunition (range 80/320), dry, loading, misfire, two-handed

SIMPLE INDUSTRIAL AGE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Double-Barrel Shotgun	200 gp	2d6 piercing	8 lb.	Ammunition (range 10/30), reload (2), scatter (2d8), two-handed
Hunting Rifle	175 gp	2d6 piercing	8 lb.	Ammunition (range 80/320), reload (5), two-handed
Revolver	100 gp	2d6 piercing	3 lb.	Ammunition (range 60/240), reload (6)

MARTIAL INDUSTRIAL AGE FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Gatling Gun	3,000 gp	2d8 piercing	125 lb.	Ammunition (range 80/320), automatic, heavy, mounted, reload (40), two-handed
Light Cannon	3,000 gp	2d12 bludgeoning	225 lb.	Ammunition (range 80/320), heavy, mounted, reload (1, 2 actions), special, two-handed

SIMPLE MODERN FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Handgun	100 gp	2d6 piercing	3 lb.	Ammunition (range 60/240), reload (10)
Submachine Gun	200 gp	2d4 piercing	6 lb.	Ammunition (range 10/40), automatic, light, reload (16), foregrip

MARTIAL MODERN FIREARMS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Assault Rifle	350 gp	2d6 piercing	7 lb.	Ammunition (range 80/320), automatic, reload (20), two-handed
Pump Shotgun	200 gp	2d6 piercing	7 lb.	Ammunition (range 30/90), heavy, reload (10), scatter (2d8), two-handed
Sniper Rifle	500 gp	2d8 piercing	8 lb.	Ammunition (range 150/560), heavy, reload (4), sighted, two-handed

Weapon Properties

Many weapons have special properties related to their use, as shown in the weapons tables.

AMMUNITION. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. The ammunition of a firearm is destroyed upon use. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the Ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

AUTOMATIC. When you make an attack with this weapon on your turn, you can choose to make two attacks instead. These attacks are always made with disadvantage, regardless of circumstance. These attacks use twice the normal amount of ammunition.

DRY. If this weapon is ever submerged in water or doused with a significant quantity of water, it jams. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

EXPLOSIVE. When this weapon's projectile hits a target, it explodes in a 15-foot diameter sphere. The projectile can target an unoccupied space within its range. Each creature other than the target within the blast radius (for a Medium or smaller target, each creature within 5 feet of it) must make a DC 14 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

FOREGRIP. This weapon can be used with one or two hands. If used in two hands, its normal range increases by 50 feet and its long range increases by 200 feet.

HEAVY. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

LIGHT. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

LOADING. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

MISFIRE. When you roll a 1 on the d20 for an attack roll with this weapon, it jams. A jammed weapon can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

MOUNTED. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

RELOAD. This weapon can be used to make a number of attacks before it must be reloaded. If you are proficient with the weapon, reloading it takes a bonus action; otherwise, reloading it takes an action. Some weapons require an action or longer to reload, even if you have proficiency, which is specified in the Reload property. If reloading a weapon requires longer than one action, the weapon can't be used to make attacks until reloading is finished.

SCATTER. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

SIGHTED. This weapon has disadvantage on attack rolls made against targets within 20 feet.

SPECIAL. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons").

TWO-HANDED. This weapon requires two hands when you attack with it.

Special Weapons

Weapons with special properties are described here.

LIGHT CANNON. This weapon deals double damage to objects and structures.

ROCKET LAUNCHER. This weapon deals double damage to objects and structures.

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