GUNSLINGER
A Martial Archetype for the Fighter Class.

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

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.
**Firearm Proficiency**
Starting when you choose this archetype at 3rd level, you gain proficiency with firearms, allowing them to add their proficiency bonus to attacks made with firearms.

**Gunsight**
Upon choosing this archetype at 3rd level, you gain proficiency with Tinker’s Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones (DM’s discretion).

**Grit**
Also starting at 3rd level, you gain a number of grit points equal to your Wisdom modifier (minimum of 1). You can spend grit points to perform various “shot” attacks with your firearms. An attack can only be affected by a single shot feature. You can regain spent Grit points in the following ways:

*Critical hit with a firearm.* Each time you score a critical hit with a firearm attack while in the heat of combat, you regain 1 spent grit point.

*Killing blow with a firearm.* Each time you reduce a dangerous creature to 0 hit points with a firearm attack, and kill them, you regain 1 spent grit point.

You also regain all spent grit points after finishing a short or long rest.

**Deadeye Shot**
Beginning at 3rd level, you can spend 1 grit point to gain advantage on the next attack roll you make with a firearm this round.

**Quickdraw**
When you reach 7th level, you gain a +2 bonus to initiative. You can also draw and stow firearms as a free flourish.

**Violent Shot**
Starting at 7th level, you’ve discovered ways to push your firearms past their intended potential at the peril of damaging them. You can spend 1 or more grit points before making an attack roll with a firearm. For each grit point spent, that attack gains +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 damage of the attack.

**Trick Shot**
By 10th level, you’ve honed your aim to fire off targeted shots to disable an opponent. You can spend 1 grit point before making an attack roll to target a specific location on the target’s body. If the specified body part cannot be seen, or the target lacks the part in question, only normal damage is suffered with no additional effect.

Trick Shot DC = 8 + your proficiency bonus + your Dexterity modifier

*Head.* On a hit, the target takes normal damage and must make a Constitution saving throw or suffer disadvantage on attacks until the end of their next turn.

*Arms.* On a hit, the target takes normal damage and must make a Strength saving throw or drop 1 held item of your choice.

*Torso.* On a hit, the target takes normal damage and is pushed up to 10 feet directly away from you.

*Legs.* On a hit, the target takes normal damage and must make a Strength saving throw or get knocked prone.

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

**Lighting Reload**
Starting at 15th level, you can reload any firearm as a bonus action.

**Piercing Shot**
By 15th level, you’ve refined your deadly gameplay to allow certain shots to pierce through foes and continue on to damage others. You can spend 1 grit point before making an attack roll. If the attack hits, you make an attack roll with disadvantage against every creature directly behind the target within your first range increment.

**Vicious Intent**
At 18th level, your firearm attacks score a critical hit on a roll of 19-20.

**Hemorrhaging Critical**
Upon reaching 18th level, your 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.
Ammunition
All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be nearly impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Tinker’s Tools. Each firearm uses its own unique ammunition.

Firearm Properties
Firearms are a new and volatile technology, and as such have 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).

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Damage</th>
<th>Weight</th>
<th>Range</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pistol</td>
<td>250g</td>
<td>1d10 piercing</td>
<td>3 lbs</td>
<td>(100/400)</td>
<td>Reload 4, misfire 1</td>
</tr>
<tr>
<td>Musket</td>
<td>500g</td>
<td>1d12 piercing</td>
<td>10 lbs</td>
<td>(200/800)</td>
<td>Two-handed, reload 1, misfire 2</td>
</tr>
<tr>
<td>Pepperbox</td>
<td>450g</td>
<td>1d10 piercing</td>
<td>5 lbs</td>
<td>(150/600)</td>
<td>Reload 6, misfire 2</td>
</tr>
<tr>
<td>Scattershot</td>
<td>500g</td>
<td>1d8 piercing</td>
<td>10 lbs</td>
<td>(15/30)</td>
<td>Reload 2, misfire 3, scatter</td>
</tr>
<tr>
<td>Bad News</td>
<td>Crafted</td>
<td>2d12 piercing</td>
<td>25 lbs</td>
<td>(300/1200)</td>
<td>Two-handed, reload 1, misfire 3</td>
</tr>
<tr>
<td>Hand Mortar</td>
<td>Crafted</td>
<td>2d8 fire</td>
<td>10 lbs</td>
<td>(30/60)</td>
<td>Reload 1, misfire 3, explosive</td>
</tr>
</tbody>
</table>

Critical Role:
Prominent voice actor Matthew Mercer plays Dungeon Master to a group of fellow voice actors, bringing epic D&D adventures to life in front of a live audience on Twitch of up to 250,000 unique viewers every week. These talented artists from favorite video games and television shows effortlessly weave together action, drama and comedy to create a unique experience that embodies what every gamer loves about role playing games.

Critical Role is more than just a regular pen and paper RPG. It is truly an immersive, global experience for players and fans alike, one that highlights the humor and adrenaline-pumping action that roleplaying games can offer. Come experience it every Thursday at 7pm Pacific time at www.twitch.tv/geekandsundry, or at Geekandsundry.com!

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2016 by Matthew Mercer and published under the Community Content Agreement for Dungeon Masters Guild.