

# ARCANE GUNSLINGER – D&D 5E

## MARTIAL ARCHETYPE

### THE ARCANE ARCHER REMODELED FOR GUNS WITH MORE BALANCED WEAPON DAMAGES FOR THE GUNSLINGER ARCHETYPE

The Arcane Archer martial archetype was released with Xanathar's Guide to Everything. However, the Arcane Archer is geared for bows and arrows and not firearms, once the Gunslinger was released even unofficially into the 5<sup>th</sup> edition. The easiest way to handle a gunslinger is to have them start with a firearm as their ranged weapon. Then just treat guns like crossbows with slightly more punch that are much louder (unless enchanted for silence), and ammo that's harder to come by. Using the stats of the firearms presented below, will have less impact on the balance and more appropriate damage befitting of 5e versus using the more powerful firearms found in the DMG and other source materials. Like the arcane archer was to the archer the Arcane Gunslinger is the next step that would work for gun wielding fighters in a world with magic, which would be found in both steampunk and seafaring adventures. Even so the guns damage output listed seemed to be a little to high compared to the rest of the worlds weapons and needed to be reduced at least a little from what was already presented to make for a more realistic damage and balanced playable archetype. This archetype is an attempt to translate the Arcane Archer/Gunslinger into a fighter that is focused on blasting enemies of all kinds with magic shots.

### ARCANE GUNSLINGER MARTIAL ARCHETYPE

Nobles, swashbucklers and soldiers spend years perfecting the classic arts of swordplay, but few warriors take the time to gain the same expertise with firearms. The few who invest the years of training it takes to master firearms are gunslingers which are experts who combine blinding speed, deadly aim, and panache. This gunslinger is not a mad inventor who created the first gun, such as Matt Mercer's Gunslinger fighter archetype. This archetype assumes a campaign world where guns are either rare or available only in select seafaring or steampunk like locations, and only up to an old-west level of development to fit in more easily with the standard theme.

While anyone can aim a pistol or rifle and fire it, an arcane gunslinger is both proficient with and a cut far above the rabble. Arcane Gunslingers like traditional Gunslingers combine lightning fast reflexes and careful aim to act as masters of ranged combat. Gunslingers and Arcane Gunslingers also draw on bravado, a mix of courage and confidence, to perform amazing deeds with firearms. The difference is Gunslingers draw on this bravado which they call Grit to perform trick shots, but Arcane Gunslingers draw upon their connection with magic that they have gained either through training or innate nature in order to weave magic into their attacks.

**Firearms Training:** As a gunslinger, you make your mark upon the world as an expert with whichever firearms are prevalent and known to the individual. 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. (If you already have firearms proficiency, you instead gain advanced firearms proficiency.)

**Arcane Gunsmith:** Upon choosing this archetype at 3rd level, you can now enhance your Gunsmithing abilities using the secrets of magic. You gain proficiency in the Arcana skill and proficiency with Tinker's Tools. You also learn the mending cantrip. If you already have proficiency with tinker's tools, then you can choose to be skilled with another artisan's tool such as smith'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.

**Ammunition:** All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Tinker's Tools at half the cost.

**Arcane Marksman:** At 3rd level, you learn to unleash special magical effects with some of your shots to disable or damage your opponents using your firearms. When you gain this feature, you learn two Arcane Ammunition options of your choice (See "Arcane Ammunition Options" below). During your turn, when you shoot a firearm as part of the Attack action, you can choose to infuse the ammunition present in your weapon, with one of your chosen Arcane Ammunition options. In doing so you expend one use of this ability which is then applied to the weapons present ammunition. The effect persists on the ammunition present until your turn is completed, or all available attacks are confirmed as hits. You have two uses of this ability, at 3rd level and you regain all expended uses of it when you finish a short or long rest. After resting you can either keep your current choices or change to another one, whatever your choices they remain the only available options until you rest again.

You gain two additional Arcane Ammunition option of your choice and one additional use of the ability when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

**Arcane Reload:** At 5<sup>th</sup> level, any firearm you are holding temporarily gains magical enchantment while you hold or touch it: normally each firearm can be fired only a number of times equal to its Reload score before you must then spend 1 attack or 1 action to reload. Which requires you to have one free hand to load the firearm. You now no longer need to have a free hand to load the firearm, and you ignore the Loading quality of guns. This is now instead done magically and uses the available ammunition and supplies on hand, which now only requires a quick action or action to pause long enough for the reloading process to finish and can then be fired again.

**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.

**Magical Firearm:** At 7th level, you gain the ability to infuse your firearms with magic as well as the knowledge of how to combine magic and smithing to create a magic pistol or rifle. When you wield any firearm it has the following properties: Whenever you shoot non-magical ammunition from a firearm, you can make it magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. The magic fades from the ammunition immediately after it hits or misses its target. If you lose this firearm, you can create a new one over the course of three days of work (eight hours each day) by expending half the gun's original cost in gp worth of metal and other raw materials.

**Ever-Ready Shot:** Starting at 15th level, your magical ammunition is available whenever battle starts. If you roll initiative and have no uses of Arcane Ammunition remaining, you regain one use of it.

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

**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.

### ARCANE AMMUNITION OPTIONS

The Arcane Ammunition feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic.

If an option requires a saving throw, your Arcane Ammunition save DC equals 8 + your proficiency bonus + your Intelligence modifier.

**Blinding Shot:** You infuse evocation magic into your shot. As the shot hits the creature, it flares with a bright light. The creature hit by the shot takes an extra 2d6 radiant damage. The target must also succeed on a Constitution saving throw, or be blinded until the start of your next turn. A creature blinded by this shot makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. After you reach 18th level in this class, a target now takes 4d6 radiant damage when the shot hits it.

**Agonizing Shot:** You infuse eldritch energy into your shot. The creature hit by the shot takes an extra 3d4 magical energy damage plus your charisma modifier. The target must also succeed on a Constitution saving throw, or take the same amount of damage again at the start of your next turn. The damage die increases to 6d4 when you reach 18th level in this class.

**Concussive burst Shot:** You infuse your shot with force energy drawn from the school of evocation. Immediately after the shot hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each. You can choose to have the power deal an equal amount of nonlethal damage instead. The target is also deafened until the start of your next turn. Each affected creature must make a Constitution saving throw. On a failed save, a creature takes the force damage and is stunned for 1 minute. On a successful save, the creature takes half as much damage and isn't stunned. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The force damage increases to 4d6 when you reach 18th level in this class.

**Enfeebling Shot:** You infuse necromantic magic into your shot. The creature hit by the shot takes an extra 2d6 damage from the black enervating energy. The target must also succeed on a Constitution saving throw, or receive the enfeebled condition. An enfeebled creature is weakened and unable to bring all of their power to bear. Enfeebled creatures halve any damage or healing they do, and if the enfeebled creature forces an enemy to make a saving throw, that saving throw is made at advantage. The energy damage increases to 2d6 when you reach 18th level in this class.

**Freezing Shot:** You infuse evocation magic into your shot. The creature hit by the shot takes an extra 2d6 cold damage. The target must also succeed on a Constitution saving throw, or its speed is halved and it can't use reactions until the save is made. The cold damage increases to 4d6 when you reach 17th level in this class.

**Healing Shot:** You infuse evocation magic into your shot. The creature hit by the shot takes no damage and instead regains hit points equal to 2d6 + your Charisma modifier from positive energy. The healing increases by 4d6 when you reach 18th level in this class.

**Incendiary burst Shot:** You infuse evocation magic into your shot. Immediately after the shot hits the creature, the target and all other creatures within 10 feet of it take 2d6 fire damage each. The fire damage increases to 4d6 when you reach 18th level in this class.

**Storm burst Shot:** You infuse evocation magic into your shot. Immediately after the shot hits the creature, the target and all other creatures within 10 feet of it take 2d6 lightning damage each. The lightning damage increases to 4d6 when you reach 18th level in this class.

**Toxic Shot:** You infuse conjuration magic into your shot. The creature hit by the shot takes an extra 2d6 poison damage. The target must also succeed on a Constitution saving throw, or is poisoned. A creature poisoned by this shot makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer poisoned. The poison damage increases to 4d6 when you reach 18th level in this class.

#### Additional Firearms Information

Name	Value	Ammo	Damage	Weight	Properties, Ammo type
<b>Simple Melee Weapons</b>					
Bayonet	5g		1d6 Piercing	1 lb.	Versatile (1d8), Special
<b>Martial Firearms</b>					
Arquebus	150g	(10) 1g	2d4 Piercing	10 lb.	Range (30/90), Reload 1, Misfire 3, two-handed, loading Musketball
Flintlock Pistol	200g	(10) 1g	1d10 piercing	2 lb.	Range (15/60), Reload 1; Misfire 2, light, loading Musketball
Musket (flintlock)	750g	(10) 1g	2d6 piercing	8 lb.	Range (40/120), Reload 1, Misfire 2, two-handed, loading Musketball

Palm Pistol	125g	(30) 1g	1d8 piercing	1 lb.	Range (10/40), Reload 1; Misfire 3, light, covert, loading Pistol ball
Scatter-gun	1000g	(10) 2g	4d4 piercing	10 lb.	Range (15/30), Reload 1, Misfire 2, scatter, two-handed Buckshot
<b>Advanced Firearms</b>					
Howdah Pistol	1,000g	(16) 2g	2d8 piercing	4 lb.	Range (60/200), Reload 1; Misfire 2 Cartridge
Hunting Rifle	1,800g	(20) 4g	2d8 piercing	9 lb.	Range (100/400), Reload 1, Misfire 2, two-handed Cartridge
Pistol	500g	(10) 1g	1d10 piercing	3 lb.	Range (30/90), Reload 2; Misfire 1, light, loading Musketball
Revolver	1,500g	(25) 3g	2d6 piercing	3 lb.	Range (40/120), Reload 6, Misfire 1, Cartridge
Pepperbox	1,000g	(25) 3g	2d4 piercing	4 lb.	Range (40/120), Reload 4; Misfire 2, Cartridge
Shotgun	1,500g	(10) 5g	4d4 piercing	7 lb.	Range (15/30), Reload 2, Misfire 2, scatter, two-handed, shotgun shell

### Ammunition

Name	Value	Availability	Weight
Buckshot load (10)	2 gp	Merchant	1 lb.
Shotgun Shell (10)	5 gp	Merchant/crafted	1 lb.
P. Pistol ball (30)	1 gp	Merchant	1 lb.
Revolver Cartridge (25)	3 gp	Merchant/crafted	¾ lb.
Rifle Cartridge (20)	4 gp	Merchant/crafted	½ lb.
Powder flask (100)	10 gp	Merchant	2 lb.
Musketball S. (10)	1 gp	Merchant/crafted	½ lb.
H Cartridge (16)	2 gp	Merchant/crafted	1 lb.

### Martial Firearms

**Arquebus:** The most basic combination of barrel, stock, and trigger, arquebuses use actual burning matches to set off their powder charge. This makes them cumbersome to use and load, but also cheap to produce, and therefore quite common.

**Flintlock Pistol:** The first kind of pistol that didn't require using an actual match, these are muzzle-loading, single-shot pistols. They are simple to build and perhaps the most common firearm around.

**Musket:** A step up from an arquebus, a musket is a flintlock weapon that uses steel on flint to set off the powder. It is still slow to load, but has slightly better range, packs more of a punch, and weighs less.

**Palm Pistol:** A gentleman's weapon, palm pistols are basic flintlock weapons designed to be easily hidden. They are, however, notably unreliable and short range.

**Scattergun:** Scatterguns are similar to muskets in that they are muzzle-loaded and must be reloaded after each shot. They are similar to flintlock weapons, but instead of a single ball they fire buckshot—a grouping of tiny pellets that spread out over a wide area, attacking all creatures within a 15 foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 1d4 piercing damage.

### **Advanced Firearms**

**Howdah Pistol:** Designed specifically for killing large game, howdah pistols are large-caliber handguns that pack a wallop. They are breech-loaded but single-shot, trading capacity for power.

**Hunting Rifle:** More sophisticated than a musket, a hunting rifle is a breech-loader and fires cartridges. Its long range makes it popular with hunters and marksmen, although they are not as common or cheap as muskets or arquebuses.

**Pistol:** A slight upgrade from the flintlock pistol, the pistol has two barrels stacked on top of each other and is more reliable. They are a common sight with guards and soldiers in some places.

**Revolver:** Considered by many the pinnacle of handguns, revolvers use rotating chambers with a single barrel. They are reliable, easier to clean and reload, and can fire six times before reloading. Their mechanical complexity, however, can sometimes make them difficult to find or afford.

**Pepperbox:** The simplest method to fire multiple shots without reloading is to have more barrels, as a pepperbox does. All four barrels rotate together to line up the next barrel with the hammer.

**Shotgun:** An upgrade from scatterguns, shotguns have two barrels, are breach-loaded, and are set off by a hammer instead of a flint. They are additionally more reliable and hit harder, and this extra bit of craftsmanship generally makes them more expensive as well. Like the scattergun it fires buckshot—a grouping of tiny pellets that spread out over a wide area, attacking all creatures within a 15 foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 1d4 piercing damage.

### **AMMUNITION**

**Buckshot:** A package of small lead pellets that scatter when fired, doing damage to creatures in a large area. This ammunition is destroyed when used. You do not get to find half of your expended ammunition.

**Shotgun Shell:** a type of rimmed, cylindrical (straight-walled) cartridges used specifically by shotguns. The shell casing usually consist of a lightly waxed paper or brass tube with base holding a primer, and the shots which are typically contained by a wadding/sabot held in by a lightly waxed paper plug inside the case.

**Cartridges:** made in various sizes/calibers, a cartridge is primarily made of a bullet and dose of powder. which are combined within a cartridge case made of brass that holds the bullet/projectile, gunpowder and primer. to form a self contained watertight container that fits into the chamber of an advanced firearm which is called a cartridge. The brass spent cartridge when fired remains within the weapon chamber, sending the bullet forward on its own. Reloading of advanced firearms requires removal/extraction of the spent brass cartridge or cartridges, and replacing it with a fresh unspent round or rounds. This ammunition is destroyed when used. You do not get to find half of your expended ammunition. (only the spent brass cartridges/casings may be retrieved to be reloaded/remade as fresh unspent rounds)

**Powder Horn:** Often hung on a leather strap for easy portability, a gunpowder horn holds up to 100 doses of gunpowder. Groups using the rules for simple ammunition crafting do not need to worry about gunpowder.

**Musketball:** A simple ball of lead, paired with a dose of black powder when loaded into a firearm. Although the ball and powder are technically two separate items, they're mechanically treated as one for the sake of simplicity. This ammunition is destroyed when used. You do not get to find half of your expended ammunition.

**Bayonet:** A bayonet is a knife, spike, or similar piece of metal designed to fit on the muzzle of a firearm. Its purpose is to serve as a last resort melee weapon in instances where taking the time to switch weapons is impractical or impossible. Usage of a bayonet is important in determining its damage—if attached to a one-handed weapon, it may only use the listed one-handed damage. If attached to a two-handed firearm, it can be used as a versatile weapon. If used on its own, unattached to a firearm, a bayonet uses the statistics of a dagger.