

GUNSLINGER V0.2

CLASS FEATURES

As a gunslinger, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per gunslinger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per gunslinger level after 1st

PROFICIENCIES

Armor: Light armor, Medium armor

Weapons: Heavy Firearms, Light Firearms, Exotic Firearms, Bayonet

Tools: None

Saving Throws: Dexterity, Strength

Skills: Choose two from Animal Handling, Intimidation, Athletics, and Acrobatics

EQUIPMENT

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

- (a) A Bolt Action Rifle or (b) A Double Barrel Shotgun or (c) Two Revolvers
- (a) A Bayonette or (b) any Simple Melee Weapon
- \$15 Dollars

THE GUNSLINGER

Level	Proficiency Bonus	Features
1st	+2	Free Chamber
2nd	+2	Firearm Actions
3rd	+2	Firearm Expertise
4th	+2	Ability Score Improvement
5th	+3	Multiattack
6th	+3	Ability Score Improvement
7th	+3	—
8th	+3	Ability Score Improvement
9th	+4	—
10th	+4	—
11th	+4	—
12th	+4	Ability Score Improvement
13th	+5	—
14th	+5	Ability Score Improvement
15th	+5	—
16th	+5	Ability Score Improvement
17th	+6	—
18th	+6	—
19th	+6	Ability Score Improvement
20th	+6	—

FREE CHAMBER

At 1st level, the gunslinger may chamber one round per turn as a free action.

FIREARM ACTIONS

Everyone can wield a firearm, but the gunslinger is the true master of them. At 2nd level, the gunslinger gets access to the following firearm actions. As an attack, two firearm actions can be taken.

- **Fire:** Shoot a firearm. If taken more than once in a turn, subsequent attacks are made with -3 to hit, compounding with every additional shot taken. If done with an off-hand, make it at -3, stacking with the former, if applicable.
- **Aim:** Aim a firearm, granting the user advantage to hit on their next shot. If taken more than once (including with the aim bonus action) add +2 to hit for each aim taken after the first.
- **Reload:** Reload a firearm after its ammunition has been depleted
- **Strike:** Hit an enemy with the gun for 1d4 bludgeoning damage. You have proficiency to hit. On a hit, the enemy must make a contested dexterity saving throw against your athletics to avoid being knocked prone. If the firearm is equipped with a bayonet, the damage is increased to 2d6 piercing.
- **Chamber Round:** Chamber the next round in your weapon

FIREARM EXPERTISE

At 3rd level, the gunslinger can choose a form of expertise.

ABILITY SCORE IMPROVMENT

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. You can't increase an ability score above 20 using this feature.

MULTIATTACK

Beginning at 5th level, the gunslinger gains one extra firearm action per turn

PISTOL MASTER

The Pistol Master thrives in close to mid range, firing off shots left and right.

DUAL WIELD

At 3rd level, the light weapons expert gains the ability to dual wield light firearms. To do so, the gunslinger gains access to the "**Fire secondary**" Firearm Action, which allows them to fire their secondary weapon in their offhand at no penalty.

EAGLE EYE

Sometimes known as the ranger, the Eagle eye can see far distances through their scope, eliminating targets without their knowledge. Always out of sight, they scout the enemy.

IMPROVED AIM

At 3rd level, when the eagle eye takes the aim bonus action or firearm action, the +2 bonus is increased to +5.

RIFLEMAN

RAPID FIRE

At 3rd level, the "Fire" Firearm action no longer imposes a penalty on subsequent attacks with the same weapon.

SPECIALIST

When you need to resort to the cannon mounted to the top of the stairs loaded with grapeshot, the Specialist is your guy. While the Specialist has a niche skillset, they can be a devastating force of destruction if positioned correctly.

EXOTIC PROFICIENCY

When operating an exotic weapon, the specialist gains two additional firearm actions.