



By DAVIDE SCALIA

## THE GUNSMITH

A halfling peeks over a low stone wall, both hands gripping her rifle. She slowly inhales as the gnolls tear chunks from her former companion's corpse. Her stomach churns, but she pushes it down. She squeezes the trigger as she lets out a steady breath. The first creature's chest explodes with a sickening crunch. The second whips its head around, looking for her position. It dies before it can find her.

A sleek elven man ambles down the dusty street, playing with his holster as he goes. She's late, but she'll be here. Gawkers are the first to arrive, a crowd for the show. Only once a large number have gathered does the sheriff deign him with her presence. There'll be no quarter, she declares. He's barely listening, but chuckles as she aims her rifle. The gun roars. The elf rolls to his left with unnatural agility. As the sheriff's bullet whizzes overhead, he draws and fires. The last thing she sees is his smug grin. There's a new sheriff in town.

Gunsmiths are an odd mix of intellectuals and warriors and their unnatural weapons often result in them serving as both the hunters and hunted at various times. Gunsmiths are the keepers of firearms, and must split their time between the study of their craft, and their use of their deadly creations.

### KEEPERS OF KNOWLEDGE

Gunsmiths exist across the Multiverse, however in some worlds they may be scarce or may not exist at all. Where they do exist, gunsmiths are famous for their pursuit of knowledge. Smiths have been known to travel across worlds, and even beyond them, in pursuit of new technology. They are rarely

satiated; there are always more lost tomes and schematics to acquire, more modifications to experiment on or another master smith to trade ideas with.

Master smiths are those that have grasped the most esoteric knowledge and devoted their lives to its protection. Many master smiths are famous alchemists in their own right, and do not only confine their studies to firearms. Every master is responsible for safeguarding their techniques and instructing apprentices in the explosive arts. Masters are careful in their selection of apprentices and only instruct those



THE GUNSMITH		
Level	Proficiency Bonus	Features
1st	+2	Dangerous Knowledge, Eureka, Fighting Style
2nd	+2	Trick Shot, Fast Fingers
3rd	+2	Gunsmith Order
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Improved Crafting
7th	+3	Gunsmith Order feature
8th	+3	Ability Score Improvement
9th	+4	Always Ready
10th	+4	Gunsmith Order feature
11th	+4	Extended Arsenal
12th	+4	Ability Score Improvement
13th	+5	Gunsmith Order feature
14th	+5	Not Without a Fight
15th	+5	Honed Talent
16th	+5	Ability Score Improvement
17th	+6	Master Craftsman
18th	+6	Gunsmith Order feature
19th	+6	Ability Score Improvement
20th	+6	Shoot 'Em Up

they trust implicitly. Thus, it is not uncommon for a master to only instruct one or two apprentices in their lifetime. Masters and their apprentices study for many years together before the masters even begin to share their secrets. Indeed, the only things that gunsmiths hoard more closely than their knowledge are their weapons themselves.

### DEADLY FORCE

While no two gunsmiths are alike; all smiths share an unrivaled ability to mete out death and devastation. Smiths can flourish in both close combat and over great distances, allowing them a versatility few can match. Most gunsmiths rely on their intellect and unerring accuracy to decimate their enemies. Various smiths have been seen to pull off feats that few could replicate. Gunsmiths have been rumored to be able to shoot targets blindfolded after a night of heavy drinking, or to dispatch entire lines of infantry with a single bullet. Whatever the truth, only a fool would doubt a smith's murderous potential.

### CREATING A GUNSMITH

When building a gunsmith, it is important to answer three questions; who was your master, why do you seek knowledge, and why did your master choose you? Were you particularly driven, or was it a familial connection? Is your gunsmith an academic, or are they only interested in accruing power? Did you have a master, or did you instead stumble upon, or even steal your weapon's schematics? There are many paths to beginning your training as a gunsmith, after which point your master will demand much of you time until your

apprenticeship ends.

During the first years of a gunsmith's training they often receive a classical education, learning rudimentary mathematics and biology. Gunsmiths only begin to learn their true craft after they have demonstrated their loyalty and intellect. As they learn to craft firearms, many smiths also receive martial training, tutoring in infiltration, or schooling in history and natural science. As a smith completes their training, their master gives them a final gift – their first weapon. Often penniless, newly minted smiths set out into the world with little else.

### QUICK BUILD

You can make a gunsmith quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Intelligence. Second, choose the Outlander background.

## CLASS FEATURES

As a gunsmith, you gain the following class features.

### HIT POINTS

- Hit Dice:** 1d8 per level
- Hit Points at 1st Level:** 8 + your Constitution modifier
- Hit Points at Higher Levels:** 1d8(or 5) + your Constitution modifier per gunsmith level after 1st

## PROFICIENCIES

**Armor:** Light armor, medium armor

**Weapons:** Simple weapons, firearms

**Tools:** Tinker's Tools

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose two skills from Acrobatics, Stealth, Sleight of Hand, Investigation, Nature and, History.

## EQUIPMENT

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

- (a) leather armor or (b) chain shirt
- (a) a simple weapon or (b) a shield
- (a) a fire lance, (b) a palm pistol, (c) a flintlock pistol or (d) a musket
- 20 rounds of ammunition
- (a) a dungeoneer's pack or (b) an explorer's pack

## EUREKA

You found your inspiration and have taken your first steps towards becoming a master gunsmith. You are able to craft firearms and ammunition, and may do so in half the time it takes others.

You may choose one weapon as a favored weapon and add one modification (see "Gun Modifications" below) to it.

You may change your favored weapon whenever you gain a level.

## DANGEROUS KNOWLEDGE

You possess esoteric knowledge that others would kill for. Consequently, the first gunsmiths drafted a set of symbols to disguise their schematics. You know Smith Notation and can read most firearm schematics with ease. Some smiths take pains to disguise their works from their rivals, and do not use the common symbols. In cases such as these, you may make an Intelligence (Investigation) check, the DC of which is determined by the DM.

## FIGHTING STYLE

You may adopt a particular style of warfare as your specialty. Choose one of the following options.

### PROTECTED FIRE

You gain proficiency with shields and may wield any one-handed firearm with a shield and still reload your weapon.

### DUELIST

When you are wielding a one-handed firearm in one hand and no other weapons, you gain a +2 to attack and damage rolls with that weapon.

### SMOOTH OPERATOR

After a misfire, you may attempt to clear your firearm's chamber as a bonus action, rather than an action.

## PISTOLS AKIMBO

When you take the attack action while wielding two one-handed light weapons you may use your bonus action to fire the pistol in your offhand. You can load or reload your guns despite not having a free hand. You cannot add your ability modifier to damage rolls with your off-hand.

## HEAVY GUNNER

When you roll a 1 or 2 on a damage die for an attack you make with a two-handed firearm, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The gun must have the two-handed property for you to gain this benefit.

## SENTRY

If you have not used movement on the previous turn, or 1 minute prior to combat, you can reduce your speed to 0 until the start of your next turn and gain a +2 bonus to attack rolls with firearms until the start of your next turn.

## TRICK SHOT

Starting at 2nd level, you can pull off impossible feats with your firearm. When you gain this feature, you can learn one Trick Shot of your choice (see "Trick Shots" below). You must declare a Trick Shot prior to rolling your attack roll, and may only use one Trick Shot per attack. You can use Trick Shots a number of times equal to your Intelligence modifier (minimum of once). You regain all expended shots after finishing a short or long rest.

**Saving Throws.** Some of your Trick Shots require your target to make a saving throw to resist the shot's effect. The saving throw DC is calculated as follows:

$$\text{Trick Shot save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

You can learn an additional Trick Shot at 5th, 8th, 11th, 15th and 18th level. Each time you learn new Trick Shots you can also replace one maneuver you know with a different one.

## FAST FINGERS

Starting at 2nd level, you can use firearms with fluidity. You can now load and reload guns as part of the attack action. This feature does not affect firearms with the bulky trait.

## GUNSMITH ORDER

At 3rd level, you choose a gunsmith order that you wish to embody in your craft and combat. Choose Mystic Marksman, Grenadier, Crack Shot or Desperado, all detailed below. The order you choose grants you features at 3rd, 7th, 10th, 13th, and 18th level.

## ABILITY SCORE IMPROVEMENT

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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

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

## IMPROVED CRAFTING

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Beginning at 6th level, you can add two modifications to your favored weapon, rather than one.

## ALWAYS READY

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When you reach 9th level, you can recognize the telltale signs of an ambush. So long as you are conscious you can't be surprised. Additionally, you may add your proficiency bonus to initiative rolls.

## EXTENDED ARSENAL

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Starting at 11th level, your endless tinkering extends to a range of firearms, rather than only your favored weapon. You may choose a second firearm as your back up weapon and add one modification to it.

## NOT WITHOUT A FIGHT

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Beginning at 14th level, when a hostile creature that you can see reduces you to 0 hit points you can make an attack against that creature. You make this attack prior to falling unconscious or dying and on a hit you deal additional damage equal to your gunsmith level.

Taking any damage causes death saving throw failures as normal, and three failures can still kill you. Once you use this feature, you can't use it again until you finish a long rest.

## HONED TALENT

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Starting at 15th level, you are always able to rely on your skill in a tight spot. If you roll initiative and have no uses of Trick Shot remaining, you regain one use of it.

## MASTER CRAFTSMAN

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By 17th level, you have become a true master of your craft, a smith that your contemporaries aspire to emulate. You have improved your ability to add modifications to your weapons without rendering them unusable. You may now add three modifications to your favored weapon and two to your back up weapon.



## SHOOT'EM UP

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At 20th level, your firearm has become an extension of you. When you take the attack action, you can make an attack roll against all hostile creatures within range of your weapon. If you have disadvantage against a creature, you may not target them with this ability. Once you use this feature, you can't use it again until you finish a long rest.

# GUNSMITH ORDERS

Different gunsmiths choose different approaches to commanding the battlefield. The gunsmith order you choose to emulate reflects this choice.

## MYSTIC MARKSMAN

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The Mystic Marksman focuses on using the arcane power that suffuses the material plane to supplement their firepower. Those that choose this order are typically erudite in nature and use their intellect to overcome their obstacles.

## ARCANE FONT

At 3rd level, you learn magical theory and can perform basic arcane feats. You gain proficiency in the Arcana skill and learn the *prestidigitation* cantrip.

## BULLET BENDING

Starting at 7th level, you are able to perform minor feats of telekinesis in order to redirect stray bullets. When you make an attack roll and miss, you can use your bonus action to reroll the attack roll against another target within 20 feet of the original target. Your new target must not be closer to you than your original target.

## LINKED AMMUNITION

When you reach 10th level, you form a magical connection with your bullets. As an action, you may cast *clairvoyance* or *locate object*, focused on a bullet you have been in contact with within a number of hours equal to your Intelligence modifier (minimum of once). Once you use this feature, you can't use it again until you finish a short or long rest. You cannot use this feature on a bullet that is embedded in a creature's flesh.

## IRON FOCUS

Beginning at 13th level, your mental precision helps you identify your target's vulnerabilities. You can add your Intelligence modifier to damage rolls you make with firearms.

## CONCUSSIVE SHOT

Starting at 18th level, you can imbue your bullets with raw arcane power. When you roll an attack roll and hit, you deal damage as normal and can force any creatures within 5 feet of your target to make a Dexterity saving throw. The DC is equal to your Trick Shot DC. On a failure, the creature takes half of the damage dealt to the original target, of a type of your choosing.

You can choose to infuse your bullets with a damage type of your choice, choosing from: fire, cold, lightning or necrotic damage. You may change your choice whenever you finish a short or long rest.

## GRENADIER

Grenadiers can always be found in the thick of the fight, and can fight with both firearms and melee weapons. Grenadiers are a hardy folk, and are able to develop rudimentary handheld explosives.

## RUN'N GUN

At 3rd level, whenever you take the attack action your movement increases by 10 feet for that turn. Additionally, when you take the attack action, you can take the disengage action as a bonus action.

## CLOSE QUARTERS FIGHTING

Starting at 3rd level, when making a ranged attack roll while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack. Additionally, you gain a +1 bonus to attack rolls against creatures that are within 10 feet.

## FIRE IN THE HOLE

Beginning at 7th level you learn to craft flashbang grenades. As an action, you can throw a flashbang any point within 60 feet of you. All creatures within a 20-foot radius must make a Constitution saving throw or become blinded. The DC for this save is equal to your Trick Shot DC.

Your grenades are unstable, and you can only carry a total number of grenades equal to your Intelligence modifier at once. You can choose to replenish any expended grenades at the end of a long rest. Flashbang grenades cost 25 gp in materials to create.

## PISTOL WHIP

Starting at 10th level, whenever you take the attack action you can make a melee attack as a bonus action. Melee attacks with your firearm use your Dexterity modifier for attack rolls and deal 1d4 bludgeoning damage plus your Dexterity modifier. You are proficient in melee attacks with your firearms.

## BATTLE SCARRED

By 13th level, your skin has become a latticework of scars from your various close calls. As a result, you gain resistance to non-magical piercing and slashing damage.

## HIGHLY EXPLOSIVE ORDINANCE

At 18th level, you learn to craft incendiary grenades. As an action you can throw an incendiary grenade at any point within 60 feet of you. All creatures in a 20-foot radius must make a Dexterity saving throw, taking 6d12 fire damage on a failed save or half as much on a success. The DC for this save is equal to your Trick Shot DC. Incendiary grenades deal double damage to objects and structures.

You can carry a total number of grenades equal to your Intelligence modifier, and you can choose to replenish any expended grenades at the end of a long rest. Incendiary grenades cost 100 gp in materials to craft.



BY DARIA RASHEV

## CRACK SHOT

Crack Shots are unparalleled with their firearms over a distance and often use stealth to reach an advantageous position to strike from. It is not uncommon for a Crack Shot to shoot from their cover, and remain there until their enemies are dead.

## SHOOTER'S NEST

At 3rd level, you learn to make better use of cover. Half cover now provides you a +4 bonus to your AC, instead of +2, while three quarters cover provides you a +7 bonus.

## SNIPER'S MARK

Starting at 3rd level, you can spot and mark targets for the kill. As a bonus action, choose one creature you can see within 120 feet of you. The target is marked for 1 minute. The mark ends if the target dies, you die, or you are incapacitated. Until the mark ends, you gain the following benefits:

- You gain a bonus to damage rolls against the marked target. The bonus equals your proficiency bonus.
- Any attack roll you make against the marked target is a critical hit on a roll of 19 or 20 on the d20.
- You can use your bonus action to give an ally that you can see advantage on their next attack against your marked target. This lasts until the start of your next turn.

Once you use this feature, you must complete a short or long rest before using it again.

## OVERWATCH

Beginning at 7th level, you can fire a potshot to distract enemies attacking your allies. When a creature you can see attacks a creature other than you, you can use your reaction to impose disadvantage on the attack roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a short or long rest.

## GHILLIE SUIT

At 10th level, you gain the ability to craft a ghillie suit.

Creating the suit takes 10 minutes, and you must have access to mud, sand, flora and other naturally occurring terrain.

Additionally, you gain proficiency in the Stealth skill if you don't already have it and your proficiency bonus is doubled for any Dexterity (Stealth) checks you make.

Once you have created your suit, you can use a bonus action to take the hide action. While you remain unmoving, you gain a +10 to Dexterity (Stealth) checks that you make. If you move, you must make a new check to hide again. Finally, your ghillie suit lasts until you enter terrain that does not blend with the terrain it was created from, or until you take a long rest.

## IMPROVED MARK

Starting at 13th level, your Sniper's Mark allows you to score a critical hit on an attack roll of 18-20 against a marked target. Additionally, you can mark two targets before you need to complete a short or long rest.

## DEVASTATING OVERWATCH

At 18th level, your ability to control a battlefield is unmatched. You can use your reaction to make an attack roll against any creature that moves while in range of your weapon. Additionally, when you use the Overwatch feature you can also make attack roll against the target.

BY YAMA ORCE



## DESPERADO

Few gunsmiths can match the natural ability and panache of the Desperado. To a Desperado, combat is a roll of the dice, a gamble, and that is what draws them to it. Desperados are pistoleers and rely on their innate swagger to survive.

## LUCKY PUNK

At 3rd level, you gain the ability to sidestep and evade your enemies' attacks. As a reaction, you can choose one attack roll that hits you, and force it to miss instead. You can use this after the attack roll, but before any effects of the roll have been applied. Once you have used this ability, you must finish a long rest before using it again.

## IRON DUSTER

Starting at 3rd level, you gain a +1 bonus to AC while you are dual wielding two light firearms and wearing light armor.

## ON THE RUN

Beginning at 7th level, your tendency to take risks has taught you to always have an escape ready. You gain proficiency with the disguise kit, if you do not already possess it, and have advantage on any Charisma checks you make to hide your identity. Additionally, you gain proficiency with the Charisma (Deception) skill, and may double your proficiency bonus if it is already known.

## RELENTLESS

Starting at 10th level you can move faster than your opponents for a short period of time. On your turn, you can take an additional action on top of your regular action and bonus action. You cannot use this ability on the same turn as another feature that allows you to take an additional action.

Once you use this ability, you must complete a short or long rest before using it again. At 18th level, you can use this feature twice before resting, but only once per turn.

## LITTLE OLD ME?

At 13th level, your natural charm allows you to convince your enemies that you are less of a threat, lowering their defenses. You can add your Charisma modifier to damage rolls you make with light firearms.

## BULLET TIME

By 18th level, you know combat like few others and are always one step ahead of your adversaries. You can predict your enemies' moves, even before they have thought of them. At the start of your turn you can choose to gain a +10 to attack rolls and your AC until the start of your next turn. Once you use this ability, you must finish a long rest before using it again.

# GUN MODIFICATIONS

Gun modifications improve your favored and back up firearms. As you improve your ability to craft firearms improves, you are able to add more modifications to each of your weapons.

## LIGHT FRAME

You modify the stock of your weapon, removing as much weight as possible. You can add the light trait to your firearm. Weapons with the bulky trait cannot be altered in this way.

## SCOPED

Scoped weapons can fire more accurately at a distance. You can increase the normal range of your weapon by half of its current normal range. Your firearm's maximum range is not affected.

## EXTENDED MAGAZINE

You alter your weapon to allow for more ammunition to be loaded at once. You can double the number of shots your firearm can make before you need to reload.

## PERFECT CALIBRATION

You fine-tune your gun, reducing your chances of misfiring. You can half the misfire value of your firearm, always rounded up.

## CONCEALABLE

You can add the incognito trait to your weapon, allowing you to more easily secret it on your person. You cannot add this trait to two-handed weapons

## SILENCED

You attach mechanisms to reduce the noise generated when you fire your gun. When you take the attack action, creatures more than 30 feet from you cannot hear your shot. Creatures less than 30 feet can make a Wisdom (Perception) check against your Trick Shot DC to determine whether they hear your weapon fire. If a creature does not hear your shot, taking the attack action does not reveal your location.

## BAYONETED

You attach a bayonet to your firearm's stock. Bayoneted guns allow you to perform melee attacks with your firearm in the place of ranged attacks. Melee attacks with your firearm use your Dexterity modifier for attack rolls and deal 1d8 slashing damage plus your Dexterity modifier. You are proficient in melee attacks with your firearms.

## SNUB NOSED

You remove much of the barrel of your gun, creating a snub-nosed or sawn-off weapon. Your firearm suffers a -1 penalty to all attack rolls, but gains a +3 bonus to damage rolls.

## COMPENSATED

You add a muzzle break to your firearm, reducing its recoil at the cost of its stopping power. Your gun gains a +1 bonus to attack rolls, but suffers a -3 penalty to its damage rolls (minimum 1).

## NON-LETHAL CHAMBER

Your firearm is equipped to fire wax bullets, and can deal non-lethal damage. You must use a bonus action to switch the weapon between its regular and non-lethal chambers.

## GRENADE LAUNCHER

You equip your firearm to fire grenades and similar projectiles and can launch grenades up to 120 feet. In addition, you can target specific creatures with your grenades. Make an attack roll against your target, on a hit you deal 2d6 + your Dexterity modifier bludgeoning damage. On a hit or miss, the target and all other creatures in range make a saving throw as normal.

# TRICK SHOTS

Trick Shots are presented in alphabetical order.

**Bleeding Blast.** When you hit a creature that can bleed using a firearm, you can cause the target to bleed heavily. The creature takes damage as usual and must make a Constitution saving throw. On a failure, the creature takes half of the initial damage again, at the end of their next turn.

**Blinding Shot.** When you hit with a firearm attack you can attempt to blind your target, the creature takes damage as normal and must make a Constitution saving throw. On a failure, the target is blinded for one minute. A creature can repeat its saving throw at the end of its turns.

**Concussive Burst.** When you hit with a firearm attack, you blast through some of a creature's defenses. The target must make a Dexterity saving throw, suffering a -5 penalty to its AC until the start of your next turn.

**Crippling Shot.** When you hit a creature with a firearm, you can attempt to impede its movement. The target suffers damage as normal and must make a Dexterity saving throw. It is knocked prone on a failed save. In addition, the creature's movement speed is halved for 1 minute.

**Deadeye Shot.** When you roll your attack, you can gain advantage on the roll. If you miss, you do not expend a use of your Trick Shot.

**Disarming Shot.** When you make an attack, you can shoot an object from a creature's grasp. On a hit, the creature suffers normal damage and must make a Strength saving throw. Should the target fail, it must drop its held objects and have those objects pushed 10 feet away from you.

**Overcharged Shot.** You can pack additional damage into an attack roll you make. On a hit, you can roll one additional damage die for your weapon for each use of your Trick Shot you choose to expend. There is no limit

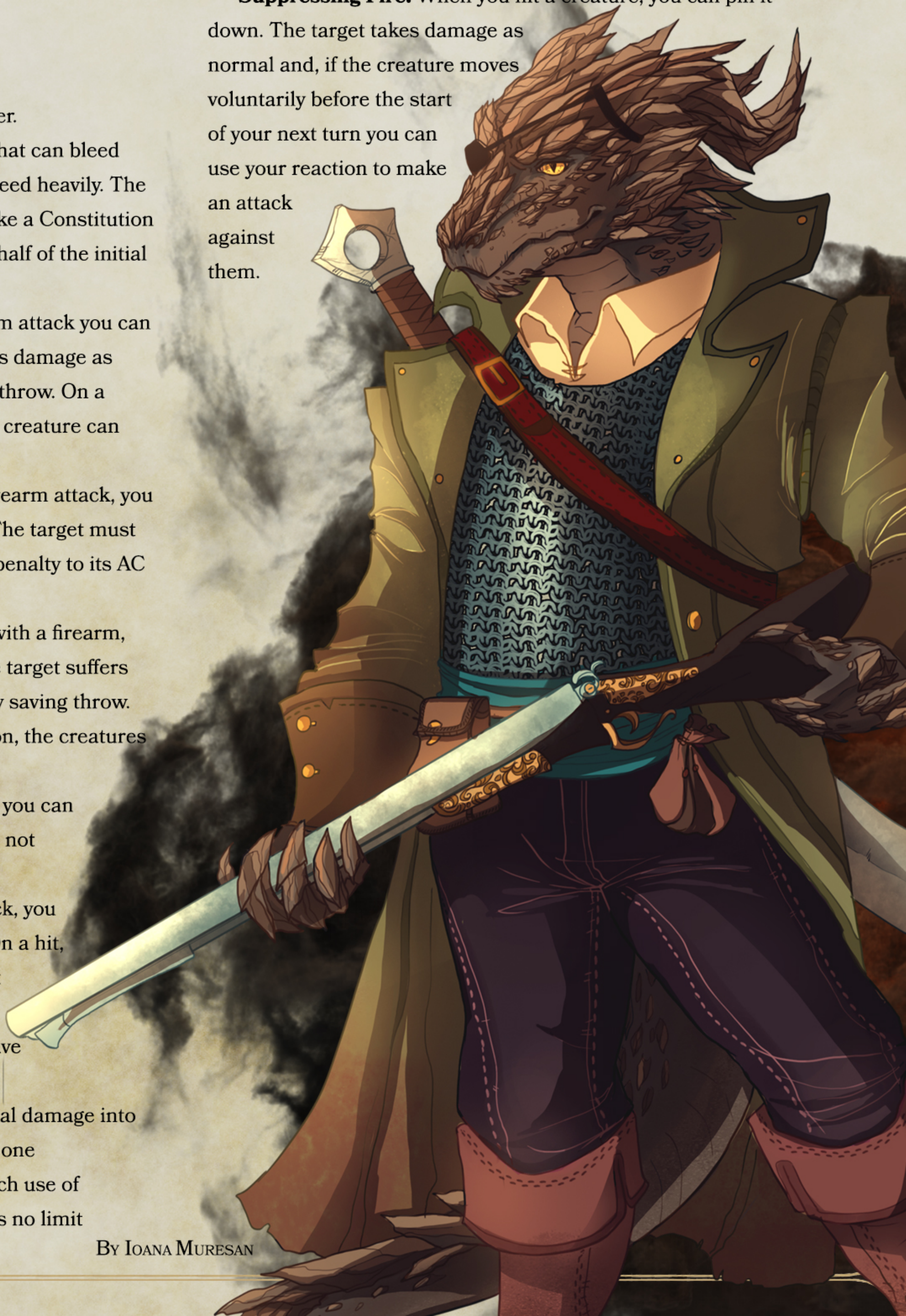
to the number of uses you can expend at once.

**Piercing Shot.** You can attempt to fire through multiple creatures with a single bullet. On a hit, your target suffers damage as normal and you can make an attack roll at disadvantage at every creature in a direct line behind them and within 30 feet. On subsequent hits, you deal normal damage.

**Precision Shot.** When you hit with an attack roll, you can negate half or three quarters cover. Additionally, on a hit the creature takes damage as normal and is unable to benefit from half or three quarters cover until the start of your next turn.

**Hobbling Shot.** When you hit a creature with a firearm attack, you deal damage as normal and the creature must make a Constitution saving throw. On a failure, a creature takes damage equal to your Intelligence modifier for every 5 feet it moves for one minute. The creature may repeat its saving throw at the end of its subsequent turns.

**Suppressing Fire.** When you hit a creature, you can pin it down. The target takes damage as normal and, if the creature moves voluntarily before the start of your next turn you can use your reaction to make an attack against them.



**Warning Shot.** When you make an attack roll you can attempt to intimidate the target. On a hit, the creature takes no damage as instead the bullet misses by an inch. The creature must make a Wisdom saving throw, becoming frightened on a failure. If the target fails its saving throw by 5 or more, it instead is charmed by you and will defend you and your allies. Both effects last for one minute, and a frightened creature can use its action to repeat its saving throw on its turn.

# FIREARMS

Gunsmiths have proficiency with firearms, the most common of which can be found below in the Firearms table.

## FIREARM PROPERTIES

Many firearms have special properties related to their use. Additionally, all firearms have the **Ammunition** and **Range** properties, explained on pages 146-147 of the *Player's Handbook*.

**Misfire.** When you make an attack roll with a firearm, there is a chance that the weapon misfires. If the rolled number on your dice is equal to or less than your firearm's Misfire value, the firearm misfires and the attack misses. Weapons in your offhand cannot misfire. A weapon that has misfired cannot be used to make a ranged attack again until you repair it.

You can repair a misfired weapon by using your action to make a successful Intelligence (Tinkerer's Tools) check. The DC is equal to 8 + the weapon's misfire score. If your check fails, the weapon breaks and must be repaired outside of combat. Repairing a broken costs one quarter of the weapon's total value in materials. Creatures that fire a firearm and are not proficient increase a weapon's misfire value by 2.

**Reload.** Firearms must be reloaded in combat, which requires you to have a free hand. A firearm can be fired a number of times equal to its reload value before it must be

reloaded. You can use your action to reload all of your equipped firearms at once.

**Two-Handed.** Two-handed firearms require that you use both hands to fire them. Two-handed firearms do not require a free hand to reload.

**Bulky.** Some firearms are cumbersome and hard to wield. Bulky firearms are more difficult to reload, and reduce your movement speed by 10 feet while being used.

**Incognito.** A rare few firearms can be secreted upon your person, escaping detection by all but the most thorough searches. You can attempt to hide firearms with this trait on your person with advantage. Two-handed firearms can not have the incognito trait.

**Light.** Light firearms are small and easy to handle, which makes them ideal for dual-wielding. To fire a firearm in your offhand it must have the light trait.

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Weapon	Cost	Ammunition	Damage	Weight	Range	Properties
Palm Pistol	50 gp	2 gp (20)	1d6 piercing	2 lb	20/40	Light, reload 1, misfire 1, incognito
Flintlock Pistol	150 gp	4 gp (20)	1d8 piercing	5 lb	30/90	Light, reload 4, misfire 2
Pepperbox	300 gp	5 gp (20)	1d10 piercing	5 lb	40/120	Light, reload 4, misfire 3
Heavy Pistol	500 gp	10 gp (20)	2d6 piercing	10 lb	50/150	Bulky, reload 6, misfire 4
Firelance	200 gp	10 gp (10)	3d4 fire	10 lb	20/30	Two-handed, reload 1, misfire 2
Musket	250 gp	5 gp (20)	1d12 piercing	12 lb	100/300	Two-handed, reload 1, misfire 2
Blunderbuss	400 gp	10 gp (10)	2d8 piercing	12 lb	20/60	Two-handed, reload 1, misfire 4
Sharpshooter Rifle	1,200 gp (crafted)	10 gp (5)	2d12 piercing	25 lb	200/800	Two-handed, reload 2, misfire 3 bulky
Hand Cannon	1,500 gp (crafted)	10 gp (2)	4d8 fire	20 lb	40/80	Two-handed, reload 2, misfire 5 bulky