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A new magical career for fantasy-themed WOIN game settings!

ome inventors' imagination reach a point when the machinery of this world can no longer accomplish what their minds create. At this point they cannot be entertained by the baubles produced by material technology anymore. Their only way out is to turn to the outer planes of law to search for the inspiration—and means—to achieve what they can only describe as "mechanical perfection". They commune with the beings they find there and, through this bond, they receive the gifts necessary to usher in new epochs of technological achievement.



Binding inevitables as the personifications of the lawful universe they revere, black powder conjurers modify the traditional summoner arts with the strange new devices they found on their journeys throughout the planes. Their desire to remain on the cutting edge of technology—and beyond—has resulted in them not only adopting black powder firearms as their weapon of choice, but has also allowed them to master these machines in new ways thanks to the supervision of their mechanized mentors. It is this preference for guns—and their predilection for volatile overexuberance—which has given them their unique moniker.

Black Powder Conjurer

Prerequisites: secret of fire, pistols 3+ **Attributes:** INT +1, LOG +1, WIL +1, MAG +1 **Skill choices:** gunsmithing, perception, spellcraft, summoning, evocation

Ballistic Affinity. The black powder conjurer gains a natural SOAK of 10 vs. ballistic damage.

Black Smoke Barrier. The black powder conjurer can spend a free action to create a concealing barrier of smoke which occupies up to three contiguous squares within 20' feet of her.

Explosive Attack. The black powder conjurer's gunpowder weapons inflict an additional 1d6 fire damage.

Fireball (requires Flame Inspiration). Once per day, the black powder conjurer can use her gun to shoot a fireball out with a range increment of 10 and a burst radius of 3 squares. The fireball does 5d6 fire damage to all in the area on a successful hit. If this exploit is taken a second time, this ability can be used three times per day.

Flame Inspiration. The black powder conjurer can use a gunpowder weapon to emit a 15' cone of fire which does 3d6 fire damage to all in the area on a successful hit. This uses two actions.

Follow the Thunder. The black powder conjurer's gunpowder weapons crash like thunder, changing the damage type to ballistic/sonic.

