

GUNS AND GUNNERS



**EXPANDED RULES FOR FIREARM COMBAT
AND 12 NEW GUNSLINGING SUBCLASSES
FOR DUNGEONS & DRAGONS 5TH EDITION**

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FOREWORD

I set out to write a quick set of rules for couple of gun using subclasses, after being inspired by the Gunslinger subclass, so naturally I couldn't stop before I had written a subclass for each of the classes in the *Player's Handbook*.

The subclasses and features in this document **are not** meant to be balanced against subclasses found in the *Player's Handbook* or any other Dungeons and Dragons material. They are only meant to be played in games where all of the players build their characters using the subclasses outlined here. Furthermore, these rules are meant for more lethal combat where individuals are able to dish out enormous amounts of damage on their turn. So be warned, but have fun!

TABLES TABLES TABLES AND MORE TABLES

Look, I like tables and rolling for random effects. It's just who I am! I also understand that not everyone likes extensive rules for the most minutiae of interactions, so please feel free to ignore any part of this work that you feel is too tedious.

SETTING

Widespread use of firearms would be out of place in most established settings, so the point of this document is to provide a set of rules for those who wish to play a quick campaign or a one-shot set in an separate world, where firearms technology has progressed to a level corresponding roughly to 19th to mid 20th century Earth, while still coexisting with magic and traditional fantasy.

The consensus of the group however, is the ultimate authority in each gaming group, and you are free to use any part of these rules as you see fit. I just hope you have fun moments with my work!

CREDITS

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Book layout created with The Homebrewery (<https://homebrewery.naturalcrit.com/>)

CURRENT RELEASE VERSION

V1.10 on 13/02/2022

Call for Collaborators

As this is still a work in progress, I implore you to contact me if you wish to collaborate on this book in any way! All comments and suggestions are greatly appreciated. I'm also looking for character art for all of the subclasses, and maybe even someone to write a short scenario to include in the book.

Easiest way to contact me is through this email: jgabriel.ronkainen@outlook.com.

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CLASS ARCHETYPES

Here is shown one subclass for each of the classes found in the *Player's Handbook*. When using these subclasses, consult the *Guns and Gunners* Class Proficiency table for determining proficiencies each class gains instead of the ones found in the *PHB*.

When creating a character, instead of the weapon and armor proficiencies, as well as the starting equipment listed in the *PHB*, pick from the options listed in this document for each class archetype instead.

CLASS ARCHETYPES

Class	Archetype
Barbarian	Path of the Gunbearian
Bard	College of the Maverick
Cleric	Chaplain Domain
Druid	Circle of the Gamekeepers
Fighter	Soldier
Monk	Way of the Gun-Fu
Paladin	Oath of the Pointman
Ranger	Guerilla Conclave
Rogue	Infiltrator
Sorcerer	Fireborn
Warlock	The Collector
Wizard	Order of the Fire Discipline

MULTICLASSING PROFICIENCIES

Instead of the multiclassing proficiencies listed in the *PHB*, use the following guidelines for gaining class proficiencies:

Investing 1 level in a new class you multiclass into grants you either the *weapon and shield proficiencies*, or *armor proficiencies*, or *explosive proficiencies* of the new class. Investing 2 levels allows you to pick from the remaining two proficiencies you did not choose at 1st level, while investing a 3rd level grants you access to all starting proficiencies of that class.

Exceptions exist for three classes, and these are always gained at 1st level:

Class	Proficiencies Gained at 1st Level
Bard	one skill of your choice, one musical instrument of your choice
Ranger	one skill from the class's skill list
Rogue	one skill from the class's skill list, thieves' tools

BARBARIAN

PROFICIENCIES

- **Armor:** Light armor, Medium armor, Shields
- **Melee weapons:** All trench warfare melee weapons
- **Firearms:** Simple firearms, Martial firearms, Auto-cannon, Rocket launcher
- **Explosives:** Simple explosives, Grenades, Landmines

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple rifle or (b) a simple shotgun
- A box of ammunition for the chosen firearm
- (a) a trench club or (b) an entrenching tool
- An explorer's pack, two sticks of dynamite and a lighter

PATH OF THE GUNBEARIAN

Barbarians that choose the Path of the Gunbearian embrace the use of firearms, for they know that a gun is just a stick that you can hit enemies at distance with.

PERCUSSIVE MAINTENANCE

3rd-level Path of the Gunbarian feature

At 3rd-level you learn how to combine your ferocity with gunfighting:

- You are proficient with improvised melee attacks you make with firearms.
- The damage die and type for improvised melee attacks is 1d6 bludgeoning for one-handed firearms, 1d8 bludgeoning for two-handed weapons, and 1d10 bludgeoning for weapons with the heavy property.
- Successfully using a firearm for a melee attack unjams it if it was jammed.
- You can also use your bonus action to make a melee attack to try to shove a creature within 5 feet of you.

BATTLE SCARRED

6th-level Path of the Gunbarian feature

Being under fire has hardened your skin as well as your resolve. While you are raging:

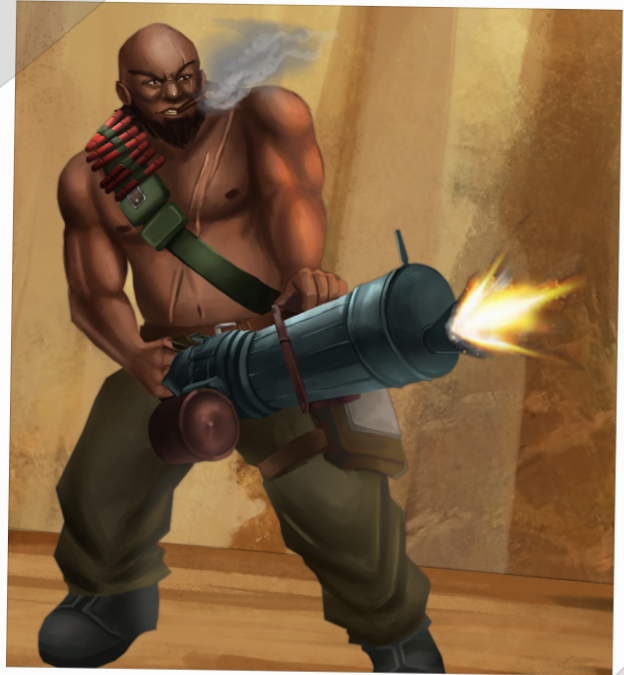
- You are resistant to thunder and fire damage.
- You can use your Constitution score, instead of Dexterity, when making a saving throw against an explosion effect.

GUNZERKER

10th-level Path of the Gunbarian feature

The might of your rage bleeds over to firearms you use, granting you the following benefits when raging:

- You ignore the *heavy* property on any firearm you are proficient with.
- You can use your bonus action to use the *wide arc* or *focus fire* feature on a firearm you are proficient with.
- The *Brutal Critical* barbarian feature also applies to all ranged firearm attacks you make.



GUNBEARIAN

-MARCELLMITZADA

BATTLE FEVER

14th-level Path of the Gunbarian feature

When entering rage, or as a bonus action on your turn, you can unleash a battlecry to let the heat of the battle overtake you. Until the start of your next turn you gain the following benefits:

- Your attacks are a critical hit on a roll of 17-20 on the d20.
- You can throw heavy explosives as if they were light explosives, with such a force that they detonate on impact regardless of the type of detonator attached to them.
- You ignore the mechanical limit for number of shots a firearm can fire during one round.

Whenever you deal damage to another creature during your turn, while under this effect, the duration is extended until the end of your next turn.

You can use this feature a number of times equal to your Proficiency bonus. You regain all uses of this feature when you finish a long rest.

BARD

PROFICIENCIES

- **Armor:** Light armor
- **Melee weapons:** Simple melee weapons
- **Firearms:** Simple pistols, Sawed-off shotgun, Palm pistol, Light pistol, Pistol, Heavy pistol
- **Explosives:** Simple explosives

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple pistol, (b) a palm pistol, or (c) sawed-off shotgun
- A box of ammunition for the chosen firearm
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a harmonica or (b) any other musical instrument
- Soft body armor and a boot knife

SPELLSLOT EXPENDITURE LIMIT

1st-level Bard feature

When you are able to expend more than one spellslot to fuel class features or casting spells during one turn, the sum of all expended spellslot levels can't exceed the level of the highest spellslot available to you at your current level.

COLLEGE OF THE MAVERICK

Tricksters, cheaters, gamblers and showmen. College of the Maverick bards are masters of putting flair on everything they do. Their skill with games goes far beyond just counting cards or using loaded dice.

BONUS PROFICIENCIES

1st-level College of the Maverick feature

When you join the College of the Maverick at 3rd level, you gain proficiency with a gambling set of your choice (a single gold coin, a dice set, or a deck of cards), and you can use it as your spellcasting focus for your bard spells.

When you reach 7th and 11th levels in this class, you gain proficiency with another set of your choice.

TRICKS

3rd-level College of the Maverick feature

As an action you can touch a gambling set you are proficient with and expend a use of bardic inspiration to imbue it with luck that favors you for the next 24 hours. When using an imbued gambling set, you have advantage on any ability checks you make with it.

You also become proficient in using your imbued gambling sets as effective weapons:

Heads or Tails. When wielded by you, an imbued coin acts as a simple ranged weapon with the *finesse*, *light* and *thrown* (range 20/40) properties. On a hit it deals 1d6 + your Dexterity modifier of magical bludgeoning damage, and inflicts a fleeting curse on the target until the start of your next turn. Flip a coin for the effect: On *heads* all your attack rolls against that target have advantage, and on *tails* the target is

considered under the effects of the *bane* spell. The coin magically returns to your hand immediately after the attack.

Aces High. When wielded by you, a card from an imbued deck acts as a simple ranged weapon with the *finesse*, *light* and *thrown* (range 30/60) properties. On a hit it deals 1d4 + your Dexterity modifier of magical slashing damage. Additionally, you can choose to expend a spellslot as part of the attack to increase the slashing damage the attack deals by 2d4 per level of the expended spellslot. If you expend a spellslot to charge the attack, you can use your Charisma modifier, instead of Dexterity, for the attack and damage rolls if you wish. The card magically returns to your hand immediately after the attack.

Loaded Dice. You can use your action to expend a spellslot and toss a set of imbued dice up to 30 feet away, targeting four 5-foot cubes within range, positioned so that they touch one another on at least one side. The dice immediately explode on impact, forcing each creature within the affected area to make a Dexterity saving throw against DC equal to your Spellsave DC, taking 1d6 fire damage for each level of the expended spellslot on a failed save, and half as much on a successful one. The dice are destroyed as they explode.

EXTRA ATTACK

6th-level College of the Maverick feature

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

ADVANCED TRICKS

6th-level College of the Maverick feature

At 6th-level you learn how to utilize your imbued gambling sets with more finesse.

Lucky Coin. When you imbue a gold coin with your bardic inspiration, you can give it to another creature, and as long as the magic lasts the creature holding the coin can use their bonus action to transfer the inspiration to themselves as if you had just given it to them.

Cloud of Cards. You can use a bonus action to expend a spellslot to animate a deck of cards for up to 1 minute and toss it in the air, up to 30 feet away from you, where they will fill the air in a cube 10 feet on each side. The cloud of cards spreads around corners, and its area is heavily obscured. You can use your action to force creatures in the cloud to make Dexterity saving throw, taking 2d4 slashing damage for each level of the expended spellslot on a failed save, or half as much on a successful save. On subsequent turns you can use your bonus action to move the cloud up to 30 feet.

The cloud has hit points equal to twice the level of the spellslot that was expended to animate it, and it automatically takes damage from any area effect that deals damage within its area. All cards in the cloud are destroyed if it is reduced to 0 hit points.

Snake Eyes. You can use a bonus action to expend a spellslot and spill an imbued dice set on the ground near you. They cover an area of four 5 feet by 5 feet squares, arranged in any shape you desire, but touching another covered square, or the one you stand in, on at least one side. A creature moving across the covered area must succeed on a Dexterity saving throw against a DC equal to your Spellsave DC, or the dice explode, causing 1d6 fire damage for each level of the expended spellslot to each creature within a cube 5 feet high on a covered square.

A creature moving through the area at half speed has advantage on the saving throw, while creatures flying over the covered surface automatically succeed in the saving throw.

The dice have AC of 10, and if they are struck by an attack they immediately detonate. Detonated dice are destroyed. If nothing detonates the dice, they lose their magic and become inert after 24 hours.

TRICK MASTER

14th-level College of the Maverick feature

You've mastered all of the gambling sets, and at 14th-level you master all the tricks as well.

Coin of Fortuna. A creature holding a coin imbued with your bardic inspiration can use their reaction to consume the enchantment on the coin to gain a luck point, and immediately spend it.

Straight Flush While inside a *cloud of cards* you control, you can use your action to instantly teleport the cloud and up to 4 willing creatures within the cloud, up to 20 feet per level of the spellslot used to imbue it, to a location you can see or have seen within range, provided a path wide enough for a card to pass through is available. This action consumes the cloud of cards once complete.

Exploding Dice. When you roll damage for your *loaded dice* or *snake eyes*, for each rolled 6 on a d6, spread the area covered by the explosion by two 5-foot-cubes, in a direction of your choosing.

Additionally, roll one d6 for each additional square, and add it to the total damage dealt by the explosion to all creatures caught in it. These additional dice don't cause the explosion to spread on a roll of 6 on the d6.

CLERIC

PROFICIENCIES

- **Armor:** Light armor, Medium armor, Shields
- **Melee weapons:** All trench warfare melee weapons
- **Firearms:** Simple firearms, Martial rifles, Martial shotguns
- **Explosives:** Simple explosives, Grenades

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- (a) a bolt-action hunting rifle or (b) a pump-action shotgun
- (a) a revolver or (b) a pistol
- A box of ammunition for each chosen firearm
- (a) a bayonet or (b) a trench club
- (a) a soft body armor or (b) a hard body armor
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

CHAPLAIN DOMAIN

Chaplains provide support for their fellow soldiers on the field of battle.

BONUS PROFICIENCIES

1st-level Chaplain Domain feature

At 1st level you gain proficiency with all martial firearms and heavy armor.

DOMAIN SPELLS

1st-level Chaplain Domain feature

DOMAIN SPELLS

Cleric Level	Spells
1st	Shield, Mark of Judgement
3rd	Bullet Barrier, Conjure Ammunition
5th	Repair Plates, Shield Generator
7th	Holy Handgrenade
9th	Bullet Magnet

BOUNTIFUL MAGAZINES

1st-level Chaplain Domain feature

As a bonus action you dedicate a quick prayer to your deity, and you bless one creature you can see within 30 feet of you with endless magazines. Until the start of your next turn, the blessed creature's firearm attacks do not consume ammunition, even though the attacks do still benefit from the properties of the ammunition they have currently loaded in the weapon.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: SERMON

2nd-level Chaplain Domain feature

As a bonus action you activate your *Channel Divinity* feature to start to deliver a sermon for up to 1 minute. While you are concentrating on your sermon, if you cast a spell that targets a specific number of creatures, and that does not deal damage, you can

target a number of additional creatures that are affected by your sermon equal to your Proficiency bonus.

To perform a sermon you must be able to use your voice as if performing the verbal component of a spell, and to keep the sermon going you must keep concentrating on it as if you were concentrating on a spell, with the exception that concentrating on your sermon does not prevent you from casting spells with vocal components or from concentrating on a spell at the same time. The sermon affects all creatures within 30 feet that can hear you.

If something forces you to make a Concentration check while focusing on a sermon and a spell, you make a single check that resolves the issue for both. Ending concentration on the sermon also ends the concentration on spells cast through it.

Whisper. You can also lower your voice to a whisper, so that it can be heard only up to 10 feet away. This also reduces the distance up to which creatures are affected by it. You decide the loudness as you begin giving the sermon, and you can lower or raise it once per turn, on your turn, as a free action.

HALO

6th-level Chaplain Domain feature

While delivering your sermon a shining halo (whose appearance you decide) appears above your head as the divine power courses through you. The halo provides you with crit deflection based on your Cleric level, as well as changes the damage type of your ranged attacks and firearm abilities into radiant or necrotic (your choice).

Cleric Level	Crit Deflection
6th	4-6
9th	3-6
13th	2-6
17th	crit immunity

Crit deflection from the halo does not stack with crit deflection from items.

DIVINE STRIKES

8th-level Chaplain Domain feature

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant or necrotic damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

SPIRITUAL LEADER

17th-level Chaplain Domain feature

Divine power swells within you, and the effects of your sermon are strengthened. While delivering your sermon you gain the following benefits:

- The range of your sermon increases to 60 feet.
- Allied creatures affected by your sermon can't be charmed or frightened.
- Your *bountiful magazines* chaplain domain feature counts as a spell for the purposes of targeting multiple creatures when delivering your sermon.

DRUID

PROFICIENCIES

- **Armor:** Light armor, Medium armor, Shields (druids will not wear armor or use shields made of metal)
- **Melee weapons:** Simple trench warfare melee weapons, Bayonet
- **Firearms:** Simple firearms, Battle rifle, Marksman rifle, Martial shotguns
- **Explosives:** Simple explosives

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple rifle or (b) a simple shotgun
- A box of ammunition for the chosen firearm
- Soft body armor, entrenching tool, a dagger, an explorer's pack, and a druidic focus

SPELLSLOT EXPENDITURE LIMIT

1st-level Druid feature

When you are able to expend more than one spellslot to fuel class features or casting spells during one turn, the sum of all expended spellslot levels can't exceed the level of the highest spellslot available to you at your current level.

CIRCLE OF THE GAMEKEEPERS

Some druids choose to live on the line between civilization and the wilderness. They enjoy some of the comforts and fruits of progress, such as nice clothes and well made hunting firearms, while also heavily regulating hunting activity in areas that are under their care. Gamekeepers are often well versed in court politics and etiquette, as many people in high

positions employ them to take care of their estate grounds or hunting grounds. Though not merely servants, as the word of a gamekeeper carries weight when it comes to decisions pertaining to the use of the wilderness for any industrious projects, and they are indeed valued as advisors often with direct access to whomever is in charge thanks to spending time with them on hunting trips and while strolling the grounds.

LEADING THE TARGET

2nd-level Circle of the Gamekeepers feature

Your experience in hunting fast moving game has taught you how to aim wisely. When using simple firearms and explosives, you can use your Wisdom modifier, instead of Dexterity, for attack and damage rolls, as well as calculating your Firearm Manouver DC and Firearm handling bonus.

BLOOD HOUND

2nd-level Circle of the Gamekeepers feature

Your years of wandering in the wild have gaided you the trust and the friendship of a fey spirit that manifests in the form of a canine beast.

As an action, you can expend one use of your Wild Shape feature to summon your Blood Hound, rather than assuming a beast form. The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. When you summon it, you can choose to have it immediately use its *terrifying howl* ability.

The spirit is friendly to you and your companions and obeys your commands. Its in-game statistics are shown in the Blood Hound stat block, which uses your proficiency bonus (PB) in several places. Due to tradition, they prefer to take the form of different hunting dogs, but hounds looking like other beasts of the wild like wolves or wild cats are not unheard of.

BLOOD HOUND

Medium beast, true neutral

Armor Class 12 + your Spellcasting modifier (natural armor)

Hit Points 10 + five times your druid level

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	5 (-3)	12 (+1)	6 (-2)

Saving Throws Dex +3 plus PB, Str, +2 plus PB

Skills Perception +1 plus PB, Stealth +2 plus PB

Senses darkvision 60ft., passive Perception 13

Languages Understands Sylvan, Druidic and common, but can't speak.

Proficiency Bonus (PB) equals your bonus

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Bark Pointer. If you send your hound to search for or track a creature you specified to it, it can indicate its location once found by beginning a continuous barking, that can be heard from up to 5 miles away in favorable weather.

Beastly Instincts. Your hound is "forest smart". It instinctively knows never to put itself too close to a danger it is aware of, regardless of its Intelligence score.

ACTIONS

Bite. Melee Weapon Attack: +2 plus PB to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2 + PB) piercing damage. If the target is a creature, it must succeed on a DC 13 + PB Strength saving throw or be knocked prone.

Terrifying Howl. Any beast or humanoid within 300 feet of the hound and able to hear its howl must succeed on a Wisdom saving throw against your Spell Save DC or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any blood hound's Terrifying Howl for the next 24 hours.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

The spirit manifests until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

ENCHANTED SHOT

6th-level Circle of the Gamekeepers feature

As a part of making a ranged attack with a hunting rifle or a shotgun, you can expend a spellslot to charge the attack with nature magic, choosing one of the following effects:

Poison. If the shot hits, it will deal additional 1d4 poison and 1d4 acid damage for each level of the expended spellslot to affected creatures. Affected creatures must make a Constitution saving throw, becoming poisoned on a failed save for up to 1 minute. Affected creatures can repeat the saving throw at the beginning of their turn, ending the effect on themselves on a success.

Healing. If the shot hits, instead of dealing damage, the shot will heal all affected creatures for 1d4 for each level of the expended spellslot + your Spellcasting modifier.

Tagging. If the shot hits, instead of dealing its normal damage, it will coat all affected creatures in a pheromone that your Blood Hound can effortlessly track. The pheromone stays on affected targets and anything they touch for a number of hours equal to the level of the expended spellslot cubed, after which it fades. For anyone else, detecting the pheromone requires successful Investigation or Perception check against a DC of 20 + your Spellcasting modifier.

COZY FLAMES

10th-level Circle of the Gamekeepers feature

You can spend 10 minutes blessing any spot you choose for a rest while you make a campfire or light a fireplace. All friendly creatures that are resting within 15 feet of the fire ignore harsh weather conditions that would hinder their ability to complete a rest, and reroll any 1s when rolling dice to regain hit points from any effect.

Additionally if a creature completes a long rest around the fire, they become well rested and the first use of any **one** class or subclass ability in the next 24 hours is free for them, and does not expend a use of it. (e.g. Barbarian's *Rage*, Bard's *Bardic Inspiration* or Paladin's *Channel Divinity*.)

ON THE TRAIL

14th-level Circle of the Gamekeepers feature

You always know the *transport via plants* spell and it doesn't count towards the number of spells you know. You can cast it to connect to a suitable location even if you have not seen it, or been there yourself, as long as your hound has been there and it has marked it as suitable. Your hound can inform you when it has found a suitable location with a special howl as a part of its indication bark, that you can always recognize if you hear it.

FIGHTER

PROFICIENCIES

- **Armor:** All armor, Shields
- **Melee weapons:** All trench warfare melee weapons
- **Firearms:** Simple firearms, Martial firearms, two of the special firearms of your choice
- **Explosives:** Simple explosives, Grenades, Martial explosives

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- (a) flak armor or (b) hard body armor
- Infantry helmet
- (a) a bolt-action hunting rifle or (b) a pump-action shotgun
- (a) a revolver or (b) a pistol
- A box of ammunition for each chosen firearm
- Two trench warfare melee weapons and one grenade
- (a) dungeoneer's pack or (b) an explorer's pack

FIGHTING STYLE

1st-level Fighter feature

In addition to other fighting styles that are available to you, you can also choose one of the following:

- **Riot Control.** When dealing non-lethal damage, you can add one additional weapon damage die to the damage roll.
- **Marksman.** When making an *overwatch* reaction attack roll, you gain a +1 bonus to the roll. Additionally, attacking a target up to the long distance of a weapon doesn't impose disadvantage on you.
- **Saboteur.** You gain +1 bonus to skill checks related to arming, disarming or hiding explosives.

SOLDIER

Fighters of the Soldier Archetype have been trained to fight with firearms on fields of battle. They have spent significant portion of their career being drilled on the use of firearms and tactics.

BASIC TRAINING

3rd-level Soldier feature

All soldiers are trained in basic weapons handling and shooting.

- You can reload and unjam a firearm as a single action or a bonus action (your choice).
- You being prone doesn't impose a disadvantage on ranged attacks you make with firearms.

ADVANCED INDIVIDUAL TRAINING

7th-level Soldier feature

Each soldier specializes in something as their natural aptitude starts showing during their training. Pick one of the following Infantry Specialization options. It also grants you further features at 10th and 15th level.

RIFLEMAN

- You can use your bonus action to take the Dash action.
- You can stow a firearm, then draw another firearm or a melee weapon as a single object interaction on your turn.

SAPPER

- You gain proficiency with *demolitioner's tools*.
- When arming an explosive with your demolitioner's tools in hand, you can reroll the die once if your roll of d20 would set off the *explosive failure* feature on the explosive, but you must use the new result.

MACHINE GUNNER

- Bracing a gun with the *heavy* property against ground or cover takes a bonus action for you, instead of an action.
- When using the automatic property on a firearm, you can reroll the die once if your roll of d20 would cause the firearm to *jam*, but you must use the new result.

SPECIALIST

10th-level Soldier feature

Based on your Infantry Specialisation you chose at 7th level, you gain one of the following benefits:

RIFLEMAN

- Your firearm attacks score a critical hit on a roll of 19-20 on the d20.
- You can arm and throw a grenade as a bonus action using just one hand.

SAPPER

- If you are not carrying other weapons in your hands, you can manipulate explosives using an attack, rather than having to use an action to do it.

MACHINE GUNNER

- Creatures targeted by your full-auto features have disadvantage on their Dexterity saving throws if you have properly braced your weapon against a support.

PROFESSIONAL

15th-level Soldier feature

Based on your Infantry Specialisation you chose at 7th level, you gain one of the following benefits:

RIFLEMAN

- Firearm attacks you make are a critical hit on a roll of 18-20 on the d20.
- If you take the Dash action on your turn, and then move into melee range with a hostile creature for the first time on your turn, you can make one melee attack against that creature.

SAPPER

- Creatures affected by explosions caused by you have advantage or disadvantage (your choice) on their Dexterity saving throw.
- You can arm explosives so that if any creature other than yourself tries to disarm them, they immediately explode on a failed disarm check. Determining if an explosive device has been armed in this way requires a successful Investigation check against your Firearm Manouver DC.

MACHINE GUNNER

- When you use the *controlled spray* full-auto option, you can also make an attack roll against one creature in the affected area. If the attack roll hits, and the target also fails the saving throw, that target takes additional damage from the spray equal to the weapons normal damage. This attack roll can be a critical hit.

BATTLEFIELD HERO

18th-level Soldier feature

When you are reduced to 0 hit points, instead of falling unconscious, you remain conscious and can continue fighting for up to 1 minute. During this time you continue making death saving throws as normal at the start of your turn, but instead of the failed death saves counting towards the three failed death saves required for dying, you gain a level of exhaustion instead each time you fail one. At 6 levels of exhaustion you die.

If you regain 1 or more hit points, you lose up to 3 levels of exhaustion, and this effect ends.

Once you use this feature, you can't use it again until you finish a long rest.

MONK

PROFICIENCIES

- **Armor:** None
- **Melee weapons:** All trench warfare melee weapons
- **Firearms:** Simple firearms
- **Explosives:** Grenades

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- Any two of the trench warfare melee weapons
- (a) a simple rifle or (b) a simple pistol
- A box of ammunition for the chosen firearm
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

WAY OF THE GUN-FU

Way of the Gun-fu monks combine unarmed martial arts seamlessly with using firearms.

GUN-FU

3rd-level Way of the Gun-fu feature

Starting at 3rd level you gain the following benefits:

- **Instrument of Death.** You gain proficiency with all one-handed firearms, and they count as monk weapons for you. You can replace your monk weapon firearm's normal damage dice with your martial arts die if you want to.
- **Close and Personal.** Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls if the weapon you are using is a monk weapon.
- **Deflect Bullets.** You can use the *deflect missiles* monk feature with no free hands, as long as you are wielding a melee monk weapon. You also add your Martial Arts die to the amount you reduce the incoming damage by if you are wielding a melee monk weapon.
- **Disabling Strikes.** You can attempt to make any of the Weapon Grappling Manouever special melee attacks with your unarmed strikes even if you are not already grappling the target creature.

TRIGGER DISCIPLE

6th-level Way of the Gun-fu feature

At 6th level, your ki starts flowing through your firearms you wield as your monk weapons.

- **Total Weapon.** Ranged attacks you make with them count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.
- **Flowing Reload.** You can spend 1 ki point to reload your weapon as a part of any attack you make with it, even if you don't have a free hand to normally reload it.
- **Harnessing the Recoil.** Dealing a killing blow or a critical hit with your monk weapon restores 1 ki point to you.
- **Ki Burst.** You can spend 1 ki point before you make an attack with a semi-automatic firearm to make a burst fire attack instead.

THE DANCE OF LEAD

11th-level Way of the Gun-fu feature

When you take the Dodge action on your turn, you can spend 2 ki points to use a technique called *The Dance of Lead*. Until the start of your next turn, you can roll and add your Martial Arts die to your AC or Dexterity saving throw every time you are the target of a firearm attack or an effect, excluding explosion effects.

If you use the *deflect bullets* feature during Dance of Lead, you add double your martial arts die, instead of just once.

Furthermore, if you decide to use your reaction to deflect the attack at another creature, the damage it deals on a successful hit equals the attack's normal damage.

BLOSSOMING PETALS OF IRON

17th-level Way of the Gun-fu feature

As an action, you can spend 2 ki points to let energy surge through you, and for a brief moment, you act unnaturally fast. You can immediately make three attacks using unarmed strikes or your monk weapons, provided that each attack targets a different creature.

You can use your bonus action immediately after to spend 2 ki points to extend the effect to make another three attacks. These attacks can target creatures you attacked before, but only once per target.

Additionally, if you spend 1 extra ki point as you trigger this feature with either your action or bonus action, you gain advantage on the attacks.

PALADIN

PROFICIENCIES

- **Armor:** All armor, Shields
- **Melee weapons:** All trench warfare melee weapons
- **Firearms:** Simple firearms, Martial firearms, Grenade launcher
- **Explosives:** Grenades, Breaching charge

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- Hard body armor and an infantry helmet
- (a) a simple pistol and a shield or (b) a pump-action shotgun
- A box of ammunition for the chosen firearm
- (a) a priest's pack or (b) an explorer's pack
- (a) a crowbar or (b) a sledgehammer
- A holy symbol

FIGHTING STYLE

2nd-level Paladin feature

In addition to other fighting styles that are available to you, you can also choose one of the following:

- **Riot Control.** When dealing non-lethal damage, you can add one additional weapon damage die to the damage roll.
- **Shield Wall.** While you are wielding a shield, friendly creatures adjacent to you gain +2 to their AC, and creatures directly behind you gain Half Cover.
- **Shield Mount.** You learn how to brace your weapon against your shield. You can wield a two-handed firearm and a shield at the same time without suffering any penalties.

DIVINE SMITE (GUNS AND GUNNERS VARIANT)

2nd-level Paladin feature

You can use the *divine smite* paladin feature also when you hit a target with a ranged attack, if the target is within the normal distance of the attack.

IMPROVED DIVINE SMITE (GUNS AND GUNNERS VARIANT)

11th-level Paladin feature

The 11th-level paladin feature *improved divine smite* also works with ranged attacks, if the target is within the normal distance of the attack.

OATH OF THE POINTMAN

Paladins that take the Oath of the Pointman believe that the shield works best when it is placed in the front, so they too, place themselves between their enemies and their allies without hesitation.



OATH OF THE POINTMAN PALADIN
-KATELOZ

TENETS OF THE POINTMAN

First One In. It is your duty to be the first to face the enemy.

Last One Out. Never abandon your allies.

Shock and Awe. The element of surprise is best augmented with overwhelming show of force.

OATH SPELLS

3rd-level Oath of the Pointman feature

OATH OF THE POINTMAN SPELLS

Paladin Level	Spells
3rd	Summon Holy Shield
5th	Bullet Barrier
9th	Repair Plates
13th	Holy Handgrenade
17th	Bullet Magnet

CHANNEL DIVINITY

3rd-level Oath of the Pointman feature

You gain the following Channel Divinity options.

Breach. As an action you can use your Channel Divinity to breach a closed door, provided it is not sealed via magical means. You strike the door and it explodes away from you. Any creature standing within 10 feet of the door on the other side must succeed in a Dexterity saving throw against your Spell save DC, or take damage equal to the highest level Divine Smite available to you and fall prone. As you sunder the door, a loud crash can be heard up to 300 feet away.

Divine Flash. As a bonus action you can channel divine energy to summon either a holy or an unholy flashbang grenade in your free hand. You can use it like a regular flashbang grenade, but the bright flash is considered radiant or necrotic (your choice as you summon the grenade) for the purposes of resisting the blindness. Radiant flash dispels any darkness (and necrotic flash dispels any light) in its area that was created by a spell.

You can also add your Charisma modifier to the Dexterity saving throw DC for resisting the blindness from the flash.

The grenade disappears after 1 minute, or if it leaves your possession without you intentionally arming and throwing it.

AURA OF TACTICAL PROWESS

7th-level Oath of the Pointman feature

Beginning at 7th level, you and friendly creatures that start their turn within 10 feet of you have advantage on Athletics and Acrobatics checks, and getting up from Prone position only takes 10 feet of movement, until the end of their turn, instead of half of your movement speed. At 18th level, the range of this aura increases to 30 feet.

You, with me! You can also use your bonus action on your turn to target one creature within reach of the aura, that has not taken their turn yet. That creature can use their reaction to move their position in the initiative order to a position directly after you.

DIVINE FUNCTIONALITY

15th-level Oath of the Pointman feature

You ignore the *jamming* property on firearms you are proficient with, and the *explosive failure* property on grenades you are proficient with.

TRUE LEADER

20th-level Oath of the Pointman feature

As a bonus action you can bolster your presence with divine determination and grant hope to those around you. You gain the following benefits for one minute:

- You can use your action to pull a fallen ally back to their feet. They regain hit points equal to 3d10 + your Charisma modifier as you do so.
- You can use your bonus action to speak divinely infused words of encouragement to end one negative condition on an ally you see within 30 feet of you.
- The damage type for all your attacks is radiant for the purposes of overcoming resistances and immunities.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER

PROFICIENCIES

- **Armor:** Light armor, Medium armor, Shields
- **Melee weapons:** All trench warfare melee weapons
- **Firearms:** Simple firearms, Martial firearms, Anti-armor rifle
- **Explosives:** Simple explosives, Grenades, Martial Explosives

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- (a) flak armor or (b) hard body armor
- (a) a bolt-action hunting rifle or (b) a pump-action shotgun
- (a) a revolver or (b) a pistol
- A box of ammunition for each chosen firearm
- Two trench warfare melee weapons and one grenade
- (a) a dungeoneer's pack or (b) an explorer's pack

FAVORED ENEMY (VARIANT)

Instead of races, you can choose humanoid combatant archetypes to be your favored enemy each time you gain this feature. The available options are: Brutes, Mages, and Tricksters.

AUTHOR'S NOTE:

How to divide humanoid combatant archetypes (basically Classes), is up to the DM to decide. For the purposes of the subclasses shown in this booklet, the following division is suggested:

Brutes: Barbarian, Paladin, Fighter

Mages: Cleric, Druid, Wizard

Tricksters: Rogue, Sorcerer, Warlock, Ranger

ENHANCED FOCUS

1st-level Ranger feature

You have deeper insight into the techniques used by your favored enemies, and you can enhance your abilities to better counter them. As an action you can expend a spellslot to gain a bonus on Saving throws, Attack and damage rolls towards one type of favored enemy for 1 minute. The bonus depends on the level of the expended spellslot.

ENHANCED FOCUS BONUS

Spell Slot Level	Enhanced Focus Bonus
1st	d4
2nd	d6
3rd	d8
4th	d10
5th	d12

You can have a number of uses of this feature active at the same time equal to your Proficiency bonus. Additional uses extend the duration for all active uses of this feature (so you don't have to keep track of separate timers), but does not change the bonus dice size for existing effects.

The maximum level of spellslot you can use to fuel this effect is equal to 1/4th of your Ranger level, rounded up.

NATURAL EXPLORER (VARIANT)

In addition to the other favored terrain options, you can choose Urban terrain. This covers all settlements built and inhabited by intelligent races.

FIGHTING STYLE

2nd-level Ranger feature

In addition to other fighting styles that are available to you, you can also choose one of the following:

- **Riot Control.** When dealing non-lethal damage, you can add one additional weapon damage die to the damage roll.
- **Marksman.** When making an *overwatch* reaction attack roll, you gain a +1 bonus to the roll. Additionally, attacking a target up to the long distance of a weapon doesn't impose disadvantage on you.
- **Saboteur.** You gain +1 bonus to skill checks related to arming, disarming or hiding explosives.

GUERRILLA CONCLAVE

Trained in the art of blending in with their surroundings, acting as scouts for infantry, and picking their enemies off without being seen.

GUERRILLA CONCLAVE SPELLS

Ranger Level	Spells
3rd	Decoy, Delayed Detonation, Electrified Explosive
5th	Conjure Ammunition
9th	Feign Death
13th	Death Ward
17th	Mislead

BONUS PROFICIENCY

3rd-level Guerilla Conclave feature

You gain proficiency with *special explosives* and *demolitioner's tools*.

BLENDING IN

3rd-level Guerilla Conclave feature

When within your favored terrain, you gain the following benefits:

- You are considered to have Half-Cover while you are lightly or heavily obscured.
- You being prone doesn't impose a disadvantage on ranged attacks you make with firearms.

SILENT WATCHER

7th-level Guerilla Conclave feature

When stalking your bounty, you can remain motionless for hours while still remaining perfectly alert.

You have advantage on Stealth (Dexterity) checks, and you can add your Proficiency bonus to your Initiative rolls while hiding in your favored terrain.

Additionally, you can forego sleeping and still gain the benefits of a long rest if you do nothing more strenuous than silently keeping watch, for a number of days equal to your Proficiency bonus, after which you have to get 12 hours of uninterrupted sleep before you can stay up during a long rest again.

HUNTER'S DECOY

11th-level Guerilla Conclave feature

You can spend 1 minute putting together a decoy from any available materials, that looks like a medium or smaller creature. While you are within 1 mile of it, you can use a bonus action to expend a spellslot to animate the decoy for 1 round. All creatures that can see the animated decoy must succeed on an Intelligence saving throw or they have to consider it a real hostile creature. Allies that you have informed about the decoy automatically succeed on the saving throw.

Each creature that touches or attacks the decoy, becomes afflicted by *Hunter's Mark* as if it was cast by you at the level of the spellslot that you expended to animate the decoy. This Hunter's Mark fades away after 1 minute, unless you decide to start concentrating on one of the marked creatures, in which case the duration is increased up to the spell's normal duration on that creature.

APEX PREDATOR

15th-level Guerilla Conclave feature

At 15th level you gain use of the following effects:

- **Cloaking.** When you take the Hide action while in your favored terrain, you can choose to become invisible until the start of your next turn, or until you attack or move more than total of 30 feet.
- **Vision.** As an action you can cast the *true seeing* spell on yourself without expending a spellslot or materials.

You can use these features a total number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest.

ROGUE

PROFICIENCIES

- **Armor:** Light armor
- **Melee weapons:** All trench warfare melee weapons
- **Firearms:** Simple firearms, Martial pistols, Assault rifle
- **Explosives:** Simple explosives, Grenades, Martial Explosives

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple pistol, (b) a light pistol or (c) a pistol
- A box of ammunition for the chosen firearm
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Soft body armor, two boot knives, thieves' tools

STEADY AIM

3rd-level Rogue feature

At 3rd level, as a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

INFILTRATOR

Infiltrator rogues are specialists when it comes to getting in and out of hostile environments without being noticed.

MUST HAVE BEEN THE WIND

3rd-level Infiltrator feature

You can time your attacks perfectly with environmental sounds, masking your presence from anyone relying on hearing alone. When you are *hidden* your ranged attacks with silenced firearms don't reveal your position, and your melee attacks only reveal your position to the target creature.

SILENT OPERATOR

3rd-level Infiltrator feature

Striking quietly from the shadows is your bread and butter. When you are *hidden* from your target, you gain the following benefits:

- Any target you successfully grapple is automatically *muffled* and *silenced* for the duration of the grapple, even if you used only one hand for grappling.
- When you successfully initiate grapple against a creature, you can immediately use your Bonus Action to either try and choke them out, or make one attack against them.

Additionally, when you are *hidden* from your target, and they are also *surprised*, any hit you score against them is a critical hit.

MASTER PLAN

9th-level Infiltrator feature

If you spend 1 hour carefully observing a location from a vantage point to learn and memorize things critical for successful infiltration (e.g. layout, guard rotations, sentry blind spots), you have advantage on all Initiative and Stealth (dexterity) checks you make within that location for the next 24 hours. Access to a detailed floor plan of the location drawn by someone with Proficiency with Cartographer's tools allows you to learn and memorize locations you have not personally seen.

Spending 1 minute successfully interrogating a creature familiar with the location and its daily routines (e.g. a guard), or reading through notes or other documents that contain the relevant information (e.g. an intelligence report, a log book from a guard post) gives you the same benefit as 1 hour of careful observation.

Larger locations, such as a palace or a small town, are split into 150-foot-cube chunks. For each chunk you must repeat the process of studying or memorization.

Shared Intel. You can extend the benefits of your active master plan to your allies by giving them a detailed presentation over a short rest.

AUTHOR'S NOTE:

The DM is free to rule what constitutes a "successful interrogation" as they see fit, and they might also want to rule the size of the area differently. For example restricting a single chunk to cover a single floor of a multi layered building or cave system.

PLAN B

13th-level Infiltrator feature

Plans failing and eventually getting caught off guard are inevitable, so you've trained to expect it and can quickly attempt to turn the tables when it happens.

Starting at 13th-level, whenever you are forced to make Initiative check without advantage, you get a rush of adrenaline that sharpens your perception, allowing your brain to process sensory input exceedingly fast. As a Free Action at the start of your first turn in combat, and as a Bonus Action on subsequent turns, you can make a Wisdom (Perception) check to try and spot any hidden enemies, unsprung traps or other dangers, and possible escape routes.

STRIKE FROM THE SHADOWS

17th-level Infiltrator feature

Your training and experience allows you to sense when things are about to escalate, allowing you to stay one step ahead of everyone else. If you are the one to initiate combat, you can take one extra turn before initiative is rolled. During your extra turn all creatures, from which you are *hidden*, are considered *surprised*.

SORCERER

PROFICIENCIES

- **Armor:** Light armor
- **Melee weapons:** Boot knife
- **Firearms:** Simple pistols, All shotguns, Flame thrower, Grenade launcher, Rocket launcher
- **Explosives:** Simple explosives, Grenades, Alchemist's cocktail

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- a simple pistol and a box of ammunition for it
- (a) a thermite grenade or (b) two alchemist's cocktails
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- two boot knives

SPELLSLOT EXPENDITURE LIMIT

1st-level Sorcerer feature

When you are able to expend more than one spellslot to fuel class features or casting spells during one turn, the sum of all expended spellslot levels can't exceed the level of the highest spellslot available to you at your current level.

METAMAGIC (FIREARM VARIANT)

At 3rd level, you learn how to harness your innate magic to twist your firearm shots in magical ways. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. Note that these variant metamagic options do not work with spells like the regular metamagic options, but rather only with firearm attacks and features.

- **Careful Shot.** When you use a firearm ability that forces other creatures to make a saving throw, you can protect some of those creatures from its full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the ability.
- **Distant Shot.** When you make an attack, you can spend 1 sorcery point to double the normal and long ranges.
- **Empowered Shot.** When you roll damage for a firearm attack or ability, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Shot even if you have already used a different Metamagic option during the attack.
- **Well Placed Shot.** When you make a firearm attack that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the attack disadvantage on its first saving throw made against the attack.

- **Seeking Shot.** If you make an attack roll for a firearm attack and miss, you can spend 2 sorcerer points to reroll the d20, and you must use the new roll. You can use Seeking Shot even if you have already used a different Metamagic option for this attack of ability.
- **Quick Draw.** When you make a firearm attack, you can spend 1 Sorcery Point to do it so fast that other creatures can't react to it.
- **Transmuted Shot.** When you make a firearm attack, you can spend 1 sorcery point to change the damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder. If you use a feature that targets multiple creatures or an area, you must spend 3 sorcery points instead.
- **Twinned Shot.** When you make a firearm attack that targets only one creature, you can spend a number of sorcery points equal to the distance between the two targets in feet divided by 5 to target another creature with the same attack. Make separate attack rolls for both targets.
- **Curving Bullets.** When you make a firearm attack, you can spend 2 Sorcery Points to make your shot curve around obstacles. The shot you make ignores Half and Three-Quarters Cover completely, and treats Total Cover as Half Cover, if you are otherwise aware of the target's position.

FIREBORN

Some people are born with natural affinity for the destructive power of fire. For some this affinity represents itself as magical control over it. Be it the result of elemental blood in their lineage, or the circumstances of their birth, those who embrace this gift are called Fireborn.

FIREBORN SPELLS

1st-level Fireborn feature

You learn additional spells when you reach certain levels in this class, as shown in the Fireborn Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

FIREBORN SPELLS

Spell Level	Spells
1st	Distill Fire, Shield
3rd	Bullet Barrier
5th	Elemental Weapon
7th	Fire Shield
9th	Conjure Elemental

PYROMANIAC

1st-level Fireborn feature

At 1st-level you gain the following benefits:

- Resistance to fire damage.
- Proficiency with improvised weapon attacks that deal fire damage.

- The damage dealt by Alchemist Fire used by you increases by 1d4 when you reach 4th, 8th, 12th, 16th and 19th levels in the Sorcerer class (maximum of 6d4 at 19th level), and the DC for extinguishing the flames is equal to your Spell save DC.

INCENDIARY AMMUNITION

6th-level Fireborn feature

You gain the ability to channel volatile energy to a loaded weapon you are wielding. You choose one of the following options and expend a spellslot as an action, and until you reload it again, all shots (up to a maximum of 30) you make with it are enchanted as described. All types of enchanted rounds ignite flammable materials that are not being worn or carried on hit.

Dragon's Breath Rounds. A roaring flame shoots out in a 5 feet wide line up to the normal distance of your weapon, originating from your weapon. Each creature in that area must make a Dexterity saving throw, taking 1d4 fire damage for each level of the expended spellslot on a failed save, or half as much damage on a successful one. Requires ammunition with the *spread* property.

Molten Shots. Once the projectile hits its target, the stored energy erupts melting it, causing additional damage. Successful shots you make with it deal 1d4 extra fire damage per each level of the expended spellslot to all affected creatures.

Liquid Fire. You enchant the fuel in your flamethrower's tank. Depending on the level of the expended spellslot, the fuel gains the properties of having alchemist's fire mixed in with it, with reduced risk of explosive failure.

Spell Slot Level	Ratio of Alchemist Fire to Fuel	Fire damage	Explosive Failure
3rd	1 to 3	3d6 (*)	1
5th	1 to 1	4d6 (*)	1
7th	3 to 1	5d6 (*)	1 to 2
9th	Pure Alchemist Fire	6d6 (*)	1 to 3

* *Fuel with Alchemist's fire clings to the affected targets.*

FIRE CONTROL

14th-level Fireborn feature

Flames around you bend to your will, and you gain the ability to intensify or moderate them as you desire.

Intensify. Fire damage caused by you ignores fire resistance, and treats immunity as resistance.

Mold Flames. You learn the Control Flames cantrip if you don't already know it, and it doesn't count towards the number of cantrips you know. Your connection with fire grants you the following benefits when using the cantrip:

- The flames you control can be magical.
- The size of the area you can affect is 15-foot cube.

BATHED IN FIRE

18th-level Fireborn feature

You gain immunity to fire damage. In addition, any spell or effect you create ignores resistance and immunity to fire damage (except when targeting yourself).

You can also expend 2 sorcery points per target you hit with an attack or an effect to give them vulnerability to fire damage for that attack or an effect.

WARLOCK

PROFICIENCIES

- **Armor:** Light armor
- **Melee weapons:** Simple trench warfare melee weapons
- **Firearms:** Simple firearms
- **Explosives:** Grenades

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple pistol, (b) a simple rifle or (c) a simple shotgun
- A box of ammunition for the chosen firearm
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Flak armor and two boot knives

SPELLSLOT EXPENDITURE LIMIT

1st-level Warlock feature

When you are able to expend more than one spellslot to fuel class features or casting spells during one turn, the sum of all expended spellslot levels can't exceed the level of the highest spellslot available to you at your current level.

THE COLLECTOR

You've made a pact with an entity that has an access to otherworldly armory full of firearms and has extensive knowledge on them. The details of a contract with such an entity can vary wildly. Some patrons wish to expand their collections, and enlist you as their agent to track down rarities, while others lack the ability to directly interact with the material plane themselves and simply wish to see their collections put to use for their own amusement.

COLLECTOR EXPANDED SPELLS

Spell Level	Spells
1st	Shield, Wrathful Smite
2nd	Bullet Barrier, Branding Smite
3rd	Elemental Weapon, Haste
4th	Staggering Smite
5th	Banishing Smite

CURATOR

1st-level Collector feature

You can spend 1 minute in silent trance receiving knowledge from your patron about a firearm or an explosive you touch. You gain proficiency with it until you use this feature to gain proficiency with another firearm or explosive instead.

HEXGUN

1st-level Collector feature

Starting at 1st level, you gain the ability to evoke some of your patron's power as a Bonus Action. Aura matching that of your patron's quietly starts to flow from the firearms you wield, and trails their movement as you gain the following benefits for 1

minute, until you die, are incapacitated, or you end the effect early as a free action:

- Your firearms become infused with your Patron's power and their damage type changes into force damage.
- Any attack roll you make with your firearms is a critical hit on a roll of 19 or 20 on the d20.
- If your firearm attack reduces another creature to 0 hit points, you regain hit points equal to your warlock level + your Charisma modifier (minimum of 1 hit point).
- If your roll of the d20 would trigger the *explosive failure* property on a firearm, you can use your Reaction to expend a hit die to suppress the effect and ignore it.

Once you use this feature, you can't use it again until you finish a short or a long rest, or you expend a pact magic spellslot to activate it.

ELDRITCH INVOCATIONS

2nd-level Collector feature

The warlock Eldritch Invocations; Agonizing Blast, Grasp of Hadar, Lance of Lethargy, and Repelling Blast, apply to shots you make with any firearm you are proficient with, should you choose to have them as known.

HEXGUN AURA

6th-level Collector feature

Starting at 6th level, you can evoke more of your patron's power as you activate your Hexgun ability.

Hex Image. The aura extends from your weapon to partially cover your body as well, and for the duration you are considered under the effects of the *mirror image* spell, with the following exceptions:

- Your duplicates use your Charisma bonus, instead of Dexterity, to determine their DC.
- Heavier armor restricts your aura's ability to intercept incoming attacks. If you are wearing Medium armor, the maximum number of duplicates you can benefit from when checking if an attack hits you or your duplicates is two, and one for Heavy armor. You can still store up to three charges regardless of the type of the armor you are wearing.
- This effect is mutually exclusive with instances of the regular *mirror image* spell. If the *mirror image* spell is cast on you, you must choose whether you want to gain its regular effect, or refresh the duplicate charges from your Hexgun Aura. Choosing one immediately ends existing instances of the other on yourself.

Teleport. While under the effects of your Hexgun Aura, you can expend a duplicate charge as a Bonus Action, or for free immediately as you don your Hexgun Aura, to teleport up to 30 feet away to a location you can see, in a swirl of eldritch energy.

HEX SHADE

10th-level Collector feature

Your control over your Hexgun Aura grows, and you can use your Bonus Action to expend a duplicate charge and separate a silent ghastly shade from yourself.

- The shade resembles you and uses your statistics and proficiencies, but receiving any damage destroys it.
- The shade is under your control, and you can sense what it senses, and it occupies its space. It gains any equipment you wish to transfer over to it as it separates from you, but if it is destroyed or otherwise perishes, that equipment falls on the ground on the spot.
- The shade can move up to your movement speed and take one Action that it can use to make one Attack or take one Use Object action, after which it vanishes. It also vanishes at the end of your turn even if it has not taken any actions.

AUTHOR'S NOTE:

Picking up a weapon or an item from the ground is a free action for the shade, as it is for all creatures.

WRATH OF THE HEXGUN

14th-level Collector feature

Your Hexgun Aura grows even stronger. While it is active, you gain the following benefits:

Eldritch Magnum. As you activate your Hexgun Aura, or take the Reload action, you can expend a duplicate charge to concentrate some of your Hexgun Aura into your weapon. The ammunition you have loaded in the firearm you are currently wielding gains the *magnum* property. This effect stacks with existing magnum property, but the explosive failure effect is then also triggered on rolls of both 1 and 2 on the d20.

Solid After Image. Your Hexgun Aura duplicates can deceive senses other than sight as well. Only creatures with Truesight can see through them.

PACTS AND INVOCATIONS

These additional pact and invocation options are added to the options you can choose from.

PACT OF THE GUN

You can use your action to summon firearms from your patron's domain in one or both of your empty hands. You can choose the type of firearm you summon each time you use this feature, but if you summon two weapons, they both must lack the two-handed property. These weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can also use your Charisma bonus instead of Dexterity, for attack and damage rolls you make with your pact weapons, as long as they lack the two-handed property.

Your pact weapons disappear if they are more than 5 feet away from you for 1 minute or more. They also disappear if you use this feature again, if you dismiss the weapons (no action required), or if you die.

You can transform up to two magic weapons into your pact weapons by performing a special ritual while you hold the weapons. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapons, shunting it into an extradimensional space, and they appear whenever you create your pact weapons thereafter. You can't affect an artifact or a sentient weapon in this way. The weapons cease being your pact weapons if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

ELDRITCH STRENGTH

Prerequisite: Pact of the Gun.

You add your Charisma bonus to your Strength score to check if you meet the Recoil Strength requirement for using a firearm you create as your Pact Gun.

DIMENSIONAL AMMO STASH

Prerequisite: Pact of the Gun.

You can dump your ammunition into extra dimensional space over a short rest, and all pact guns you summon are always fully loaded by any type of ammunition you have stored in there, as you pull them from their pocket dimension. You can also summon individual pact weapon by using the Reload action, rather than an entire Action.

HEX REFRESH

Whenever you deal a critical hit, or reduce another creature to 0 hit points, instead of regaining hit points, you can choose to regain a Hexgun Aura duplicate charge instead.

HEX RESERVE

The maximum number of Hexgun Aura duplicate charges you can store is equal to your Charisma modifier. You can still only benefit from maximum three duplicates when determining whether an attack hits you or not.

ELDRITCH RANGE

The normal and long ranges are doubled for attacks you make with firearms you are proficient with.

ELDRITCH KNOWLEDGE

You can hold a number of proficiencies from your Hex Gunner feature equal to your Proficiency bonus. If you learn more proficiencies, you lose the one you gained first.

GUNNER'S LITTLE HELPER

Prerequisite: Pact of the Chain.

You can use your bonus action to command your familiar to assist another friendly creature. The familiar immediately moves to occupy the same space as that creature, and it loses its own position in the initiative order, and moves together with the creature until you command the familiar to do something else. While the familiar is assisting the creature, the creature gains the following benefits:

- It can act like it has one extra hand.
- One extra Bonus Action each turn, that it can use only to Reload or Unjam a firearm.
- Proficiency with all firearms and explosives you are proficient with.

ELDRITCH PLATE CARRIER

Prerequisite: Pact of the Talisman.

Your talisman gives its wielder a measure of protection from piercing damage. It creates a magical barrier that acts as a plate. The plate has a number of hit points equal to your warlock level, and it provides resistance to piercing damage as long as it is intact. Once the barrier plate is broken by an attack, you must finish a long rest for it to regenerate.

WIZARD

PROFICIENCIES

- **Armor:** Light armor
- **Melee weapons:** Boot knife
- **Firearms:** Simple pistols, Simple rifles, light pistol, pistol
- **Explosives:** Grenades

EQUIPMENT

Instead of the equipment listed in the *PHB*, you start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple pistol or (b) a simple rifle
- A box of ammunition for the chosen firearm
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

SPELLSLOT EXPENDITURE LIMIT

1st-level Wizard feature

When you are able to expend more than one spellslot to fuel class features or casting spells during one turn, the sum of all expended spellslot levels can't exceed the level of the highest spellslot available to you at your current level.

ADDITIONAL WIZARD SPELLS

1st-level wizard feature

The spells in the following list expand the wizard spell list you can learn spells from. The spells are organized according to spell level, not character level.

1ST LEVEL

Decoy

2ND LEVEL

Bullet Barrier

Conjure Ammunition

3RD LEVEL

Shield Generator

ORDER OF THE FIRE DISCIPLINE

Wizards of the Order of Fire Discipline are employed on the battlefield as Forward Observers, that call artillery strikes on enemy formations, except that they are the artillery. Through magic they summon devastating strikes on their enemies.

MAP MAKER

2nd-level Order of the Fire Discipline feature

You've been trained in the art of drawing all kinds of maps and you gain proficiency with the Cartographer's tools. You can add pages to your spellbook, on which you can draw maps of locations you've visited or otherwise spent time observing from distance. You can create three kinds of maps; location, area and world.

Location. For each 300 feet by 300 feet area of real world you express in your map, you must expend 1 hour and 10 gold worth of parchment and rare inks.

Area. For each 1 mile by 1 mile area of real world you express in your map, you must expend 1 hour and 100 gold worth of parchment and rare inks.

World. A World map you create can encompass all the continents of the world on that plane of existence, unless the plane is infinite. Creating a World Map requires total 1000 gold worth of parchment and rare inks, but the work done to complete it can be incremental. Finishing a 100 mile by 100 mile area takes 8 hours.

If a creature writes their name on a special page on your Spellbook, you can always see their location on your maps, unless their location has been magically hidden. Even then, the map will indicate if they are on the same plane as the map. If the page containing the names is destroyed, the creatures can't be tracked by the maps anymore.

You can copy a map with any names written on your spellbook if you want to, at one fifth of the material cost.

You can tear a map or its copy from your spellbook and it will still function, but no new names can be added to it once torn away.

STRIKE ORDERS

Spell Level	Strikes
1st	Smoke Marker, Smoke Screen, Flare
2nd	Mortar Strike, Shrapnel Drop
3rd	Heavy Ordnance, Fire Bomb
4th	Precision Strike
5th	Cryo Bomb
6th	Ion Cannon
7th	Gravity Strike
8th	Scouring Strike
9th	Annihilation

STRIKE ORDER

2nd-level Order of the Fire Discipline feature

Starting at 2nd level you can call down devastating magical artillery strikes on your enemies. As an action you expend a spellslot to designate a location for a strike within 120 feet of you. If the strike order has a concentration component, it will arrive at the start of your next turn. Otherwise it arrives immediately. You can also target a location anywhere within 1200 feet of you, if you have a map of the intended location in your spellbook.

When you call a strike, make a skill check using your Spellcasting modifier against DC equal to 10 + the expended spellslot's level. If you do not have clear line of sight to the intended location, you have disadvantage on the skill check.

If you fail the check, or your concentration on the strike call is broken before the start of your next turn, the strike immediately hits a random location 2d6 x 10 feet away from the intended location. Determine the direction by rolling a d8. On 1 it hits North of the target, North-East on 2, East on 3, etc.

When you fail the check by more than 10, the DM will be happy to determine the location within 300 feet of the intended target.

You learn and add each of the strike orders to your spellbook as you reach the wizard level with sufficiently high level spell slot, but and you must have them as prepared, as if they were spells, for you to be

able to use them. All strikes require at least 300 feet of open air above the target for the strike call to work.

COMMUNICATIONS OFFICER

6th-level Order of the Fire Discipline feature

You always have the *message* and *sending* spells as prepared, and they don't count towards the number of spells you can have as prepared.

Communications Network. You can expend a spellslot as an action to establish a magical connection between all creatures you choose, that have written their names in your spellbook, that are within a set range. The range depends on the level of the expended spellslot, starting at 120 feet for 1st level slot, and doubling at each additional slot above 1st (240 feet for 2nd level slot, 480 feet for 3rd level slot etc).

For up to 1 hour all affected creatures can hear each other when they speak or whisper as if they were using the *message* cantrip. A connected creature can also use their action to allow all creatures connected to the network to hear what they hear, until the start of their next turn.

A creature is severed from the network if you wish to remove them as an action, they become incapacitated, the effect is dispelled from them, or they choose to end it on themselves as an action. The entire network is dispelled if the effect ends on you.

LOOSE CANNON

10th-level Order of the Fire Discipline feature

You can take a -2 penalty to the skill check you make when calling down a strike, to upcast it one level higher than the expended spellslot.

TACTICAL INSERTION

14th-level Order of the Fire Discipline feature

As an action you target a location as through your *strike call* feature, and you and up to 8 willing creatures of your choice within 15 feet of you vanish and appear in an extradimensional space in the shape of a 15-foot-radius cylinder, 15 feet high, resembling the interior of a carriage or a military transport vehicle (as specified by you). For 1d4 rounds nothing seems to happen, but then a loud sonic boom shatters the sky above the target location, as the vessel screams down from the sky. During the descent it shakes violently, and any possible windows show flames licking the vessel's sides as it rapidly descends through the atmosphere.

As it crashes to the target location, it smashes through 2d4 floors, or half as many reinforced ones. All creatures within 15 feet radius of the impact must make Dexterity saving throw, taking 5d10 bludgeoning and 5d10 thunder damage on a failed save or half as much on a successful one.

Creatures within the vessel are immune to this damage, but they must make DC 15 Strength saving throw as it lands. On a success they keep their footing and can immediately take one round of actions as if they had surprised the enemy, as the vessel opens up around them.

Once you use this feature, you can't use it again until you finish a long rest.

NEW MECHANICS

This book expands the ruleset for firearm combat in Dungeons & Dragons 5th edition. Some of the rules are derived from the rules in the *Dungeon Masters Guide* and other official material, while many are completely new.

SOUND

Firearms are noisy, explosions extremely so. The sound of gunfire can be heard over great distances. Pistol fire can easily be heard up to 1 mile away, while the sound of rifles, shotguns, and explosions can be heard up to 5 miles away.

Gunshots and small explosions. The sudden bang of a gunfire or a small explosive device discharge can cause pain and deafness if creature's unprotected ears are too close to the source of the sound. When outdoors, creatures within 5 feet of a firearm, or an explosive device without the *loud* property, as it discharges become *partially deafened* for 1 minute, and make all Perception (Wisdom) checks related to sounds at disadvantage for the next minute.

Loud explosions. Creatures caught within the blast radius of an explosive device with the *loud* property, or within 10 feet of a gunshot with a firearm that has the *loud* property, become *deafened* for 1 minute. Creatures deafened by gunshots or explosions can try to shake off the effect as an Action by making a Constitution saving throw against DC of 10.

Indoors. When indoors (buildings, caves, dungeons etc.) the sound of gunfire and explosions bounce off of walls and other solid surfaces, extending the reach of dangerously loud sounds. When both the source of the sound, and the creature experiencing it, are within the same confined indoor environment, the range of *partially deafening* sounds is increased to 30 feet, and the range of *deafening* sounds is increased 30 feet beyond their normal range.

Resistance to thunder damage. Creatures resistant to thunder damage ignore the *partially deafened* condition caused by gunfire or explosions, and they treat the *deafened* condition caused by gunfire or explosions as partial deafness instead.

Immunity to thunder damage. Creatures immune to thunder damage can't be *partially* or *fully deafened* by gunfire or explosions.

Author's suggestion: At DM's digression, gunfire and small explosions can also cause deafness in creatures if the source of the sound is close to the creature's ear. For example when grappling or intentionally trying to deafen another creature by firing a gun right next to their ear.

COVERING YOUR EARS

Prerequisite: two free hands.

Use time: free action.

You can use your free hands to cover your ears to protect them from the sound of gunfire and explosions. You gain the benefits and penalties of wearing either earplugs or earmuffs (your choice) until you use your hands for something else.

MUFFLE

Prerequisite: free hand.

Use time: 1 attack.

When you are already grappling a creature, you can use the Attack action to make a special melee attack to try and silence the creature. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

Using at least one free hand, you try to muffle the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use).

If you succeed, you subject the target to the *silenced* condition until the underlying *grapple* condition ends.

SILENCED

A condition that can be imposed on a creature normally capable of speech or producing sounds that they use to communicate.

- silenced creature cannot speak
- casting a spell that includes a verbal component is impossible for a creature that is silenced

Muffle, like grapple, requires one hand to perform. If you're able to make multiple attacks with the Attack action, you can first perform the grapple check, and if successful, then use follow up attack to attempt to muffle the target.

CHOKEHOLD

Prerequisite: using two hands to grapple a creature.

Use time: 1 action per turn.

When you successfully grapple a creature using both of your hands, you can put them in a chokehold so that they start losing consciousness. A creature that remains grappled in this way falls *unconscious* after a number of rounds equal to their Constitution modifier (minimum of 1) at the end of their turn.

While the chokehold lasts, you can use your Action to tighten your grip and force the grappled creature to make Constitution Saving throw against DC equal to 8 + your Strength modifier + your Proficiency modifier. On a failed save, the target loses 1 round of the time remaining until they fall unconscious. If this reduces the remaining time to zero, they immediately fall unconscious.

If you release the unconscious creature, they can repeat the saving throw at the start of each of their turns, immediately regaining consciousness on a successful save.

If you do not release the chokehold, the unconscious grappled creature will begin to *suffocate*.

Creatures that don't need to breath can't be choked out.

SUFFOCATING (PHB P183)

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

DISARMING SHOT

Prerequisite: ranged weapon attack.

Use time: 1 attack.

A creature can take a carefully aimed shot to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

If the creature is grasping the item with both hands, they have an advantage on the check.

WEAPON GRAPPLING MANOUVERS

Prerequisite: free hand.

Use time: 1 attack.

When already grappling another creature, you may attempt to temper with their firearm as an attack. You can make a melee attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender's weapon is subject to one of the following effects:

- **Disarm.** You wrench the weapon from their grasp and either draw it and begin to use it yourself, or drop it on the floor next to you. You have disadvantage on the attack roll if the target is holding the item with two or more hands.
- **Unload.** You hit the magazine release mechanism, and work the action of the firearm, so that its detachable magazine or loaded ammunition spills out and falls on the ground, and the currently chambered piece of ammunition is ejected, effectively making the firearm useless until reloaded again. Unless you are proficient with the type of firearm you attempt to unload, you gain a -5 penalty to the attack roll.
- **Obstruct.** If you have small debris or pieces of ammunition matching the targeted firearm, you can shove one into the barrel of the firearm, and the firearm is considered jammed. Unless unjammed, the explosive failure property is triggered immediately next time the firearm is fired.

BLINDFIRE

Prerequisite: any firearm.

Use time: 1 attack.

You can attempt to fire from behind a cover without exposing yourself, by revealing just your weapon and the hand holding it. You target a cone shaped area, up the firearm's normal distance. Creatures in the affected area roll a d6 in ascending order based on distance from the attacker. On a roll of 1, they are the target of the attack, but they count as having Three-Quarters Cover. If no creature rolls 1 on the d6, the attack misses them all. If a creature rolls 1, the rest of the affected creatures don't have to roll as they can't be the target anymore.

If the attack was made using the full-auto property, all affected creatures must roll the d6, and they are a target of the attack on a roll of 1 or 2 on the d6.

OVERWATCH (ACTION)

Prerequisite: Extra attack feature.

If you have only spent up to half your movement during your turn, you can use your Action to enter a heightened state of preparedness. You claim a cone shaped area as your firing sector, and until the start of your next turn, or until you move, you gain a number of special overwatch reactions equal to the number of attacks you'd normally have available from your extra attack feature. These overwatch reactions can only be used for making firearm attacks, or using the full-auto feature. Using your normal Reaction for anything ends the overwatch.

TAKE COVER

Use time: 1 reaction.

You can use your reaction to drop prone where you stand.

FALLING ON A GRENADE

Use time: 1 reaction.

If a grenade lands within 5 feet of you, you can dive on top of it to try to shield your allies from the explosion.

Immediately make the Dexterity saving throw you would if you were caught in the blast. On a success, you dive on top of it in time and take double the explosive's normal damage, but only you are affected by the explosion. On a failed save you don't make it in time, and you take the explosion's normal damage, and all other creatures caught in the blast act as they normally would.

FIREARMS TABLE

Name	Cost	Damage	Range	Weight	Recoil Strength	Reload	Auto	Jamming	Properties
Simple pistols									
Light revolver	20 gp	2d6 piercing	40/120	2 lbs.	7	7	-	-	light, concealable
Revolver	30 gp	2d8 piercing	50/150	3 lbs.	9	6	-	-	concealable
Heavy revolver	45 gp	2d10 piercing	60/180	5 lbs.	15	6	-	-	
Simple rifles									
Hunting rifle, break action	10 gp	2d12 piercing	150/600	13 lbs.	9	1	-	-	two-handed
Hunting rifle, double-barreled	25 gp	2d10 piercing	200/800	11 lbs.	9	2	-	-	two-handed, double-barreled
Hunting rifle, lever action	50 gp	2d8 piercing	150/600	10 lbs.	7	10	-	-	two-handed
Hunting rifle, bolt action	75 gp	2d10 piercing	200/800	11 lbs.	9	5	-	-	two-handed
Simple shotguns									
Shotgun, one-barreled	5 gp	2d10 piercing	40/120	6 lbs.	9	1	-	-	two-handed, spread
Shotgun, double-barreled	20 gp	2d8 piercing	30/90	8 lbs.	7	2	-	-	two-handed, spread, double-barreled
Sawed-off shotgun	10 gp	2d8 piercing	20/60	4 lbs.	11	2	-	-	spread, concealable, double-barreled
Martial pistols									
Palm pistol	30 gp	2d4 piercing	20/60	1 lbs.	5	2	-	-	light, concealable, double-barreled
Light pistol	50 gp	2d4 piercing	30/120	2 lbs.	7	15(*)	semi	1, 10	light, concealable
Pistol	75 gp	2d6 piercing	30/120	3 lbs.	9	10(*)	semi	1, 10	concealable
Heavy pistol	100 gp	2d8 piercing	40/160	4 lbs.	11	7(*)	semi	1, 10	concealable
Autopistol	100 gp	2d6 piercing	30/120	4 lbs.	9	15(*)	full	1, 10, 11 (A)	concealable
Submachine gun	150 gp	2d8 piercing	80/320	6 lbs.	7	25(*)	full	1, 10, 11 (A)	two-handed
Martial rifles									
Assault rifle	75 gp	2d10 piercing	100/400	8 lbs.	11	20(*)	full	1, 10, 11 (A)	two-handed
Machine gun	150 gp	2d10 piercing	100/400	22 lbs.	13	30(*)	full	1, 10, 11 (A)	two-handed, heavy
Heavy machine gun	200 gp	2d12 piercing	120/480	32 lbs.	15	20(*)	full	1, 10, 11 (A)	two-handed, heavy
Battle rifle	75 gp	2d12 piercing	80/240	10 lbs.	13	10(*)	semi	1, 10	two-handed
Marksman rifle	300 gp	2d12 piercing	300/1200	13 lbs.	13	7(*)	-	-	two-handed, heavy
Martial shotguns									
Shotgun, pump-action	40 gp	2d8 piercing	30/90	9 lbs.	7	5	-	-	two-handed, spread
Shotgun, semi-automatic	150 gp	2d8 piercing	30/90	9 lbs.	7	5(*)	semi	1, 10	two-handed, spread
Special Firearms									
Auto cannon	1000 gp	3d12 piercing	100/300	135 lbs.	21	20(*)	full	1, 10, 11 (A)	two-handed, loud, heavy, stationary
Anti-armor rifle	500 gp	4d10 piercing	300/900	109 lbs.	21	10(*)	semi	1, 10	two-handed, loud, heavy, stationary
Flamethrower	100 gp	2d6 fire	50/-	45 lbs.	-	4(*)	full	1 (E)	two-handed
Grenade launcher	200 gp	special	150/300	6 lbs.	-	1(*)	semi	1 (E)	two-handed
Rocket launcher	200 gp	special	300/900	20 lbs.	-	1	-	1 (E)	two-handed

FIREARMS

Firearms are ranged weapons that use combustion of gunpowder to propel projectiles up to great distances with deadly force.

FIREARM MANOUVER DC

When a firearm feature, or an explosive used by you, requires the target to make a saving throw, the saving throw DC is calculated as such:

$$\text{Firearm Manouever DC} = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$$

FIREARM HANDLING BONUS

When something calls for you to make a Firearm handling check, you roll d20 and add your Firearm handling bonus to it.

Firearm Handling Bonus = your proficiency bonus + your Dexterity modifier

PROPERTIES

Firearms and trench warfare melee weapons have different properties based on their type.

Reload. This number tells the number of shots you can make with the weapon before you have to spend an action or a bonus action to reload it with ammunition (character's choice). Reloading a firearm requires one hand to hold the weapon, and one free hand to reload it with loose ammunition or a new magazine. If the weapon has asterisk (*) sign next to the number in the Shots column on the firearms table, it is fitted with a detachable magazine. Detachable magazines can be reloaded with ammunition beforehand and stored on one's person. Attaching a loaded magazine to a weapon takes one reload action. Firearms that have both the *heavy* and *full-auto* properties can also be reloaded with ammunition belts. Successfully taking the Reload action includes cycling the action, and the firearm is ready to fire at the pull of the trigger.

The maximum number of ammunition pieces that a creature can feed into a weapon or a magazine with one reload action is 10.

AUTHOR'S NOTE:

When using a weapon with detachable magazine, it is common practice to purchase and keep multiple magazines on one's person. Switching out a magazine is considerably faster than reloading an entire magazine by hand in combat, and it also enables you to keep different magazines filled with different types of ammunition.

Downtime activity. When a creature takes a short or a long rest, it can be assumed that they spent some of that time filling their magazines with ammunition, if they had any available.

Recoil Strength. Unless you meet the Strength requirement for maintaining your grip of this weapon when firing, you must roll a d6 and suffer the recoil strength penalty effect corresponding to the result of the d6 roll.

Gripping a one-handed weapon with both hands when firing lowers the Strength requirement by 2, while properly bracing a firearm against support lowers the Strength requirement by 6.

RECOIL STRENGTH PENALTY EFFECT

d6	Effect
1	You drop the gun and it fires again, hitting you.
2	You drop the gun and it fires again, hitting your nearest ally within 10 feet of you.
3	You drop the weapon and it flies 10 feet in random direction.
4 to 6	You take bludgeoning damage equal to one of the firearm's normal damage dice.

Concealable. Weapons with the concealable property can be hidden on one's body effortlessly, and require a trained eye or a pat-down search to spot.

Semi-auto. Firearms with either the *semi-*, *full-automatic* or *double-barreled* property can be used to fire single shots in rapid succession. You can use your action, immediately followed by your bonus action, to make a *double tap* attack against a target. If you have access to extra attack feature, making a *double tap* attack takes only your action.

- **Double tap.** You take two rapid shots against a single target within the firearm's normal range. Make two ranged attacks against the target with -2 penalty on the attack rolls. The critical hit range for these attacks is increased by 2 (i.e. if your attacks normally critically hit on a roll of 19-20 on the d20, they now critically hit on 17-20). Because the shots happen in such a rapid succession, make both attack rolls before rolling for damage. You can't switch target between shots, and if the target uses instantaneous movement between the shots, you don't have time to shift your aim to follow it.

Full-auto. If a firearm has the full-auto property, you can replace one or more of your attacks with a use of any of the automatic fire features instead:

- **Wide arc.** You sway from side to side as you fire away, sweeping a cone shaped area with bullets, up to a distance equal to half the normal range of the firearm. Creatures in the affected area must make a Dexterity saving throw, taking the weapon's normal damage on a failed save.
- **Focus fire.** You spray a large area with bullets. You target a 10-foot-cube within the normal range of the firearm, or 15-foot-cube within the long range. Affected creatures beyond the weapon's normal range have advantage on the saving throw. Creatures in the affected area must make a Dexterity saving throw, taking the attack's normal damage on a failed save. A creature that fails the saving throw by 5 or more, takes double damage.
- **Burst fire.** You target one creature with a short burst of automatic fire and make an attack roll with -5 penalty. If the attack hits, roll a d3, and add a number of the weapon's normal damage dice equal to the result to the damage roll.

Using wide arc and focus fire consumes 10 pieces of ammunition per use, while using burst fire only consumes 3 pieces of ammunition per use. Running out of ammunition in middle of using an automatic fire features halves the damage the effect deals.

The firing rate of automatic weapons is limited by their mechanical nature, and the maximum number of shots that can be fired from a weapon with the *automatic* property during one round is 30.

Two-handed. Effective use of two handed weapons requires the user to use two hands to grasp the weapon. They can be fired with just one hand if they are loaded, but doing so imposes a -5 penalty on the attack roll, and increases the Recoil Strength by 4. Reloading a weapon with the two-handed property with only one hand always takes an Action, as you have to find a way to hold the weapon still without hands.

Loud. Firearms with the loud property produce especially loud noise that can cause creatures near it to be *deafened* (see *Sound* on page 26).

Jamming. Sometimes a piece of ammunition is a dud and fails to ignite in the chamber, or a casing gets stuck in the mechanism of the gun after firing, preventing the gun's use until it has been removed. Simple firearms are more reliable than *semi-*, or *fully automatic* firearms, and their malfunctions are generally easier to deal with. Weapons are more prone to jamming when using the *automatic* property. When making an attack roll, the number(s) in the jamming column of the firearms table tells you the result on the d20 roll when the gun jams. The number with (A) after it only applies when using the automatic property.

When using an ability that doesn't require you to make an attack roll, such as when using the *automatic fire* property, you still roll the d20 to see if the gun jams.

- **Dud.** All firearms fail to fire on a roll of 1 on the d20 because of a dud cartridge. Unless the jamming column on the firearms table indicates that the firearm also jams on a roll of 1 on the d20, the firearm can be fired again without a problem, and the faulty piece of ammunition is ejected like an empty shell would be, either when the firearm is reloaded, or the action is cycled manually as part of the attack, depending on the type of the firearm.
- **Explosive failure, 1(E).** If the piece of ammunition being used had the *explosive failure* property, it is triggered instead of the cartridge being a *dud* on a roll of 1 on the d20.
- **Jamming on automatic fire, 11(A).** If the gun jams when using either the *wide arc* or *focus fire* options, it deals only half damage. If the gun jams when using the *burst fire* option, you don't roll the d3 for additional damage dice.

Unjamming. You can unjam a firearm as an action or a bonus action by succeeding in a firearm handling check against a DC of 10.

JAMMING

d20	Cause of jamming	Result	Un-jamming
1	The cartridge you tried to fire was a dud.	The weapon doesn't fire.	Forego one attack to rack the slide with a free hand, or take the reload action.
1 (E)	The cartridge was faulty, causing it to explode in the chamber.	The <i>explosive failure</i> property is triggered.	(*)
10	Casing gets stuck in the mechanism after firing.	The attack goes off as normal.	(DC 10)
11 (A)	Casing gets stuck in the mechanism during firing.	The attack deals reduced damage.	(DC 10)

EXPLOSIVE FAILURE ON A PISTOL, SHOTGUN OR A RIFLE

d6	Failure	Result	Un-jamming
1 or 2	The cartridge explodes in the chamber, rupturing the barrel or the action and hurting you.	You immediately take the weapon's <i>normal</i> damage.	Weapon must be repaired
3 or 4	The cartridge explodes blowing open the action and hurting you.	You immediately take <i>half</i> the weapon's damage.	(DC 20)
5 or 6	The cartridge splits in the chamber, jamming the gun badly.	You take no damage.	(DC 15)

EXPLOSIVE FAILURE ON A ROCKET OR GRENADE LAUNCHER

d6	Failure	Result	Un-jamming
1 or 2	The projectile explodes rupturing the barrel.	The grenade or rocket immediately detonates with full effect.	Weapon must be repaired
3 or 4	The projectile partially explodes jamming the weapon.	The grenade or rocket immediately detonates dealing <i>half</i> damage.	(DC 20)
5 or 6	The projectile is fired but it is a dud.	Projectile flies to target but fails to detonate.	-

Spread. Shotguns have the *spread* property because when fired they expel clouds of projectiles that spread out to cover a large area after a certain distance.

- **Point Blank.** Firearms with the spread property deal one weapon damage die extra damage within half the normal range, as the projectile cloud has not had the time to spread out yet, and they all strike the target at once.
- **Pellet Cloud.** If a target is beyond normal range, you don't make attack roll, but the target and each creature within 5 feet of them must make a Dexterity saving throw instead. Affected creatures take half the weapon's normal damage on a failed save, and none on a successful one.

Double-barreled. Some firearms are built with two barrels, and two separate triggers, one for each barrel, allowing the user to choose which barrel they want to fire. Double barreled firearms can have different type of ammunition loaded in each barrel. Double-barreled firearms can also be used for the *double tap* attack even though they lack the *automatic fire* property.

- **Both Barrels.** A creature wielding a double-barreled firearm can fire both barrels at the same time when making an attack. This adds +4 to the *recoil strength* of the firearm. Make just one attack roll, and use that roll to resolve the effects for both shots. If both barrels used ammunition with the *spread* property, targets at the long range of the attack have disadvantage on their Dexterity saving throw instead, as the coverage of the pellet cloud is denser.

AUTHOR'S NOTE:

Double barreled shotguns are favored by hunters, because each chamber can be loaded with different type of shotgun shell, or have different choke attachment attached to it. This allows them to have the perfect type of shot ready no matter what kind of distance they have to engage their prey at, or what type of game they meet, without having to carry multiple different firearms with them.

Heavy. Unless you spend an action to properly brace the firearm against a support or ground, all attacks you make with it are made with disadvantage, and all creatures you target with automatic fire features have advantage on their Dexterity saving throws.

- **Bracing.** When you initially brace a firearm, you point it towards a cone like area. Targeting something outside of this cone requires you to pick up the firearm and brace it against a support again.

SPECIAL FIREARMS

This is a class of firearms that require special training to operate.

AUTO CANNON

A super heavy machine gun that is usually operated by at least two people. These are often deployed in fixed positions along the battlements.

ANTI-ARMOR RIFLE

A rifle designed to deal with armor by firing such a large cartridge, that wielding it without properly bracing the gun against something is sure to cause injury to the creature firing it.

FLAMETHROWER

No other weapon quite incites the same terror as the flamethrower. It consumes flammable liquid fuel to shoot out streams of roaring flame. Instead of normal single fire attacks, it is capable of using only the *wide arc* and *focus fire* automatic fire features, but it consumes only one dose of fuel per use. It uses special canisters as its magazines. These canisters can be filled with fuel from another container as an action, but you then need to use another action to pressurize it with a pump before it is operational.

Some madmen mix Alchemist fire in with the fuel to produce even hotter flame, that also clings to anything it touches, including creatures. Creatures proficient with Alchemist's tools know how to mix alchemist fire with flamethrower fuel with relative safety. The mixture can be stored in a larger container prior to loading into the magazine canisters. Failure on the handling check when creating the fuel mixture leads to loss of the materials, as they are easily evaporated. However if the roll of the d20 would also trigger the explosive failure listed in the table below, the mixture explosively combusts instead, creating a Satchel sized (or larger) explosion that covers the affected area and creatures in burning alchemist fire. Creature with no proficiency with Alchemist's Tools triggers the explosive failure property on a failed ability roll.

FLAMETHROWER FUEL

Ratio of Alchemist Fire to Fuel	Fire damage	Handling DC	Explosive Failure
Pure fuel	2d6	-	1
1 to 3	3d6 (*)	DC 5	1 to 2
1 to 1	4d6 (*)	DC 10	1 to 3
3 to 1	5d6 (*)	DC 15	1 to 5
Pure Alchemist Fire	6d6 (*)	DC 20	1 to 7

The intensity of the flame when used in a flamethrower depends on the fuel to alchemist fire ratio. If there is any alchemist fire mixed in with the fuel, creatures and area affected by the flamethrower's attacks ignite as if struck by a vial of alchemist fire.

GRENADE LAUNCHER

A device that can be loaded with grenades to propel them further than what is possible by just throwing them.

Grenade propellant. A grenade launcher consumes a piece of pistol ammunition for each grenade that is fired from it to produce the necessary force to expell the projectile. These pistol cartridges are loaded into the weapon together with the grenade.

ROCKET LAUNCHER

A tube like weapon that is used to fire rockets from. This weapon has potential to be just as dangerous to the user and everyone around them, as it is to those it is fired at.

Backblast. Rocket launcher expels the hot exhaust gasses produced by launching the rocket from the rear end of the tube. The force of this backblast is significant, and will hurt anyone it hits. Creatures caught within 10 feet cone, extending on the opposite direction of the fired rocket from the rocket launcher, take 3d4 fire and 3d4 thunder damage as it is fired.

If the rocket launcher is fired indoors, or the backblast cone hits a solid wall, the user and everyone else within 5 feet of the rocket launcher also takes the damage from the backblast.

Cumbersome. Rocket launcher is slower to operate than other firearms, and as such, reloading or firing it takes one action.

COST OF AMMUNITION

Type	Pistol Cartridges (box of 50)	Rifle Cartridges (box of 30)	Shotgun Shells (box of 12)	Crafting DC	Properties
Regular	5 gp	30 gp	20 gp	10 (easy)	-
Magnum	8 gp	45 gp	30 gp	15 (medium)	+ 1 damage die, explosive failure
Slugs	-	-	25 gp	15 (medium)	ignores the spread property
Match grade	15 gp	50 gp	40 gp	20 (hard)	+ 1 attack rolls, reroll 1s once
Armor piercing bullets/slugs	10 gp		60 gp	20 (hard)	- 1 damage die, ignores resistance to piercing damage
Flechette shells	-	-	50 gp	20 (hard)	- 1 damage die, ignores resistance to piercing damage
Hollow point bullets/slugs	10 gp	60 gp	40 gp	15 (medium)	increased critical damage, half damage against armor
Rubber bullets/pellets	10 gp	-	40 gp	20 (hard)	bludgeoning, non-lethal, halved range
Beanbag shells	-	-	40 gp	20 (hard)	bludgeoning, non-lethal
Buckshot	-	-	25 gp	15 (medium)	point blank up to normal range, normal damage at long range, advantage for targets
Silver ammunition	+ 10 gp (*)	+ 10 gp (*)	+ 10 gp (*)	20 (hard)	ignores resistance and immunity to non-magical damage

COST OF SPECIAL FIREARM AMMUNITION

Type	Auto Cannon Cartridges (box of 10)	Anti-armor Rifle Cartridges (box of 10)	Properties
Regular	30 gp	50 gp	-
Magnum	50 gp	75 gp	+ 1 damage die, explosive failure
Match grade	-	100 gp	+ 1 attack rolls, reroll 1s once
Armor piercing bullets	40 gp	80 gp	- 1 damage die, ignores resistance to piercing damage

MATCH GRADE

Ammunition loaded with great care by professionals. Provides increased accuracy and reliability at increased cost. Attack rolls when using this ammunition gain +1 bonus, and on a roll of 1 on the d20, you can reroll the attack roll once, but must use the new result.

ARMOR PIERCING BULLETS/SLUGS

Type of ammunition with hardened core, usually made from steel, that ignores resistance to piercing damage on armor, but deals one damage die less damage. Armor piercing slugs ignore the *spread* property on shotguns.

FLECHETTE

Type of armor penetrating rounds available only for the shotgun. Instead of pellets, the shell is packed with tiny metal darts that ignore resistance to piercing damage on armor, but attacks with it deal one damage die less damage.

HOLLOW POINT BULLETS/SLUGS

Type of projectile that rapidly expands and fragments on impact to deal gruesome damage to unarmored flesh. Attacks made with hollow point ammunition increase the weapon's damage by one of the weapon's normal damage dice when hitting an unarmored target, but deal only half damage against targets wearing any kind of armor. Critical hits with hollow point ammunition deal their extra damage to the target regardless of the type of armor they are wearing.

RUBBER BULLETS/PELLETS

Type of non-lethal ammunition. Attacks deal half their normal damage and the damage type becomes bludgeoning, and if this damage would reduce the target to 0 hit points, they are knocked *unconscious* instead, and they become stable at 1 hit point. Because the projectiles are lighter than regular bullets and pellets, they rapidly lose their momentum beyond the normal range, cutting the long range of the attack in half.

BEANBAG ROUNDS

The shell is packed with small diamondsilk weave bag filled with ballbearings. It acts like a *slug* and the damage type of the attack is changed into bludgeoning. Furthermore, creatures hit by attacks with beanbag rounds must make a Constitution saving throw against your Firearm Handling DC, becoming *incapacitated* until the end of their next turn on a failed save. If the saving throw fails by 5 or more, the target falls *unconscious* for the same duration instead. Targets within half the normal range of the attack have disadvantage on the saving throw, and targets beyond the normal range have advantage.

BUCKSHOT

Shotgun ammunition that is packed with fewer pellets than birdshot, but the pellets are significantly larger and retain their momentum further away. Buckshot are usually used in martial shotguns and for hunting large game. When using buckshot, the range for *point blank(spread)* property extends up to the normal range of the shotgun, and targets at long range take normal damage instead of half damage. However, as the pellets spread out beyond the normal range, having fewer pellets leads to holes in their coverage, and creatures have advantage on their Dexterity saving throw.

Hint. You can mix different types of ammunition in a single magazine when loading it and keeping track of their order in it. This is a tactic that can be employed to a great effect especially with shotguns and full-auto capable firearms.

If you do use mixed magazines with the full-auto abilities, half (rounded up) of the fired ammunition needs to be of specific type for the ability to benefit from it. *Rubber projectiles* can't be combined with regular lethal ammunition to gain its benefits.

RELOADER'S TOOLS

This set of artisan's tools includes; small cauldron, pair of tongs, molds for casting different bullets and other solid projectiles, measuring cups and small scale for weighing gunpowder, hand priming tools, hand press for seating bullets in casings and crimping shells.

This set of tools allows a creature with proficiency in using them to add their proficiency modifier to their rolls when crafting firearm ammunition. To craft ammunition they also need to have access to lead, brass casings of the corresponding ammunition type, gunpowder and primers. A creature can create a number of boxes of ammunition equal to their Dexterity modifier (minimum of 1) for each hour they work.

RELOADING MATERIALS

Name	Weight	Price
Box of empty casings of the corresponding type (reusable)	1/4 lbs.	1 gp
Box of primers (100 pcs.)	1/4 lbs.	1 gp
Lead bar (enough for 1 box of ammunition)	1 lb.	5 sp
Keg of gunpowder (enough for 10 boxes)	10 lbs.	30 gp

When crafting ammunition, the you must make either a Dexterity or an Intelligence check against the crafting DC of that type of ammunition. On a failed roll, you consume the materials for 1d4 boxes of ammunition you attempted to craft without actually producing any usable ammunition.

SILVER BULLETS (ADDITIONAL RULES)

Bullets, slugs and shotgun pellets can also be cast from silver. Attacks made with silver projectiles ignore resistance and immunity to non-magical damage. Casting enough silver bullets for one box of ammunition takes one pound of silver. (**Note:** In D&D 5th edition 50 coins weigh 1 pound, regardless of the type of metal they are made from.)

Price. When purchased from a vendor, the price of the ammunition box is increased by 10 gold if it is loaded with silver bullets. This represents not only the monetary value of the materials, but the increased skill requirement for producing silver ammunition that works just as well as regular lead ammunition.

Author's note: Although there are no official creatures that have vulnerability to damage from silvered weapons, your DM might rule that certain monsters like vampires and werewolves have this vulnerability. Talk with your gaming group to form a consensus on the matter, and whether you want to use these additional rules for something like a monster hunting campaign or a one-shot!

Silver vulnerability. Creatures with silver vulnerability take double damage from attacks made with silvered weapons or silver ammunition.

Regeneration blocker. Silver bullets that are lodged in the body of a creature with vulnerability to silver prevent it from benefitting from the *regeneration* trait. A creature with vulnerability to silver and regeneration, that was hit by silver bullets, can try to push out a number of bullets equal to their Constitution modifier (minimum of 1) as an action by making a Constitution check against DC equal to 8 + the number of bullets in their body (shots that benefitted from the *spread* property count as three bullets each). Failing in the check by 5 or more accrues a point of *exhaustion*.

Another creature can also attempt to remove the bullets by focusing on the task for 1 minute, and by performing a Medicine (Wisdom) check against the same removal DC.

Shapechange stopper. A creature with silver vulnerability can't *shapechange* while they have silver bullets in their body, effectively locking them in the form they are in when getting hit.

Holy poison. If a creature has vulnerability to silver, the bullets in their flesh continue burning them with dull agony until they are removed or the creature perishes. Their maximum hit points are reduced by 1d4 for each silver bullet that remains in their body at the end of every 24 hours that elapse.

ATTACHMENTS AND MODIFICATIONS

Some options for modifying firearms exist. Attaching a modification to a firearm takes 1 minute unless otherwise stated, and you need to be proficient with the firearm in question.

ATTACHMENTS TOOLS

Name	Cost	Weight
Choke	20 gp	-
Scatterer	20 gp	-
Silencer	100 gp	1/2 lb.
Detachable stock	15 gp	2 lbs.
Extra magazine	5 gp	-
Extended magazine		
<i>Ammo capacity increased by half</i>	10 gp	-
<i>Doubled</i>	30 gp	-
<i>Tripled</i>	50 gp	-
Ammunition belt, 100 rounds	5 gp	1 lb.
Scope	300 gp	2 lb.
Gun cleaning kit	30 gp	1 lb.

CHOKE

Barrel attachment that doubles the normal and long ranges on your shotgun attacks.

SCATTERER

Barrel attachment that halves the normal and long ranges on your shotgun attacks.

AUTHOR'S COMMENT:

Double-barreled shotguns can have both barrels fitted with different attachment. Hunters regularly use this kind of setup to always have the right kind of shot available.

SILENCER

Normal gunshots can be clearly heard from up to a mile away. A silencer muffles the sound of gunshots enough that they can't be heard at all beyond 300 feet, and require a successful Perception (wisdom) check against the shooter's Firearm Manouver DC to detect within that area. Imposes a penalty of -2 on attack rolls when targeting a creature within 5 feet of you with the firearm it is attached to.

DETACHABLE STOCK

Doubles the normal and long range on a pistol, and gives it the two-handed property, while also lowering the Recoil Strength score of the firearm by 4. Attaching and removing takes one action.

SHORTENED BARREL

Halves the long distance of a two-handed weapon, but allows attaching a silencer without suffering the penalties from it. Permanent modification that requires a professional to perform.

EXTENDED MAGAZINE

If the weapon has asterisk (*) sign next to the number in the Shots column on the firearms table, it can be fitted with extended magazine.

SAWED-OFF STOCK

The stock on all shotguns and simple rifles can be cut short without damaging the mechanism of the firearm. Modifying a weapon in this manner removes the two-handed property but adds +4 to the Recoil Strength score of the weapon. Note that bolt action rifles still require two hands to properly cycle the action.

SCOPE

Scopes are essentially telescopes with built-in aiming reticles that are attached on top of the firearm. Commonly used with rifles, though they are sometimes seen on revolvers with detachable stocks.

Provides a +2 bonus to attack rolls and Perception (wisdom) checks when targeting something more than 60 feet away. Scopes are fragile, and if the firearm it is attached to is used for a melee attack or dropped on the ground, roll a d6. On a roll of 1 the scope breaks beyond repair.

GUN CLEANING KIT

This small tin contains small bottle of oil, sectioned 4 feet metal rod, small wire brush and cleaning cloth.

Maintenance. If you have gun cleaning kit, you can spend 10 minutes to perform maintenance on your gun to keep it in tip top shape. For the next 24 hours you can reroll the first die that would cause that gun to jam.

Little oil and elbow grease. If you have your gun cleaning kit at hand, you can unjam any jammed firearm by spending 1 minute doing it without having to roll for it.

TRENCH WARFARE MELEE WEAPONS TABLE

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Boot knife	3 gp	1d6 piercing	1 lb.	finesse, light, thrown(20/40), concealable
Brass knuckle	1 gp	1d4 bludgeoning	1/2 lbs.	light, concealable
Trench club	5 sp	1d6 bludgeoning	3 lbs.	light
Entrenching tool	2 gp	1d6 slashing	4 lbs.	light, shovel(*)
Crowbar	1 gp	1d6 bludgeoning	5 lbs.	versatile (1d8), leverage(*)
Sledgehammer	15 gp	1d12 bludgeoning	12 lbs.	two-handed, siege (*)
Martial Melee Weapons				
Bayonet	5 gp	1d6 piercing	2 lbs.	finesse, light, thrown(30/60), spear(*)
Knuckle knife	5 gp	1d4 piercing/slashing	1/2 lbs.	finesse, light, concealable
Garrote	1 gp	1d4 slashing	1/4 lbs.	finesse, two-handed, concealable

TRENCH WARFARE MELEE WEAPONS

The development of trench warfare gave birth to a number of melee weapons alongside firearms.

BOOT KNIFE

A dagger commonly used by soldiers. As the name suggests, easily concealable in one's boot.

BRASS KNUCKLES

Weapon designed to protect your knuckles when punching someone, while simultaneously focusing the force of the strike on a smaller area. Consists of metal frame with hole for your fingers, and a blunt heel that sits in the center of your palm when you grip the weapon in your fist.

TRENCH CLUB

Different designs exist, but most commonly consists of short wooden handle, with cap made from metal on one end. Grude but effective.

ENTRENCHING TOOL

A foldable shovel, hated by all who have spent a day being forced to dig trenches or latrines with it. Nevertheless makes for an effective weapon if the edge of the shovel blade is kept sharpened.

CROWBAR

A bludgeoning tool. Mainly used for prying open doors or windows. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

SLEDGEHAMMER

Two-handed hammer, that is mainly used for smashing through doors and walls. Works just as fine for bashing someone's face in. Thanks to the *siege* property, it deals double damage to objects and structures.

BAYONET

Bayonets resemble a short sword. They can be used as such, or attached to two-handed firearms, allowing the used of said firearm as a spear. Proficiency with bayonet also grants proficiency with spears. Attaching or removing bayonet takes one action.

KNUCKLE KNIFE

Specialized version of brass knuckles. Resembles a dagger, where the hilt is fitted with spikes that protrude between the user's fingers when grasping it.

GARROTE

This assassin's weapon consists of 3 feet of metal wire with both ends attached to wooden or metallic handles. This weapon is ill suited for direct combat, and is instead used when attacking unsuspecting targets. Using garrote when grappling allows the user to use their Dexterity modifier instead of Strength for the grapple roll if they so choose. Additionally, if a creature uses their Action to tighten their grip on a creature that they have in a *chokehold* when using a garrote, they can also make one melee weapon attack with the garrote against the target creature.

EXPLOSIVES

Name	Cost	Damage type	Weight	Blast radius / range	Explosive Failure / Handling DC	Properties
Simple explosives						
Dynamite stick	10 gp	3d6 bludgeoning (*)	1 lb.	5 foot-radius sphere (*)	-	loud
Keg of gunpowder	30 gp	3d6 fire	10 lbs.	10 foot-radius sphere	-	loud
Blasting cap	1 gp	1d6 fire	-	touch	DC 10	-
Igniter cord (10 feet coil)	10 gp	-	2 lbs.	-	1, 2	-
Grenades						
Grenade fuse	5 gp	1d6 fire	-	touch	1/DC 10	-
Fragmentation grenade	50 gp	5d6 piercing	1 lb.	15 foot-radius sphere	1	-
Thermite grenade	75 gp	3d6 fire/3 rounds	1 lb.	10 foot-radius sphere	1	-
Stun grenade	60 gp	3d10 thunder	1 lb.	10 foot-radius sphere	1	loud
Flashbang	35 gp	-	1 lb.	5 foot-radius sphere	1	loud
Smoke grenade	50 gp	-/10 rounds	1 lb.	15 foot-radius sphere	1	-
Special explosives						
Alchemist's fire	25 gp	1d4 fire (*) /10 minutes	1/2 lbs.	touch	1, 2	-
Alchemist's cocktail	10 gp	1d4 fire (*) /10 rounds	1 lb.	10 foot-cube	1, 2	-
Flamethrower fuel (10 dose tank)	50 gp	1d4 fire (*) /10 rounds	10 lb.	20 foot-radius sphere	1	-
Martial explosives						
Landmine (pressure trigger)	100 gp	4d8 piercing and 4d8 fire	23 lbs.	20 foot-radius sphere	1/DC 10	loud
Directional mine (trip wire)	75 gp	5d8 piercing	2 lbs.	25 foot cone	1/DC 15	-
Pipe bomb (trip wire)	50 gp	6d8 piercing	2 lbs.	20 foot-radius sphere	1/DC 15	-
Penetrator charge (trip wire)	50 gp	5d8 piercing	2 lbs.	10 inches-wide, 15 foot-long line	1/DC 15	-
Breaching charge (grenade fuse)	100 gp	6d8 bludgeoning	20 lbs.	5 foot-cube	1/DC 10	loud
Rockets						
High explosive warhead	200 gp	5d8 fire and 5d8 bludgeoning	6 lbs.	20 foot-radius sphere	1	loud
Fragmentation warhead	200 gp	5d8 fire and 5d8 piercing	4 lbs.	25-foot cone	1	loud
Penetration warhead	200 gp	10d8 piercing	10 lbs.	10 inches wide, 30 foot-long line	1	loud
Proximity fuse (airburst)	100 gp	-	1/4 lbs.	-	1/DC 15	-
Delayed fuse	5 gp	-	1/4 lbs.	-	1/DC 15	-
Sapper's equipment						
Demolitioner's tools	35 gp	-	2 lbs.	-	-	-
Lighter	50 gp	1d4 fire	1/4 lbs.	touch	-	-
Cutting torch	30 gp	3d4 fire/5 rounds	1/2 lbs.	touch	-	-
Blasting machine	50 gp	-	16 lbs.	900 feet	-	two-handed
Remote detonator	125 gp	-	1 lb.	100 feet	-	-
Arcane remote detonator	1000 gp	-	1 lb.	300 feet	-	-
Arcane blasting caps	150 gp	1d6 fire	-	touch	DC 10	-
Signal wire (300 feet coil)	10 gp	-	2 lbs.	-	-	-
Barbed wire (30 feet coil)	5 gp	2d4 piercing	10 lbs.	touch	-	-
Razor wire (30 feet coil)	5 gp	2d4 slashing	10 lbs.	touch	-	-
Signal extender	1 gp	1d4 lightning	-	100 feet	DC 10	-
Mechanical timer	300 gp	-	1/2 lbs.	100 feet	1/DC 15	-
Trip wire trigger	3 gp	1d6 fire	1/2 lbs.	30 feet	1/DC 15	-
Pressure trigger	5 gp	1d6 fire	1/2 lbs.	touch	1/DC 15	-
Thunder clay	25 gp	2d8 bludgeoning (*)	1/2 lbs.	touch (*)	-	loud

EXPLOSIVES

Explosives are devices packed with explosively combustible material, most commonly gunpowder. Sometimes the device includes projectiles that the explosion propels around, shredding everything they hit. They are gruesome but effective weapons against groups of enemies, as well as structures.

PROFICIENCY

Proficiency with an explosive means that you know how to safely arm and deploy it. If the explosive device or a tool has a Handling DC, a creature without proficiency with it will trigger the *explosive failure* property on it on a failed handling check.

USING EXPLOSIVES

Depending on their type, explosive devices can be thrown or placed by hand, or launched from a weapon. Unless stated otherwise, using an explosive device, or combining any two explosive devices or device parts, takes one action and two free hands.

If the explosive device or a part has a listed Handling DC, a creature using it needs to make a Firearm Handling check against the Handling DC. On a success the device is correctly armed and ready for use, while on a failure something goes wrong and they need to try again.

EXPLOSION EFFECT SAVE DC

Explosives produce an area effect when detonated. Creatures caught within the blast range of an explosive device as it goes off must make a Dexterity saving throw against DC equal to the Firearm Handling DC of the creature that set, threw or launched the explosive, taking the explosive's damage on a failed save, or half as much damage on a successful one. If the detonation occurred by accident, or the explosive device was detonated by the explosion of another nearby explosive device, the DC is 10.

Unless stated otherwise, the effect of an explosion can't spread around corners or total cover.

Enclosed Spaces. The force of an explosion is reflected by walls, making explosions more deadly and harder to dodge from in enclosed spaces.

EXPLOSIONS IN ENCLOSED SPACES

Space	Example	Effect
Partially enclosed	an alley, a trench	Creatures caught in the blast radius have disadvantage on the saving throw
Fully enclosed	a room, a vehicle	Disadvantage on the saving throw, and creatures that fail the saving throw by 10 or more take double damage.

SOUND

The sound of explosions can cause pain and *deafness* in creatures exposed to it at close proximity, especially if the explosive device has the *loud* property (See *Sound* on page 26).

EXPLOSIVE FAILURE

Each time you use an explosive device you run the risk of it exploding in your hand. When you make a handling check, see if the roll on the d20 matches the listed results for explosive failure. You must roll the d20 even if using the explosive doesn't require a handling check, such as when throwing a grenade.

EXPLOSIVE FAILURE ON AN EXPLOSIVE

d6	Failure
1 or 2	The explosive device immediately detonates.
3 or 4	The explosive device immediately partially detonates, dealing half damage.
5 or 6	The detonator is a dud.

A dud explosive can be repaired as an action by successfully replacing the detonator.

DISARMING AN EXPLOSIVE

Disarming an armed explosive, that has yet not been triggered, takes one action and requires a successful Dexterity or Intelligence check against the Firearm Manouever DC of the creature who armed it, or the Handling DC of the explosive, whichever is higher.

THROWN EXPLOSIVES

Light explosives (weighing maximum of 1 lb.), such as grenades, as well as dynamite and alchemist's cocktail, can be armed or lit, and thrown at a point, up to creature's throwing distance away, after which it detonates.

Throwing Distance (light explosive) = 20 feet + 20 feet x your Strength modifier (minimum 0).

Heavier explosives (weighing maximum of 30 lbs.) can also be thrown, but the throwing distance is reduced.

Throwing Distance (heavy explosive) = 10 feet x your Strength modifier (minimum 0).

If you wish to throw an explosive directly at a creature or a target, to make it stick to it or shatter an alchemist fire flask on it for example, you make attack roll against that creature's AC instead. Treat the above throwing distance as the normal range, and double of that as the long range for making the attack.

HIDING AN EXPLOSIVE

A creature can attempt to hide an armed placed explosive as an action. Doing so, they make a Dexterity check against the Handling DC. On a success they blend in the explosive and the trigger mechanism with its surroundings, and detecting it requires a successful Perception or Investigation check against the Firearm Manouever DC of the creature that hid the explosive.

Creatures have disadvantage on the Dexterity saving throw against explosion effects if the explosive was *hidden* from them when it detonates.

OVERLAPPING EXPLOSIONS

If an explosive device is caught within the blast radius of another explosion, roll a d6. On a roll of 1 or 2, it also explodes. Explosives buried in dirt or other protective material only explode on a roll of 1. If the explosives were touching, you don't have to roll and they all explode. (See Combined Explosives for how to calculate the damage for touching explosives.)

Explosives carried by a creature are not detonated by an explosion unless the original explosion killed the creature carrying the additional explosives.

COMBINED EXPLOSIVES

Rather than calculate the damage of larger explosions by combining the damage dice from individual explosions, the DM will decide which size category of combined explosives a pile of explosive devices falls within. The damage type of the explosion is determined by the type of explosive that is most prevalent in the pile. All combined explosions have the *loud* property.

Amount	Damage type	Weight	Blast radius
Satchel	10d6 (*)	approx. 30 lbs.	20 foot-radius sphere
Barrel	15d8 (*)	approx. 120 lbs.	40 foot-radius sphere
Stack of crates	20d10 (*)	approx. 600 lbs.	60 foot-radius sphere
Small building filled with explosives	30d10 (*)	-	120 foot-radius sphere

SIMPLE EXPLOSIVES

Simple explosives are just explosive material in a container, fitted with detonator (blasting cap) and a length of igniter cord. They are purchased separately, and need to be combined by the user before use.

Igniting the cord and throwing or placing the explosive takes one action, and can be done from any open flame.

DYNAMITE STICK

The simplest explosive to use. Can be thrown or placed. If you have open flame near you, igniting and throwing the stick can be done with one hand.

A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet). (See Combined Explosives for how to calculate the damage for touching explosives.)

KEG OF GUNPOWDER

Not an explosive per say, but can be used as such. Gunpowder is used for reloading ammunition for firearms. A single keg of gunpowder is enough for crafting 10 boxes of firearm ammunition.

DETONATOR (BLASTING CAP)

These are tiny cartridge sized explosive devices that are meant to trigger other explosives. They can be combined with either igniter cord or signal wire.

Their damage is not added to the total damage if they are attached to another explosive.

IGNITER CORD (10 FEET COIL)

Simplest type of fuse, created with alchemist's tools by combining gunpowder with a strand of rope or twisted paper, that burns at a rate of approximately 1 inch per turn, even when submerged in water. Can be cut to any desired length and ignited from an open flame.

Delay. Due to its crude nature, precisely timing it is practically impossible. When using igniter cord, the DM rolls initiative for the explosive it is attached to in secret, and immediately adds it to the initiative order. If the cord was cut to a length of 1 inch, the explosive will detonate next time it comes up in the initiative order. For each additional inch, pass the explosive's turn once without it exploding.

GRENADES

Grenades are small martial explosives that are designed to be as easy to use as possible. A grenade comes with all necessary components, and is ready for use.

GRENADE FUSE

A small explosive device consisting of detonator (blasting cap), a lever like trigger mechanism, short fuse, and a safety pin. Is combined with a grenade by screwing it in the designated hole. Once the safety pin is removed, the trigger mechanism must be kept compressed or the fuse is lit and the grenade will explode. As long as the trigger is kept compressed, the safety pin can be put back in.

Delay. Grenade fuses are very short, but they can be set in two ways:

- **Immediate.** The grenade will detonate within seconds of the fuse being lit. This allows the user enough time to throw the grenade, after which it detonates almost immediately after landing.
- **Short.** The grenade will detonate at the start of your next turn, leaving the user enough time to move.

FRAGMENTATION GRENADE

Explosive device with a metal shell that will fragment and send shrapnel flying everywhere when it detonates.

THERMITE GRENADE

A grenade containing powder that will burn with intense heat for 3 rounds when it detonates. The fire will throw sparks around and ignite flammable materials that are not being carried or worn within the blast radius, and it is hot enough to melt steel through steel the point of origin is touching.

STUN GRENADE

A grenade, that instead of showering the surrounding area with shrapnel when detonated, produces a rapid concussive blast wave. Being hit by the blast feels like hitting a wall head on. Creatures caught in the blast must make a Constitution saving throw against DC 10, or half the amount of damage they took from the explosion, whichever is highest. On a failed save they are *stunned* until the end of their next round.

FLASHBANG

A non-lethal, but still dangerous grenade that produces a flash of intense bright light as it detonates. Creatures that fail their Dexterity saving throw against it, are *blinded* until the end of their next turn. Creatures with darkvision have especially sensitive eyes, and have disadvantage on their saving throw.

SMOKE GRENADE

One round after a smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

SPECIAL EXPLOSIVES

These are explosives that don't neatly fit into other existing categories.

ALCHEMIST'S FIRE

A small flask filled with sticky, adhesive fluid ignites when exposed to air. Once ignited, it is almost impossible to put out. As an action, you can throw this flask at a target, shattering it on impact. Make a ranged Attack against a creature or object, treating the alchemist's fire as an Improvised Weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns for up to 10 minutes. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

ALCHEMIST'S COCTAIL

A bottle filled with a mixture of oil (or other flammable liquid) and alchemist's fire. Once thrown, the bottle shatters on impact and splashes a 10 foot cube in liquid that immediately spontaneously ignites. Creatures in the affected area, that fail their Dexterity saving throw, are covered in the burning liquid, taking 1d4 fire damage at the start of each of their turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. The affected area will continue to burn for 1 minute, and each creature that starts their turn in it, or moves into it for the first time on their turn, must repeat the Dexterity saving throw or get some of the burning liquid on them and be caught on fire.

FLAMETHROWER FUEL

A tank filled with flammable oil. Used as the ammunition for the flamethrower, but can also be used as a flame bomb. Creatures caught in the blast

as it blows up, start their turn in the burning area or move into it for the first time on their turn, take 1d4 fire damage. The fire ignites flammable materials that are not being carried or worn.

MARTIAL EXPLOSIVES

Some explosives must be set in place before being armed. They will lie in wait and detonate if something triggers them, and for this reason they are terrifying weapons, as they don't discriminate between friend or foe, and can lie in wait for years until something finally detonates it.

After an explosive device has been armed and set in place it can't be moved without risking detonating it.

Martial explosives come equipped with a detonator and a type trigger mechanism listed in the parenthesis after the name.

LANDMINE (PRESSURE TRIGGER)

The classic mine can be placed on a surface and then armed so that if a creature or a vehicle weighing more than 20 pounds steps on it, it detonates.

DIRECTIONAL MINE (TRIP WIRE)

A plate shaped explosive device that can be placed on the ground or attached to other surfaces. Build so that the explosion will propel shrapnel in a cone shaped area. Effective against groups of enemies.

PIPE BOMB (TRIP WIRE)

Pipe filled with explosive material and shrapnel that it will send flying in every direction as it detonates.

PENETRATOR CHARGE (TRIP WIRE)

These are used for sabotaging structures and vehicles, as well as targeting creatures behind cover. When detonated, they produce a narrow spray of super heated metal shrapnel.

The projectiles can penetrate through cover, but it loses some of its damage potential for each foot of cover it must blast through to get to the target.

- 2d8 for foot of wood or an inch of metal
- 4d8 for foot of stone or brick

A character can combine blocks of thunder clay together so the strength of the explosion is increased without actually increasing the blast radius. Each additional block increases the damage by 1d8 (to a maximum of 7d8). If more than 6 blocks of thunder clay are combined, see *satchel* in *combined explosives* for the increased damage and blast radius.

BREACHING CHARGE (MECHANICAL FUSE)

A bundle of heavy cloth, that can be folded open to cover a rectangular 2 feet by 3 feet surface and stick to it. This cloth is implanted with sticks of thunder clay, plating caps and a mechanical fuse. Useful for quickly blowing a hole in doors or walls. Added benefit of the design is that the heavy cloth muffles the sounds of the explosion to a level of suppressed gunshots.

ROCKETS

Rockets are essentially more powerful grenades that can be launched further a way. Rockets only detonate if they hit something solid after being launched.

Using a rocket launcher you can target either a creature or an object, as well as a point you can see. When targeting a creature directly, you make a ranged attack roll against their AC, and they automatically fail the associated Dexterity saving throw if the attack hits them.

HIGH EXPLOSIVE WARHEAD

These warheads produce a large explosion around their point of impact.

FRAGMENTATION WARHEAD

Once this kind of warhead strikes a target, it detonates and showers the target and everything behind it in a cone shaped area in shrapnel.

PENETRATION WARHEAD

These warheads are used for attacking against fortified structures and vehicles. When it hits an object or a creature, it detonates and produces a narrow spray of super heated metal shrapnel. The force of the explosion is directed through the target and everything directly behind it. The projectiles can penetrate through cover, but it loses some of its damage potential for each foot of cover it must blast through to get to the target.

- 2d8 for foot of wood or an inch of metal
- 4d8 for foot of stone or brick

PROXIMITY FUSE

Special type of fuse for use with rockets, that detonates after the rocket has travelled a specified distance. When you load a rocket into the launcher, you twist a dial to set the distance. It can be anything up to the long distance of the rocket launcher.

These are especially useful when you wish to explode someone hiding behind a cover. Just aim over the cover, and set the fuse to explode there.

AUTHOR'S NOTE:

The DM might want to ask for Perception(Wisdom) check from the creature to be able to correctly determine the right distance.

DELAYED FUSE

Special type of fuse that makes it so the rocket doesn't explode on impact, but rather after a certain number of rounds (1-10 rounds).

Delay. When using delayed fuse, the DM rolls initiative for the rocket it is attached to in secret, and immediately adds it to the initiative order. If the fuse was set to 1 round, the rocket will detonate next time it comes up in the initiative order. For each additional round, pass the rocket's turn once without it exploding.

Fragmentation and penetration warheads explode in random direction if they were equipped with

delayed fuse, unless the DM rules that the rocket stuck to whatever it hit and stayed in that orientation.

SAPPER'S EQUIPMENT

Sapper's Equipment includes all of the assorted explosive materials and associated trigger mechanisms and tools. Trained demolitioners can use this equipment to rig all kinds of explosives and create deadly traps.

DEMOLITIONER'S TOOLS

This set of tools includes a set of screwdrivers, a set of narrow-bladed scissors, a pair of pliers, a pair of wire cutters, and a small adjustable wrench. Proficiency with these tools lets you add your Proficiency Bonus to any Ability Checks you make with them at hand when interacting with any demolition tools.

LIGHTER

Small metal rectangle or cylinder that can fit in your fist. Has a lid that can be flipped open, with small wheel underneath, that when flicked, produces spark that ignites a oil soaked piece of rope. Can be used as a light source, or to light an igniter cord. When used as a continuous light source, it sheds bright light in 10 feet radius, and dim light for additional 10 feet for 10 minutes before it needs to be filled with 1 oz of oil. The flame is too delicate to use as a weapon, as it can be extinguished by blowing on it, or moving it too fast.

CUTTING TORCH

A device resembling a dynamite stick. Instead of exploding when ignited, the ignited end will produce a small intense flame capable of cutting through one inch thick steel with ease. Once ignited it sheds bright light in 20 feet radius, and dim light for additional 20 feet. A creature holding the cutting torch in one hand can use their action cut through metal objects. Cutting a hole large enough to allow passage for tiny creature in one inch thick metal sheet takes one action. The required time to cut the hole is increased by one combat round for each size class above tiny. If used as a melee weapon, treat it as an improvised weapon, dealing 3d4 fire damage on a hit.

BLASTING MACHINE

Mechanical device that consists of a wooden box with metallic frame, with a T-shaped plunger on the top, a bunch of switches and connectors on the side.

Detonation machines are used to generate an electric signal that can travel along a signal wire to trigger an attached blasting cap. Blasting machines have space for attaching 5 different wires to it. A creature with two free hands to manipulate the machine can use their attack to select any number of the attached wires and compress the plunger to send a signal through them. The signal generated by the machine can travel a maximum distance of 900 feet.

REMOTE DETONATOR

A more compact version of the blasting machine, with room enough for only 1 attached wire, and strength enough to send a signal up to 100 feet of wire. Can be operated with just one hand.

ARCANE REMOTE DETONATOR

Remote detonator of arcane design. Doesn't require signal wire to transmit the signal, but can only be used together with arcane blasting caps. Can be connected with an arcane blasting cap as an action by touching it to it. Can remain connected with a total of 10 different blasting caps, of which any number the user desires can be detonated with an attack as long as they are within range. The signal doesn't require line of sight to travel, but if either the detonator or the cap is completely incased within lead lined container, the signal cannot travel through it.

ARCANE BLASTING CAPS

Enchanted blasting caps that work only with arcane remote detonator. Like all blasting caps, they are destroyed upon use.

SIGNAL WIRE

A coil of insulated copper wire. The wire can carry the detonation signal up to 900 feet. Signal wires can be connected with one another to create split networks. All blasting caps connected to a signal wire network are detonated simultaneously if a signal is sent to it.

Thunder damage inflicted on an un-insulated part of signal wire will travel along the wire like a detonation signal sent by blasting machine.

BARBED AND RAZOR WIRES

A coil of steel wire that has tiny metal spikes or razor blades attached to it. Excellent fortification material, as it shreds anything trying to pass through its space. A creature can spend 1 minute deploying the coil of barbed or razor wire. Single coil is enough to cover either 30 foot long, 1 feet wide line, or three 5-foot-by-5-foot squares. The area becomes difficult terrain, and when a creature moves through, into or within the area, it takes 2d4 piercing(barbed) or 2d4 slashing(razor) damage for every 5 feet it travels within it.

SIGNAL EXTENDER

Special type of blasting cap that uses alchemical reaction to produce a tiny electrical spark instead of an explosion. Signal extenders can be used to replace the existing blasting cap in any trigger device, or to combine two signal wires together. If triggered by incoming signal, or trigger mechanism, it will immediately spark with electricity, and send a signal down another connected wire up to 100 feet away.

MECHANICAL TIMER

Intricate device with whirring clockwork insides and a mechanical display or a clockface. This device can be set to trigger after a set amount of time, up to 72 hours. Once it reaches the set time, it triggers, sending detonation signal along a connected wire up to 100 feet away.

TRIP WIRE TRIGGER

A modified grenade fuse, with a wire attached to it. Once it is connected to an explosive device, the user can then attach the trip wire somewhere up to 30 feet away, followed by pulling the safety pin from the trigger mechanism. Once set in this way, if any creature touches the trip wire with enough force, the mechanism will immediately trigger. Light debris such as leaves or small twigs don't weight enough to set it off.

A creature can also use an attack to intentionally pull the wire, if they are holding the other end, to trigger the device.

PRESSURE TRIGGER

Trigger mechanism used in mines. A disk shaped object, roughly 6 inches in diameter, and 2 inches thick. Consists of blasting cap, safety pin, and the pressure trigger mechanism. Once armed, will trigger immediately if more than 5 pounds of force is applied on top of it.

THUNDER CLAY

Explosive substance used in most grenades and martial explosives. Comes in 2 inch by 2 inch by 10 inch sized blocks wrapped in wax paper. Resembles green pottery clay, and can be molded by hand. Produces an explosion more rapid than gunpowder, with essentially no visible flames. Sticks to most surfaces, and is especially useful for demolishing structures. Can't be ignited directly by flame unlike gunpowder, but requires a detonator inserted into it to work.

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Disadvantage / Conditions	Weight	Properties
Light Armor						
Flak armor	10 gp	11 + Dex modifier	-	Acrobatics	13 lbs.	damage reduction (2)
Soft body armor	45 gp	12 + Dex modifier	-	-	10 lbs.	concealable, damage reduction (4)
Diamondsilk-weave armor	300 gp	12 + Dex modifier	-	-	6 lbs.	concealable, damage reduction (4)
Chest-plate harness	100 gp	10 + Dex modifier + plates (max 2)	-	-	3 lbs.	concealable, plates (1)
Medium Armor						
Hard body armor	75 gp	13 + Dex modifier (max 2)	-	Acrobatics	22 lbs.	damage reduction (6)
Thick diamondsilk-weave armor	1,000 gp	14 + Dex modifier (max 2)	-	-	14 lbs.	concealable, damage reduction (6)
Plate carrier	250 gp	12 + Dex modifier (max 2) + plates (max 4)	-	Acrobatics	15 lbs.	plates (2)
Heavy Armor						
Heavy plate carrier	400 gp	13 + plates (max 6)	Str 13	Acrobatics, Stealth	15 lbs.	plates (3)
Blast armor	1,000 gp	17	Str 15	Acrobatics, Stealth	95 lbs.	resistant (physical, fire, thunder)
Juggernaut armor	3,000 gp	20	Str 17	Acrobatics, Athletics, Stealth	75 lbs.	resistant (physical)
Armor Plates						
Diamondsilk-weave plate	200 gp	+2/plate	-	-	2 lbs.	resistant (piercing), damage reduction (10)
Ceramic plate	100 gp	+2/plate	Str 11	Acrobatics	5 lbs.	resistant (piercing), damage reduction (15)
Steel plate	50 gp	+2/plate	Str 15	Acrobatics, Stealth	10 lbs.	resistant (piercing), damage reduction (20)
Mithril plate	500 gp	+2/plate	-	-	1 lb.	resistant (piercing), damage reduction (20)
Shields						
Ballistic shield	10 gp	+2	-	-	10 lbs.	-
Ballistic towershield	200 gp	+2/special(*)	Str 15	Stealth	30 lbs.	two-handed, half-cover(*)
Helmets						
Infantry helmet	5 gp	+1	-	Perception(Hearing)	6 lbs.	-
Heavy steel helmet	75 gp	+2	Str 9	Stealth, Perception(Hearing)	9 lbs.	resistant (thunder)
Hardened diamondsilk-weave helmet	1,200 gp	+2	-	-	3 lbs.	resistant (thunder)
Face Protection						
Sunglasses	5 gp	-	-	Blind(dim light)	1/4 lb.	resistant (flash)
Tacticool glasses	50 gp	-	-	-	1/4 lb.	crit deflection (6)
Welding goggles	15 gp	-	-	Perception(Sight), Blind(dim light)	1/2 lb.	immune (flash), crit deflection (5-6)
Hardened diamondsilk-weave mask	500 gp	-	-	-	1 lb.	crit deflection (4-6)
Glass-steel face shield	300 gp	-	-	Perception(Hearing)	3 lbs.	crit deflection (3-6)
Steel face shield	100 gp	-	Str 9	Perception (Sight, Hearing)	8 lbs.	crit deflection (2-6)
Hearing protection						
Earplugs	1 cp	-	-	Deafened	-	immune (sounds)
Earmuffs	5 gp	-	-	Perception(Hearing)	1/2 lb.	resistant (sounds)

ARMOR

Armor protects your vital organs from bullets and other injuries. It can absorb the energy of incoming shots (damage reduction, resistance), or safely deflect them to the side (increased AC).

Damage reduction. Some armor is designed to dissipate the energy of incoming attacks over a larger area. While wearing armor with this property, all bludgeoning, piercing, and slashing damage that you take is reduced by the number in the damage reduction column. Damage reduction is applied before resistances.

Disadvantage/Conditions. Some armor pieces hamper your ability to perform ability checks, or limit your senses.

- **Disadvantage on Ability Checks.** You make related ability checks with disadvantage.
- **Blind(dim light).** While wearing this item, you are considered blinded when trying to perceive something within dimly lit area.
- **Deafened.** While wearing this item, you are considered deafened.

Resistant. Armor with this property provides resistance to the damage types, or effects, listed within the brackets after the property.

- **Sounds.** Saving throws against effects that target your hearing.
- **Flash.** Saving throws against effects that produce flashes of bright light.

Plates. Some armor are fitted with replaceable armor plates, that are meant to absorb the damage from gunshots, but break in the process. Armor plates must be purchased separately. You can also replace damaged plate as an action if they are destroyed.

The number in the parenthesis after the plates property tells the number of plates the armor can hold. Each intact plate increases the AC provided by the armor by 2.

Single effect's damage can be reduced by only one plate at a time, regardless of how many plates remain intact. An armor plate is destroyed if it fails to prevent all incoming damage from an attack. If all plates have been destroyed, the armor loses any resistances it gained from the plates.

Concealable. Some armor can be worn underneath your regular clothes, making them very hard to detect.

Heavy Armor Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows a value in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed value.

BALLISTIC TOWERSHIELD

When wielded with two hands, this large shield provides half-cover to the creature holding it. If a creature wielding a ballistic towershield uses their bonus action to brace the bottom edge of the shield against the ground, they gain its benefits until they move, even if they use only one hand to hold it in place.

HELMETS AND FACE PROTECTION

Face protection items can be worn together with helmets, or separately on their own. Helmets don't require specific Proficiency to wear.

Crit deflection. Some head gear provides a measure of protection against critical hits. If an attack aimed at you would be a critical hit, roll a d6. On a roll of the value listed in the parentheses, the hit will be a regular hit instead.

AUTHOR'S NOTE:

The armors listed in the armor table lack the head piece, contrary to how armor is traditionally described in D&D 5e.

HEARING PROTECTION

Wearing hearing protection protects you from the sound of gunfire and explosions. Donning or doffing ear protection takes one action and requires two free hands.

- **Earplugs.** Cheap and effective small plugs you stick into your ears, most commonly made from wax. Provide immunity to sounds of gunfire and explosions, but not to actual thunder damage, at the cost of making the wearer deafened while wearing them.
- **Earmuffs.** A pair of cup shaped, cushioned ear covers, held together by a wire frame. Provide resistance to sounds of gunfire and explosions, but not to actual thunder damage, at the cost of making the wearer partially deafened while wearing them.

STRIKE OPTIONS

The strike options available for Order of Fire Discipline wizards are listed here. They are not organized in alphabetical order, but rather by ascending spell level order.

FLARE

1st-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S
- **Duration:** special

A brightly burning flare descends down from the sky suspended from a tiny parachute. The flare starts 60 feet in the air, and descends 20 feet per round at the start of your turn until it touches the ground and it disappears. The flare illuminates a cylinder shaped volume of space with radius equal to its height with bright light, an dim light for another 30 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial height increases by 60 feet for each slot level above 1st.

If cast using a spell slot of level 5th level or higher, the bright light shed by it is *sunlight*.

SMOKE MARKER

1st-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S
- **Duration:** 1 minute.

Small cylinder falls on the location, immediately starting to produce a smoke column 30 feet high. The smoke can be colored as you wish. You and your allies have your movement speed increased by 10 feet when moving towards the marker.

SMOKE SCREEN

1st-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S, M (A smoke grenade, which the spell consumes.)
- **Duration:** 1 minute.

A dense smoke rapidly covers a 10-foot-radius sphere centered on the impact point. The smoke spreads around corners, and its area is heavily obscured. It lasts for up to 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, one additional smoke grenade falls for each slot level above 2nd, impacting a location so that the smoke forms a continuous area.

MORTAR STRIKE

2nd-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S, M (A fragmentation grenade, that the spell consumes.)
- **Duration:** Concentration, until the start of your next turn.

A whistling sound follows a grenade as it falls down from the sky to impact the target spot. As it impacts the ground, it explodes and each creature in a 15-foot cube centered on the impact spot must make a Dexterity saving throw. Affected creatures take 2d6 fire damage and 2d6 piercing damage on a failed save, or half as much on a successful one.

The explosion doesn't spread around corners, and creatures prone next to a cover only take half damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, one additional grenade falls for each slot level above 2nd, impacting so that their explosion effects touch but don't overlap with each other.

SHRAPNEL DROP

2nd-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S, M (A small pouch filled with scrap iron, worth at least 1 sp, that the spell consumes.)
- **Duration:** Concentration, until the start of your next turn.

A canister falls from the sky, exploding before it hits the ground. Small metal shrapnels fall down dealing 1d4 piercing damage to all creatures in 10-foot radius centered on the spot you were aiming at. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels from the shrapnel that remain on the ground. The shrapnel remain on the ground for 24 hours, after which they vanish.

A creature can use their action to clear a 5-foot square of the shrapnel by hand, but they take 1d4 piercing damage as they do. A creature armed with a shovel works twice as fast and takes no damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 10 feet for each slot level above 3rd.

HEAVY ORDNANCE

3rd-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S, M (A satchel of explosives, worth at least 100 gp, that the spell consumes.)
- **Duration:** Concentration, until the start of your next turn.

A large grenade screams down from the sky, exploding violently on impact. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw. A target takes 3d8 fire damage and 3d8 thunder damage on a failed save, or half as much on a successful one. The explosion doesn't spread around corners, and creatures prone next to a cover only take half damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the thunder damage or the fire damage (your choice) increases by 1d8 for each slot level above 3rd.

FIRE BOMB

3rd-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S, M (A container filled with flammable liquid, worth at least 50 gp, that the spell consumes.)
- **Duration:** Concentration, until the start of your next turn.

A barrel falls from the sky exploding and covering everything in 10-foot-radius sphere centered on the impact point in burning liquid. Creatures caught in the blast or moving into it for the first time on their turn must succeed on a Dexterity saving throw or be caught in flames as the burning liquid clings to them. Affected creatures take 1d10 fire damage and 1d10 psychic damage at the start of their turn, as the flames sear their flesh. A creature can attempt to put out the flames as an action by making a Dexterity check against DC equal to your Spell Save DC, ending the effect on themselves on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, one additional barrel falls for each slot level above 3rd.

PRECISION STRIKE

4th-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, M (A solid bar of metal, worth at least 10 gold, which the spell consumes.)
- **Duration:** Instantaneous

You call down a single projectile that blasts down on the target with a thunderous boom. Creatures in the target square must succeed on a Dexterity saving throw, or take 10d8 piercing damage. A creature that succeeds on the saving throw takes no damage.

The projectile can penetrate through cover, but it loses some of its damage potential for each foot of cover it must blast through to get to the target.

- 2d8 for foot of wood or an inch of metal
- 4d8 for foot of stone or brick

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the piercing damage increases by 2d8 for each slot level above 4th.

CRYO BOMB

5th-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S, M (An elemental gem imbued with cold energy, worth at least 100 gp, which the spell consumes.)
- **Duration:** Concentration, until the start of your next turn.

A beam of white energy flashes down from the sky, followed by a split second of silence, after which 20-foot-radius sphere around the impact spot is suddenly flash frozen. Creatures caught in the flash must make a Constitution saving throw, taking 5d8 cold damage on a failed save, or half as much on a successful one. Creatures that fail the save are also restrained until the end of their next turn. Creatures that fail the saving throw by 5 or more, become paralyzed instead.

A creature killed by this spell becomes a frozen statue until it thaws.

The flash of freezing energy puts out all non-magical flames in the area, and freezes all liquids that are not being carried.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the cold damage increases by 1d8 for each slot level above 5th.

ION CANNON

6th-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S, M (An elemental gem imbued with lightning energy, worth at least 100 gp, which the spell consumes.)
- **Duration:** Concentration, until the start of your next turn.

The smell of electricity fills the air, and a massive lightning bolt splits the air as it strikes down to the ground. Creatures and objects within a 20-foot-radius sphere centered on the strike location must make a Dexterity saving throw, taking 11d6 Lightning damage on a failed save, or half as much on a successful one. Creature struck by the lightning can't take reactions until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the lightning damage increases by 2d6 for each slot level above 6th.

GRAVITY STRIKE

7th-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S, M (An arcane crystal, worth at least 100 gp, which the spell consumes.)
- **Duration:** Concentration, until the start of your next turn.

An invisible force strikes down from the heaven with a deep thrumming voice. Creatures and objects within in a 10-foot-radius, 40-foot-high cylinder centered on the strike location must make a Strength saving throw, taking 12d6 Force damage on a failed save, or half as much on a successful one, as they feel the gravity in the area suddenly being magnified 10 fold. Creatures that fail the save are also knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the force damage increases by 2d6 for each slot level above 7th.

SCOURING STRIKE

8th-level evocation

- **Casting Time:** 1 action
- **Range:** special
- **Components:** V, S, M (An elemental gem imbued with fire energy, worth at least 100 gp, which the spell consumes.)
- **Duration:** Concentration, until the start of your next turn.

A canister falls from the sky, detonating right before it hits the ground, creating a 30-foot-radius sphere filled with horrible, deadly gas centered on the strike target location. The gas spreads around corners and through all cracks that are not air-tight. It lasts for 1 minute, and its area is heavily obscured for the duration.

When a creature enters the gas' area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 8d6 poison damage and 8d6 fire damage on a failed save, or half as much damage on a successful one. Creatures that hold their breath or have other means of purifying the air they breath only take the fire damage.

ANNIHILATION

9th-level necromancy

- **Casting Time:** special
- **Range:** special
- **Components:** V, S, M (A tome filled with the required arcane equations, worth at least 1000 gold)
- **Duration:** special

You call down a reality bomb. A 6-foot high vertical ripple in reality itself appears on the designated spot, as the spell draws energy from both positive and negative energy from their respective planes and bends them into a destructive feedback loop that keeps accelerating until it ruptures. After 1 minute (10 combat rounds), at the start of your turn, the energies become too much to contain, and they crash together releasing total annihilation.

The blinding flash and following unearthly roaring explosion destroys everything in 60-foot-radius sphere centered on the ripple. Nothing remains within this radius. Creatures destroyed in this way can be restored to life only by means of a true resurrection or a wish spell.

Creatures within 600 feet of the center of the explosion must make a Constitution saving throw, taking 10d10 radiant, 10d10 necrotic, and 10d10 thunder damage on a failed save, or half as much on a successful one.

Creatures caught in the explosion are also deafened and blinded for 1 minute unless they were shielding their eyes and ears when the explosion occurred.

You can attempt to hasten the explosion, by using your action to make a strike call check as if calling the annihilation again, but without having to expend a spellslot. On a successful check the time until the explosion occurs is reduced by 2 combat rounds. On a failed check the time is reduced by 5 rounds, but the damage caused by the explosion is also reduced by 3d10 for each damage type.

SPELLS

Here are the new spells that are listed for various classes and subclasses throughout this book. The spells are listed in ascending order based on their level.

SUMMON SHIELD

1st-level abjuration

- **Casting Time:** 1 reaction, which you take when you are hit by an attack, or are the target of an explosion or firearm area of effect feature.
- **Range:** Self
- **Components:** S, M (a shield within 10 feet of you, that is not currently being wielded or carried by creature other than you)
- **Duration:** Instantaneous

A nearby shield instantaneously appears in your free hand with crackle of holy energy, just in time to attempt blocking the incoming threat. You instantly gain the benefits from wielding a shield, and if the

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher.

MARK OF JUDGEMENT

1st-level divination

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You choose a creature you can see, within range and subject it to divine judgement. A gruesome brand appears on their skin, and until the spell ends, attacks against that creature have their critical range increased by +1, and next time they are struck by a critical hit, they take extra 1d8 radiant or necrotic damage (your choice) on top of the attack's damage. Then the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each slot level above 1st. The critical hit range increase also expands to +2 for 3rd level slot, +3 for 5th level, +4 for 7th level, and +5 for 9th level.

DECOY

1st-level illusion

- **Casting Time:** 1 action
- **Range:** touch
- **Components:** V, S, M (10 pieces of ammunition, that the spell consumes)
- **Duration:** 10 minutes

You grab a handful of ammunition, whisper a time delay to them, and place or toss them on the ground. When the time is up, the ammunition detonate and produce a sound and muzzle flash indistinguishable from gunfire matching the type of firearm the ammunition is meant for, for 1 round. The detonation does not deal damage, and the visual is uncanny when viewed in daylight, as it seems to be coming from invisible firearms.

The time delay can be anything from between “instantly”, up to 10 minutes.

DELAYED DETONATION

1st-level transmutation

- **Casting Time:** 1 action
- **Range:** touch
- **Components:** V, S, M (an explosive device)
- **Duration:** Concentration, up to 1 minute

As a part of the action of arming or throwing an explosive device, you cast a spell that halts the detonator from working for up to 1 minute, or until you stop concentrating on the spell. When the spell ends, the device immediately detonates.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration you can remain concentrating on the spell increases to 10 minutes for 2nd level slot, 1 hour for 4th level, 24 hours for 6th level, and by expending a 8th level slot the spell lasts until you stop concentrating on it.

The number of devices you can concentrate on simultaneously is increased by 1 at 3rd, 5th, 7th, and 9th level slots. If you are concentrating on multiple devices, you can choose to end the spell on any of them, without losing concentration on the others. You can extend the spell to affect an explosive device at any point while concentrating on it, as long as you have uses available. Ending the effect on a device “consumes” a use.

Extending the existing effects can be done by casting this spell again while you maintain concentration, as long as it is cast at level equal to or higher than the already cast version of the spell.

DISTILL FIRE

1st-level transmutation (ritual)

- **Casting Time:** 1 action
- **Range:** touch
- **Components:** V, S, M (an open flame and a flask filled with 5 gold worth of alchemical components that the spell consumes per dose of alchemist's fire produced)
- **Duration:** 1 hour

As an action you channel the essence of nearby fire into a flask you hold, that is filled with alchemical ingredients necessary for creating alchemist's fire. A stream of magical energy flows from the fire into the flask, transforming the raw ingredients into a dose of alchemist's fire. The process is not perfect, and the alchemist's fire loses its potency as the energy dissipates after one hour and the contents of the flask vanish.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the number of doses you can produce is increased by one for each slot level above 1st.

If cast using a slot of 3rd level or higher, the doses become permanent and don't vanish after 1 hour.

ELECTRIFIED EXPLOSIVE

1st-level transmutation

- **Casting Time:** 1 bonus action
- **Range:** touch
- **Components:** S, M (An explosive device)
- **Duration:** 1 hour.

You touch an explosive device and channel magical energy into it. For the next hour, the damage type of that explosive device is changed into lightning. When you cast this spell you must choose if you want the damage to also be non-lethal.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the lightning damage increases by 1d8 for each slot level above 1st.

BULLET BARRIER

2nd-level abjuration

- **Casting Time:** 1 reaction
- **Range:** Self
- **Components:** V, S, M (a gem stone worth at least 10 gold, which the spell consumes)
- **Duration:** Concentration, up to 1 minute

You extend your hand and focus your attention on a single creature or a location, and a shimmering tower shield sized see-through barrier, that moves with you, appears in front of you. If that creature, or any creature within 5 feet of the creature, or the location, targets you with a ranged attack, the barrier intercepts the attack.

Explosive projectiles striking the barrier detonate immediately as if striking a solid surface. The barrier also intercepts the damage from all explosions that originate on a spot along the line that extends from you through the creature or a location you focus on, unless the explosion's effect can spread around

corners. You can use your reaction to switch your focus to another creature or a location.

The barrier has hit points equal to 10 + your spellcasting modifier, and it shatters once it is reduced to 0 hit points, allowing any attack or an explosion that reduced it to 0 hit points to pass through, dealing any remaining damage to you.

Attacks aimed at you through the barrier are a hit even on a failed attack roll, and the damage the barrier receives can't be halved with saving throws. Furthermore, creatures within 5 feet of you can bypass the barrier with their attacks.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of initial hit points the barrier has increases by 10 for each slot level above 1st.

CONJURE AMMUNITION

2nd-level abjuration

- **Casting Time:** 1 action
- **Range:** touch
- **Components:** V, M (A single piece of the type of ammunition you wish to conjure, that the spell consumes)
- **Duration:** 1 hour.

You touch a piece of non-magical ammunition, and suddenly it multiplies into a full box of the corresponding type of ammunition. Ammunition created by this spell has a faint glimmer that can be detected on closer inspection, and it can't be used as the material component for additional castings of this spell. At the end of this spell's duration all ammunition created by it vanish in a puff of smoke.

REPAIR PLATES

3rd-level abjuration

- **Casting Time:** 1 action
- **Range:** touch
- **Components:** V, M (a small pouch filled with gold dust worth at least 10 gold, that the spell consumes)
- **Duration:** 10 minutes.

You touch a broken ballistic plate and imbue it with magic to restore it temporarily to full functionality. After the duration is up, the plate returns to its broken state.

SHIELD GENERATOR

3rd-level abjuration

- **Casting Time:** 1 reaction
- **Range:** Self (10-foot radius sphere)
- **Components:** S, M (a glass vial filled with 100 gp worth of diamond dust, which the spell consumes)
- **Duration:** 1 round

You smash the vial on the ground where it cracks and a torrent of magical energy erupts from it. The energy rapidly swirls around you and forms a glowing force field barrier centered on the spot beneath your feet. This barrier blocks all projectiles and explosions from passing through it (both ways) like a solid object. Explosive projectiles striking the barrier detonate immediately as if striking a solid surface. The barrier is see-through, but it muffles all sound travelling through it enough to render creatures immune to thunder damage from effects originating on the other side of the barrier.

The barrier has 20 hit points and it shatters immediately if it is reduced to 0 hit points, allowing any attack or an explosion that reduced it to 0 hit points to pass through, dealing any remaining damage to affected creatures within the barrier.

Creatures attempting to pass through the barrier must succeed in an Athletics (Strength) check against DC equal to your spell save DC.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of initial hit points the barrier has increases by 20 for each slot level above 3rd.

HOLY HANDGRENADE

4th-level evocation

- **Casting Time:** 1 bonus action
- **Range:** touch
- **Components:** V, M (A simple explosive device)
- **Duration:** 1 minute.

You infuse a simple explosive with divine energies. If the explosive detonates within the next minute, the explosion will deal extra 3d8 radiant or necrotic damage (decided when casting the spell). The magic dissipates if the device is not detonated within the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radiant or necrotic damage increases by 1d8 for each slot level above 4th.

BULLET MAGNET

5th-level transmutation

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute

You target a creature within range and mark them with a glowing magical rune for the duration of the spell. When you cast the spell, you decide if the magical rune attracts or repels bullets. For the duration, the target has +5 or -5 to their AC or Dexterity saving throws against ranged firearm attacks, and explosions dealing piercing damage, accordingly.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th.

FIGHTING STYLE OPTIONS

These new fighting styles are connected to fighting with firearms and explosives.

MARKSMAN

When making an overwatch reaction attack roll, you gain a +1 bonus to the roll. Additionally, attacking a target up to the long distance of a weapon doesn't impose disadvantage on you.

SABOTEUR

You gain +1 bonus to skill checks related to arming or hiding explosives.

RIOT CONTROL

When dealing non-lethal damage, you can add one additional weapon damage die to the damage roll.

SHIELD WALL

While you are wielding a shield, friendly creatures adjacent to you gain +2 to their AC, and creatures directly behind you gain Half Cover.

SHIELD MOUNT

You learn how to brace your weapon against your shield. You can wield a Two-Handed firearm and a shield at the same time without suffering any penalties.

AUTHOR'S COMMENT:

Please don't allow or use *Fighting style: Archery* in your games if you are playing using *Guns and Gunners*. In my opinion it is too direct power up, and especially if all characters are using firearms, it just becomes a tax that everyone *has to* take.

FEATS

SNIPER

You gain the Steady Aim, and Controlled Breathing features:

- **Steady Aim.** As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.
- **Controlled Breathing.** If you use your action to steady your breathing, you gain a +10 bonus to the next ranged attack you make before the end of your next turn. The attack is also a critical hit on a roll of 11-20 on the d20.

RELOADER

You are trained in aiding another creature that is operating a firearm with the Heavy property. When the firearm is properly Braced against support, and you are within 5 feet of it, you can:

- Reload or attempt to unjam it as an Action, Bonus Action or a Reaction, if you have at least one free hand and available ammunition that matches the firearm.
- Use the Ready Action on your turn to gain one extra Reaction, until the start of your next turn, that you can use only to attend to the firearm you are supporting.
- Gain +2 bonus to your firearm handling checks made to attend the firearm you are supporting, as long as both of your hands are free.

EXTENSION EXPERT

- Increase your Dexterity by 1, to a maximum of 20.
- You ignore the penalties from attaching silencers and extended barrels to firearms you are proficient with.

REVOLVER EXPERT

- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a revolver you are holding.
- **Fan the Hammer.** If your revolver is fully loaded, and you have one free hand, you can use the *wide arc* and *focus fire* options with revolver as if it had the automatic property. Using full-auto like this consumes all loaded ammunition, instead of 10 pieces.

BURST FIRE SPECIALIST

Your training gives you greater control when using the *burst fire* feature.

- Increase your Dexterity score by 1, to a maximum of 20.
- When using burst fire on an automatic weapon, you can roll d4 instead of d3 when determining the extra damage, and the attack roll penalty is reduced by 1.

ACTION STAR

Prerequisite: Dexterity 13 or higher.

You know how to perform cool action rolls.

- When you use your reaction to drop prone, you can perform an action roll to move up to 10 feet.
- Additionally, you have 1 additional reaction available on each of round of combat, that you can use only for performing action roll to take cover.

GRANADIER

Grenades are a favorite explosive of yours.

- You gain proficiency with grenades.
- You can throw a grenade as a bonus action instead of an action.
- You know how to "cook" a grenade, giving creatures disadvantage on saving throws against grenades thrown by you.

CLOSE QUARTERS COMBAT EXPERT

Prerequisite: Dexterity or Strength 13 or higher.

You have some training in martial arts and using firearms in close quarters combat.

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- You can Grapple a creature even when your hands are not free, as long as you are only wielding one-handed weapons.
- You can also use Acrobatics (Dexterity) instead of Athletics (Strength) for Grapple checks if you want.

THROAT JAB

Prerequisite: Unarmed strike.

You can make a very special melee attack, targeting your opponents throat.

- Make a melee attack against the target. If the attack hits the target, they must make a Constitution saving throw. On a failed save they become silenced for up to 1 minute. The target may repeat the Constitution saving throw at the end of each of their turns. This attack does not deal damage.

DOUBLE TAPPER

Prerequisite: Extra Attack feature.

Intense training with firearms allows you to make *double tap* attacks with great efficiency. When you use your bonus action to steel your grip on your weapon, you gain the following benefits until the start of your next turn:

- You can replace one or more of the attacks from your extra attack feature with double tap attacks, instead of having to use an action.
- The penalty on the attack rolls is reduced by 1.

GRENADE CATCHER

Your quick reflexes allow you to try to catch grenades and explosives out of the air.

- Increase your Dexterity or Constitution by 1, to a maximum of 20.
- If a grenade or an explosive projectile would pass through, or land, within your melee range, you can use your reaction to try to snatch it from the air before it detonates. Make an Athletics check against DC equal to the Firearm Manouever DC of the creature that threw or launched the explosive. On a success you can either throw it up to 15 feet away where it detonates normally, or muffle the explosion with your own body, shielding your nearby allies. Unlike when falling on a grenade, you can choose not to fall prone. If you remain standing, the blast is contained within 10-foot-cube, positioned around you as you like, with you standing within the cube. The dexterity saving throw from falling on grenade is replaced by the result of the Athletics check you made. On a success you also take only half damage from the explosion.

BELT FEEDER

Prerequisite: a firearm that can use ammunition belts in place of a magazine.

You are especially adept at operating belt fed firearms, and you gain the following benefits when using one:

- They jam only on a roll of 1 or 10 on the d20, even when using full-auto feature.
- You know how to link multiple ammunition belts together, essentially creating a magazine with as large capacity as you wish.

KICKBOXING

You have received vigorous training on how to use your feet for unarmed combat, and you gain the following benefits:

- Increase your Strength by 1, to a maximum of 20.
- Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier when using your feet for kicking.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to *shove* the creature by kicking or tripping it, rather than making an opportunity attack.

FIREFIGHT CHOREOGRAPHER

You instinctively perceive much more about what is going on around you in a firefight. You also can vividly recreate the scene in your mind as you investigate the scene of a firefight that has already ended.

- Increase your Intelligence score by 1, to a maximum of 20.
- In combat, if you can identify the type of a firearm a creature is wielding, you always know how many shots they can make before having to reload.
- You gain a bonus equal to your Proficiency bonus to Investigation (Intelligence) checks made to study the aftermath of a firefight.

NOSE FOR DANGER

Either through experience or pure instinct, you have a knack for sniffing out bombs.

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain a bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores for detecting hidden explosives. This bonus equals your Proficiency bonus.

DECOYS AND BOMBS

Prerequisite: Intelligence or Wisdom 13 or higher.

- You learn the *decoy* and *delayed detonation* spells, and they don't count towards the number of spells you know.
- You also gain access to three 1st level spellslots, that can only be used to cast these spells. These spellslots replenish when you complete a long rest.

SPECIAL WEAPONS TRAINING

You're especially trained in handling specific firearms. Choose any two firearms, and you gain the following benefits:

- Increase your Dexterity or Strength score by 1, to a maximum of 20.
- You gain proficiency with the chosen firearms if you don't already have it.
- When attempting to unjam a firearm you are proficient with, you gain advantage on the roll.

IMPROVISED EXPLOSIVES

You discover you have a special knack for building and rigging explosives, and gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You gain proficiency with martial explosives and demolitioner's tools.
- You can use entrenching tool, or any set of artisan's tools, in place of demolitioner's tools.

QUICK REFERENCES

This chapter contains a collection of different firearm abilities and actions presented throughout this document.

SINGLE SHOT

Prerequisite: any firearm.

Use time: 1 attack.

Simplest form of firearm attack. Acts exactly like a normal ranged attack. Consumes a single piece of ammunition per attack.

PELLET CLOUD

Prerequisite: firearm with the spread property.

Use time: 1 attack.

When targeting something beyond the normal range of a shotgun, you don't make an attack roll, but the target and each creature within 5 feet of them must make a Dexterity saving throw instead. Affected creatures take half the weapon's normal damage on a failed save, and none on a successful one.

POINT BLANK

Prerequisite: firearm with the spread property.

Use time: 1 attack.

Firearms with the spread property deal one weapon damage die extra damage within half the normal range, as the projectile cloud has not had the time to spread out yet, and they all strike the target at once.

BOTH BARRELS

Prerequisite: firearm with the double-barreled property.

Use time: 1 attack.

A creature wielding a double-barreled firearm can fire both barrels at the same time when making an attack. This adds +4 to the recoil strength of the firearm. Make just one attack roll, and use that roll to resolve the effects for both shots. If both barrels used ammunition with the spread property, targets at the long range of the attack have disadvantage on their Dexterity saving throw, as the coverage of the pellet cloud is denser.

DOUBLE TAP

Prerequisite: firearm with either the semi-auto, full-auto, or double-barreled property.

Use time: 1 action + bonus action, or 2 attacks.

You take two rapid shots against a single target within the firearm's normal range. Make two ranged attacks against the target with -2 penalty on the attack rolls. The critical hit range for these attacks is increased by 2 (i.e. if your attacks normally critically hit on a roll of 19-20 on the d20, they now critically hit on 17-20). Because the shots happen in such a rapid succession, make both attack rolls before rolling for damage. The target can't move out of the way of the second shot after the first one, unless they use instantaneous movement or translocation.

BURST FIRE

Prerequisite: firearm with the full-auto property.

Use time: 1 attack.

You target one creature within half the weapon's normal range with a short burst of automatic fire and make an attack roll with -5 penalty. If the attack hits, roll a d3, and add a number of the weapon's normal damage dice equal to the result to the damage roll. This attack consumes 3 pieces of ammunition.

FOCUS FIRE

Prerequisite: firearm with the full-auto property.

Use time: 1 attack.

You spray a large area with bullets. You target a 10-foot-cube within the normal range of the firearm, or 15-foot-cube within the long range. Affected creatures beyond the weapon's normal range have advantage on the saving throw. Creatures in the affected area must make a Dexterity saving throw, taking the attack's normal damage on a failed save. A creature that fails the saving throw by 5 or more, takes double damage. Using Focus Fire consumes 10 pieces of ammunition.

WIDE ARC

Prerequisite: firearm with the full-auto property.

Use time: 1 attack.

You sway from side to side as you fire away, sweeping a cone shaped area with bullets, up to a distance equal to half the normal range of the firearm. Creatures in the affected area must make a Dexterity saving throw, taking the weapon's normal damage on a failed save. Using Wide Arc consumes 10 pieces of ammunition.

RELOADING

Reloading a firearm with loose ammunition or a loaded magazine takes an action or a bonus action (character's choice). The maximum number of cartridges that you can load into a firearm or a magazine with single reload action is 10.

BRACING

As an action you brace the firearm against support (e.g. a table, a wall, a tree, corner of a building, barrel), and aim it towards a cone shaped area. Bracing a weapon against a support grants you the following benefits:

- If it had the *heavy* property, you don't suffer disadvantage on your attacks with it, nor do the targets of your *full auto* features gain advantage on their Dexterity saving throws.
- *Two-handed* firearms can be fired using only one hand without the -5 penalty on the attack roll.
- The *recoil strength* requirement is reduced by 6, if you are also gripping the firearm with two hands. Moving or targeting something outside of the initial cone shaped area ends the benefits from bracing the firearm.

UNJAMMING

Prerequisite: free hand.

Use time: 1 attack. A character can unjam a jammed firearm as an action or a bonus action by succeeding in a firearm handling check against a DC of 10. The DC can be higher depending on the cause of jamming (see: *explosive failure* feature).

REPAIRING A FIREARM

Prerequisite: materials.

Use time: 1 hour. If a firearm breaks for whatever reason, it must be repaired by someone that is proficient with that type of firearm before it can be fired again. Repairing a broken firearm requires access to spare parts worth half the firearm's listed value and 1 hour of work.

USING EXPLOSIVES

Prerequisite: 2 free hands.

Use time: 1 action. If the explosive device has listed Handling DC, you must make a Firearm Handling check against it as a part of the action to use it. You also roll a d20 each time when using it, even if using it does not require a Firearm Handling check, to see if the *explosive failure* feature is triggered.

EXPLOSION EFFECT SAVE DC

Explosives produce an area effect when detonated. Creatures caught within the blast range of an explosive device as it goes off must make a Dexterity saving throw against DC equal to the Firearm Handling DC of the creature that set, threw or launched the explosive, taking the explosive's damage on a failed save, or half as much damage on a successful one. If the detonation occurred by accident, or the explosive device was detonated by the explosion of another nearby explosive device, the DC is 10.

Unless stated otherwise, the effect of an explosion can't spread around corners or total cover.

DISARMING SHOT

Prerequisite: single target ranged attack.

Use time: 1 attack.

A creature can take a carefully aimed shot to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

If the creature is grasping the item with both hands, they have an advantage on the check.

WEAPON GRAPPLING MANOEUVERS

Prerequisite: melee attack.

Use time: 1 attack.

When already grappling another creature, you may attempt to temper with their firearm as an attack. You can make a melee attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender's weapon is subject to one of the following effects:

- **Disarm.** You wrench the weapon from their grasp and either draw it and begin to use it yourself, or drop it on the floor next to you. You have disadvantage on the attack roll if the target is holding the item with two or more hands.
- **Unload.** You hit the magazine release mechanism, and work the action of the firearm, so that its detachable magazine or loaded ammunition spills out and falls on the ground, and the currently chambered piece of ammunition is ejected, effectively making the firearm useless until reloaded again. Unless you are proficient with the type of firearm you attempt to unload, you gain a -5 penalty to the attack roll.
- **Obstruct.** If you have darts, knives, or ballbearings available, you can shove one into the barrel of the firearm, and the firearm is considered jammed. Unless unjammed, the explosive failure property is triggered immediately next time the firearm is fired.

SOUND

Firearms are noisy, explosions extremely so. The sound of gunfire can be heard over great distances. Pistol fire can easily be heard up to 1 mile away, while the sound of rifles, shotguns, and explosions can be heard up to 5 miles away.

Gunshots. The sudden bang of a firearm discharge can cause pain and deafness if a creature's unprotected ears are too close to the source of the sound. When outdoors, creatures within 5 feet of a firearm as it discharges become partially deafened for 1 minute, and make all Perception (Wisdom) checks related to sounds at disadvantage for the next minute.

Explosions. Creatures caught within either the blast radius of an explosion, or 15 feet of one, must make a Constitution saving throw against DC 15. On a failed saving throw they become Deafened for 1 minute. On a success, they regain their hearing at the end of their next turn. Creatures resistant to thunder damage have advantage on the saving throw, and creatures immune to thunder damage automatically succeed in it.

Indoors. When indoors (buildings, caves, dungeons etc.) the sound bounces off of walls, floors and ceiling. In such an environment, creatures are considered within the effects of gunshot and explosion sounds if they are within 100 feet of the source of the sound, and the save DC for resisting deafness from explosions is increased to 20.

Author's suggestion: If a creature is subjected to the sound of a gunshot at close enough proximity (as ruled by the DM), such as when grappling another creature, or intentionally trying to deafen another creature, the creature is subject to the saving throw associated with Explosions.

COVERING YOUR EARS

Prerequisite: two free hands.

Use time: free action.

You can use your free hands to cover your ears to protect them from the sound of gunfire and explosions. You gain the benefits and penalties of wearing either earplugs or earmuffs (your choice) until you use your hands for something else.

MUFFLE

Prerequisite: free hand.

Use time: 1 attack.

When you are already grappling a creature, you can use the Attack action to make a special melee attack to try and silence the creature. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

Using at least one free hand, you try to muffle the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use).

If you succeed, you subject the target to the *silenced* condition until the underlying *grapple* condition ends.

SILENCED

A condition that can be imposed on a creature normally capable of speech or producing sounds that they use to communicate.

- silenced creature cannot speak
- casting a spell that includes a verbal component is impossible for a creature that is silenced

Muffle, like grapple, requires one hand to perform. If you're able to make multiple attacks with the Attack action, you can first perform the grapple check, and if successful, then use follow up attack to attempt to muffle the target.

CHOKEHOLD

Prerequisite: using two hands to grapple a creature.

Use time: 1 action per turn.

When you successfully grapple a creature using both of your hands, you can put them in a chokehold so that they start losing consciousness. A creature that remains grappled in this way falls *unconscious* after a number of rounds equal to their Constitution modifier (minimum of 1) at the end of their turn. The creature needs to be

While the chokehold lasts, you can use your Action to tighten your grip and force the grappled creature to make Constitution Saving throw against DC equal to 8 + your Strength modifier + your Proficiency modifier. On a failed save, the target loses 1 round of the time remaining until they fall unconscious. If this reduces the remaining time to zero, they immediately fall unconscious.

If you release the unconscious creature, they can repeat the saving throw at the start of each of their turns, regaining consciousness on a successful save.

If you do not release the chokehold, the unconscious grappled creature will begin to *suffocate*.

Creatures that don't need to breath can't be choked out.

SUFFOCATING (PHB p183)

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

BLINDFIRE

Prerequisite: any firearm.

Use time: 1 attack.

You can attempt to fire from behind a cover without exposing yourself, by revealing just your weapon and the hand holding it. You target a cone shaped area, up the firearm's normal distance. Creatures in the affected area roll a d6 in ascending order based on distance from the attacker. On a roll of 1, they are the target of the attack, but they count as having Three-Quarters Cover. If no creature rolls 1 on the d6, the attack misses them all. If a creature rolls 1, the rest of the affected creatures don't have to roll as they can't be the target anymore.

If the attack was made using automatic fire, all affected creatures must roll the d6, and they are a target of the attack on a roll of 1 or 2 on the d6.

OVERWATCH (ACTION)

Prerequisite: Extra attack feature.

If you have only spent up to half your movement during your turn, you can use your action to enter a heightened state of preparedness. You claim a cone shaped area as your firing sector, and until the start of your next turn, or until you move, you gain a number of special overwatch reactions equal to the number of attacks you'd normally have available from your extra attack feature. These overwatch reactions can only be used for making firearm attacks, or using the full-auto feature. Using your normal reaction for anything ends the overwatch.

TAKE COVER

Use time: 1 reaction.

You can use your reaction to drop prone where you stand.

FALLING ON A GRENADE

Use time: 1 reaction.

If a grenade lands within 5 feet of you, you can dive on top of it to try to shield your allies from the explosion.

Immediately make the Dexterity saving throw you would if you were caught in the blast. On a success, you dive on top of it in time and take the explosive's normal damage, but only you take damage from the explosion. On a failed save you don't make it in time, and you take the explosion's normal damage, and all other creatures caught in the blast act as they normally would.

CHANGELOG

V1.00 ON 14/01/2022

- It's alive!
- First release version on DM's Guild

V1.01 ON 16/01/2022

- Rewrote College of the Maverick Bard because it kept bothering me.
- Added Spellslot Expenditure Limit to classes that could otherwise expend multiple spellslots during one turn.
- Corrected some spelling errors.

V1.10 ON 13/02/2022

- Added the character art for the Paladin and the Barbarian!
- Rewrites to Paladin
 - Replaced the channel divinity option **Flash** with **Divine Flash**.
- Rewrote the rules for **Sound** to be more clear:
 - I tried removing as much unnecessary rolling as possible.
 - Added the *loud* property to appropriate firearms and explosives
- Some rewrites to **Armor**:
 - Adjusted the AC bonuses gained from head gear.
 - Reworded the way plates and plate carriers work.
 - Reworded the way head gear provided resistances to certain effects and conditions.
- Some rewrites to **Explosives**.
 - Added **Concussion** and **Flashbang** grenades.
 - Added **Razor Wire**.
- Corrected some spelling errors.