

Fighter - Gun Virtuoso

Armor: Light and Medium Armor. No shields except Bucklers.

Weapons: Firearms, single handed weapons, and crossbows.

THACO: As Warrior.

Saving Throws: As Warrior.

Weapon Proficiencies: 4 + 1 every 3 levels.

- Proficient with firearms, single handed weapons, and crossbows.
- Gain Firearms Combat Style proficiency. (Reduce firearm speed by 1 and gain a +2 to attack with the Pepperbox in Short Range.)

Nonweapon Proficiencies: 3 + 2 every 3 levels.

- Gunsmith Proficiency [Int -2]

Bloodied: Warrior classes do not get Bloodied.

Crafts: As a virtuoso of firearms, you learn special ways to craft your attacks and abilities with the help of your Muse.

- **Crafts Known:** 3 + 1 every level after 1st (Max 11 at 9th). You may apply only 1 Craft per attack.
- **Inspiration Points per Day:** 3 with an additional 1 at 2nd, 4th, 6th, 8th, and 10th levels (Max 8). Points automatically Reset after a Long Rest. You may regain up to 1x your daily maximum uses with Hit Die (1:1) during Short Rests. On Crafts marked with a *, you must make a successful Wisdom check to activate the ability. On a firearm attack roll of a 20, you may regain 1 Inspiration Point.
 - **Action Surge:** As a **Free Action** once per round, use an Inspiration Point to gain part of an additional action. Gain one Attack, use up to 30 feet of movement, or gain another **Minor Action**.
 - **Deadeye Shot:** When you make a firearm attack against a creature, you can expend one Inspiration Point to gain Advantage on the attack roll.
 - **Disarming Shot:** When you hit a creature with a firearm attack, use an Inspiration Point to attempt to disarm the target. The target must make a **Saving Throw vs RSW** or drop a held item of your choice that gets pushed back 10 feet away from you.
 - **Fast Draw:** After you roll your Initiative, if you plan to use a firearm attack on your next action, use an Inspiration Point as a **Free Action** to add a bonus of 10 to your Initiative roll.
 - **Mobile Shot:** When losing an attack for movement, you gain a bonus firearm attack. This Craft can only be used once per round.
 - **Muse Sense*:** Concentrate as a **Minor Action** and merge your senses with your Muse. You can do one of the following: 1. Detect sentient (Int 6+) minds up to 60 feet away, knowing their precise location even if unseen; 2. See the art of construction and detect secret doors, engineered traps, or weak points where you look; 3. Smell the ingredients of a substance with 10 feet.
 - **Piercing Shot:** When you hit a creature with a firearm attack, use an Inspiration Point to attempt to fire through to a second opponent. If the first attack roll succeeds, you may make a second attack roll as a **Minor Action** against a creature in line directly behind the target. If you hit, you do half the damage you did to the first target. Only the initial attack can misfire.
 - **Precise Shot:** Use an Inspiration Point to make a ranged attack without cover or concealment penalties.
 - **Shroud of the Muse*:** As your **Reaction**, your Muse surrounds you with a protective mist that defends you against physical missiles, force magic, elemental breath weapons, gas, and acid attacks until the start of your next turn. Roll 3d6 with each attack and subtract the number rolled from the damage. If all of the damage is stopped from a physical missile, you may deflect it at a target within 10 feet, a number of times equal to your usual amount of **Reactions** per round.
 - **Tragic Shot:** Before you make an attack, use 1 or 2 Inspiration Points as a **Minor Action** to declare a Tragic Shot. If you hit, add a multiple of your damage from one shot done by the number of Inspiration Points used (1 = x2, 2 = x3). The Point is still used on a miss.
 - **Winging Shot:** When you hit a creature with a firearm attack, use an Inspiration Point to attempt to stop the target in their tracks. The creature must make a **Saving Throw vs RSW** or have 0 Movement until the start of your next turn.



- 3rd – Run and Gun:** On the first round of any combat, you can move up to half movement and not lose any attacks.
- **Gunman’s Insight:** Once per round after a successful attack, make an Insight check as a **Free Action** to determine if it is Resistant or Vulnerable to Bludgeoning, Piercing, or Slashing damage.
- 6th – Artist’s Empathy:** With an Insight check, use your Muse to detect any being’s emotions that is within 30 feet of you.
- **Knowledge of the Muse:** Once per Long Rest, reroll any Int, Wis, or Cha ability check as your Muse shares their knowledge with you or inspires you to think more quickly.
 - **Two Minds are Better:** You have Advantage on Saving Throws vs mind affecting spells/powers.

Firearm	WS	Damage	Range [-2/0/-2/-5]	Misfire*	Rate of Fire	Cost
Pepperbox [3b]	-1	1d10 piercing/bludgeoning	NA/60’/150’/300’ ^Can be used in melee	2	As Standard	200gp
Pepperbox [6b]	-1	1d10 piercing/bludgeoning	NA/60’/150’/300’ ^Can be used in melee	2	As Bow	300gp
Musket	-1	2d6 piercing/bludgeoning	30’/200’/400’/800’	3	As Heavy X-bow	300gp

*Misfire: Rolling that number or below causes a misfire, which makes the weapon unusable. Make a Gunsmith check to see if and how fast it can be fixed. See Gunsmith Nonweapon proficiency for more.

Associated Nonweapon Proficiencies

Gunsmith (Int -2) [1 Slot] Make this roll to attempt a “quick repair” as a **Minor Action**. If that fails, make a check for a “field repair” after taking a Short Rest and spending 10% the cost of the weapon. If a “field repair” check fails, you must make a check after spending an entire day fixing the weapon and spending 50% the cost of the weapon. A failure of that check means the weapon cannot be repaired. Also used for making Pepperbox ammunition cartridges at 25 + GS level per hour (3gp) and Rifle ammunition cartridges at 10 + GS level per hour (4gp).

Chainfire (Metamartial – 1 Slot) [Pepperbox Mastery] Create a minor chainfire in your Pepperbox, igniting the powder in next chamber firing two shots nearly simultaneously, with one attack roll. Because they won’t hit the exact same spot, damage multipliers (Critical Hit, Called Shot, etc), are applied only to one projectile. All damage applies for Massive Damage rules (Saving Throw at 50hp in one attack or 100hp in one round of attacks for Large or smaller creatures). High Mastery allows three barrels to chainfire and Grand Mastery allows four. Using this Metamartial increases the Misfire chance by 1 (to 3).

Pepperbox Improvements:

- Improved Smokepowder Cartridge – Pepperbox: Reduce Misfire by 1
- Iron Sights: Gain nonmagical +1 to attack
- Six Barrel: Increase number of attacks per round [as bow]
- Marcelli Cylindro-conical Bullet: Increases damage to 2d6 (8)

Musket Improvements:

- Create Musket
- Scope: Reduce Medium and Long Range attack penalties by 2.
- Rifling: Reduce Misfire by 1
- Improved Smokepowder Cartridge – Rifle: Reduce Misfire by 1

Building gun is 50% final cost, Improvements are 10% final cost.