

COLLEGE OF THE GUN PRIEST

Gun priests are a devoted, militant lot whose understanding of the firearm is seconded only to their mastery of both arcane and divine magic. They study with great commitment, hoping to master these talents to create the ultimate weapon. While most gun priests are Ceramian or Ropaeo, the occasional Soburi or other native also takes up this calling. Militant and studious warriors frequently found defending technology, these adventurers often travel with other tech-loving heretics or even scientists, frequently acting as long-range artillery or snipers. Some gun priests choose a more lonely path, joining mercenary companies where they can apply their arcane and martial talents equally—in the heat of battle!

HOLY GUNSMITH

When you reach 3rd level, you gain proficiency with firearms (both as weapons and as tool kits) and finish building your first gun, either a pistol or a musket. A pistol deals 1d10 piercing damage, has a range of 30/90, and the loading property. A musket deals 1d12 piercing damage, has a range of 40/120, and has the loading and two-handed properties. You also treat your proficiency with firearms as though they were a tool kit.

You no longer choose spells from the bard spell list. Any spells you learn after 3rd level are chosen from the cleric spell list instead.

VESTED GUN

At 6th level, you choose one firearm to become your vested gun, focusing your magical energies upon it. Upon choosing your vested gun, you undergo a religious ceremony that binds you to it. Anyone else that tries to use your vested gun suffers disadvantage and cannot gain their proficiency bonus. You are able to load your vested gun as a bonus action and fire it twice with one attack action.

You treat your vested gun with the same reverence you would a holy book or symbol, and you are able to use it as both an arcane or divine focus when casting spells. Accordingly, you never willingly part with your vested gun—you may not sell it, lend it to others, or otherwise abandon it. If for any reason your vested gun is taken from you, you must do everything in your power to recover it.

Your vested gun can be enchanted to grant a bonus to attack and damage. Enchanting your vested gun costs 1,000 gp per point of enchantment it gains, up to a maximum number of enchantment bonus equal to half your proficiency bonus (a maximum of +3). You may also grant your vested gun the following magical abilities (called effect enchantments, listed below), costing 1 enchantment point each. You may only select any effect enchantment once. You require a long rest after changing the enchantments on your vested gun.

Bane. Your vested gun's enchantment bonus is doubled against one specific type of named creature (such as dragon, human, shikome, ogre, or hengeyokai). Against all other types of creatures your enchantment bonus is halved (minimum 1).

Booming. Your vested gun deals an additional 1d4 thunder damage.

Cruel. Your vested gun deals an additional 1d8 necrotic damage but you take 1d4 necrotic damage with every successful hit.

Electrified. Your vested gun deals an additional 1d4 lightning damage.

Explosive. Your vested gun scores a critical hit on a roll of 19 or 20.

Powerful. Your vested gun deals an additional 1d4 force damage.

Sighted. Your vested gun doubles its short range.



GUN MASTER

When you reach 14th level, you may load your vested gun as a free action and fire it three times with one attack action. You only require a short rest after changing the enchantments on your vested gun.