

Avengard Character Options

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New Backgrounds

These may be taken in place of a background presented in the Player's Handbook.

Notes about proficiencies relating to mechs:

- Rather than make an entirely new skill for mechs, mech piloting is treated as a tool proficiency called Mech Piloting. This is to allow access to these when using PHB backgrounds, ANY tool proficiency or skill proficiency may be replaced with Mech Piloting when taking backgrounds.
- Mechanic's Tools is the tool proficiency used to work with mechs, machinery, and general tinkering. They have the same cost as Navigator's Tools.
- Arcana and History are skills used for knowledge about mechs. Arcana is focused on understanding the inner working and operation, while History is about the evolution of the industry and the surrounding society. There is overlap.

Acolyte of the Machine Spirit

Not everyone believes you, but you know it to be true. From the smallest machine to the biggest city-mech, something is inside. Like the whisper of a deity but young and new. You are going to spread the will of the Spirit and gather more followers

to make it into a proper god. Maybe the gods are too distracted to help guide it or maybe the people are too loud, but you are going to serve the Ghost of the Machine.

Skill Proficiencies: Persuasion, Religion

Tool Proficiencies: Mechanic's Tools

Languages: One of your choice

Equipment: A piece of a machine that is sacred to you, 5 sticks of charcoal, 2 vials of oil, and a coffer containing 15 gp

Feature: Speaker of the Machine

You know of a shrine dedicated to the Ghost of the Machine that has a small gathering of followers. You can take shelter here and the people will help you rest and recover. You can also do a soothsaying using bits of machinery. When you perform this ritual, taking at least an hour to do so, you receive a hint from the spirit about the shape of things to come. This is usually small, a picture, symbol, or word. The Ghost is young and cannot be spoken to directly like other deities.

Aspiring Pilot

You've worked and trained the better part of your life in order to become a mech pilot. At a minimum, this requires determination, focus, dedication, and a feel for machines. The job also requires a certain level of flair and persona to be truly memorable in the hearts and minds of those around you.

Skill Proficiencies: Acrobatics, Perform

Tool Proficiencies: Mech Piloting

Equipment: Custom leather armor you wear as your uniform, a ranged weapon you're proficient in and 20 ammunition, a letter of merit from your mentor, a keepsake from your family that has been passed down, and a belt pouch containing 20 gp

Feature: Dedicated Mentor

You know a professional pilot, military instructor, or other authority figure who you look up to and who is well respected by other professionals. Your connection to them allows you to request information about pilots, military personnel, and other important figures and organizations. Your mentor's web of connections extends across long distances, though it may take time for remote information to get back to you. Your mentor's name can also get you lodging for you and your companions, but you might end up owing somebody a favor in exchange.

Dragon Harvester

The Sundering of the moon brought more than meteors when it broke apart. The Lunar Dragons came with the rains. In so many strange forms they stalk the land, their quivering gray hued skin marking them as otherworldly. But these dragons also bring a bounty of goods for scavengers and cities to sustain themselves with. The bodies of Lunar creatures are unstable and shifting, and are extremely potent as medicines and elixirs to those who know how to use them. Dragon Harvesters tend to have a feature that marks them as different, such as pale skin, an extra finger, or an ear in the wrong place. A mark of mutation due to their interactions with lunar corpses.

Skill Proficiencies: Arcana and Survival

Tool Proficiencies: One Artisan's Tools of your choice

Equipment: A waterskin, artisan's tools worth 20gp or less, sturdy traveler's clothes, a token of sentimental value such as a tooth or a locket, and 3 gp

Feature: Strange Medicines

You know how to dissect strange lunar animals and use them to make medications and elixirs. If you have access to the corpse of a lunar creature during a short or long rest, you can harvest it to create medicines. You and up to 5 allies may add an additional hit die to any hit points regained at the end of the rest.

Governor

In the wake of the Lunar Reckoning, the once-proud cities crumbled and countless villages were scoured from the face of the continent. People banded together in shelters wherever they could out of pure survival instinct. Even when the first City-Mechs were built, there were still plenty of souls without salvation. Such is the life you were born into. Whether you inherited the role from your ancestors or you clawed your way to the top by yourself, you became the leader of a band of survivors. And you were only able to keep it that way by honing your killer instinct, seizing every opportunity and taking down rivals.

Skill Proficiencies: Insight, Intimidation

Tool Proficiencies: One type of Gaming Set

Languages: One of your choice

Equipment: A wineskin, a symbol of office, a winter blanket, a set of common clothes, and a belt pouch containing 15 gp

Feature: Opportunist

You know every man has their price and a secret to hide, and you're able to suss these out by paying close attention to their manner of speaking and their body language. Any time you engage in conversation with someone for a few minutes, you're able to get a sense of what they want at the moment (money, a good drink, someone's attention) and what kind of favor they can do for you (trade goods, insider knowledge, a pair of working hands).

Mechanic

You've spent some time in the workings of the great machines. Some big, some bigger. You know how to handle a wrench or a hammer or whatever you need to get the job done. Your time working has given you skill with devices and careful details.

Skill Proficiencies: Investigation, Sleight of Hand

Tool Proficiencies: Mechanic's Tools, one type of Artisan's Tools

Equipment: One set of mechanic's tools, one set of workman's clothing worth up to 5 gp, a heavy wrench (club), and a belt pouch containing 25 gp

Feature: Tools of the Trade

When onboard a city-mech you can always find a place to ply your trade. This gives you enough barter to buy lodging and food for yourself and a couple companions in a blue collar part of the city. You may also hear rumors about interesting bits of machinery that might be worth looking into.

In addition to the above benefit, you can also spend some time looking at a mechanical device or weapon that the party has to temporarily improve some aspect of it. At the end of a long rest, you may choose one device to improve. This improvement may be a re-roll to damage, advantage on a d20 roll, or some other benefit. The limits of this improvement and what counts as a device must be discussed with your DM.

Moonscarred

You've survived a particularly bad lunar storm and lived to tell the tale. The sands and stones didn't just pass by you; you can feel the pull of the moon, watching, waiting, whispering. You can chart the movement of the stars to guide your path, and lunar creatures give you a sense of mythical awe rather than alien terror.

Skill Proficiencies: Insight, Nature

Tool Proficiencies: Navigator's Tools

Equipment: A set of weather-beaten clothing, any light armor, a fragment of moon rock with a curious pattern or other tactile quality, an explorer's pack, and a belt pouch containing 15 gp

Feature: Eyes of Despair

Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to the gaze of the moon. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Nomad

You've spent time traveling in a caravan out in the wilds. You've braced a shelter against a dust storm; you've guided a howdah through a mountain pass; and you've seen a lunar creature face to face and lived to tell the tale. People that live in the wastes can recognize the banner you carry and know of the reputation of your caravan. What sort of caravan did you travel with before? Merchants? Scavengers? Exiles? Barbarian in search of their old homelands? Discuss the nature of your history with your DM and whether or not people have heard of your caravan.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Navigator's tools, Vehicles (land)

Equipment: A decorated simple weapon, 50 feet of silk rope, a banner or distinct article of clothing that is particular to your caravan, a set of common clothes. and a belt pouch containing 10 gp

Feature: I Know a Guy

When you're with a caravan or a settlement that is not part of a city-mech, you're able to locate an individual or group that has access to something you need, such as food, shelter, or transportation. Your contact will be able to provide this for you, but if it puts them at significant risk, you can bet there's going to be something they'll want in return. They will remember this and will want to hear a story or two about what you've been up to. There may come a day when you are the "guy" someone else knows. When you use this feature, work with your DM to figure out exactly who the contact is and how you know them.

Variant Nomad: Raider

You spent time in the wastes with one of the raiding parties that stalk the wastelands. It was a harsh, violent, and dangerous time of your life. You've robbed, assaulted, and murdered innocent people, and you carry the weight of these deeds with you wherever you go. Where you go, people can recognize the mark of the raiders upon you, and it inspires fear.

Variant Feature: Bloodstained Reputation

You may select this feature in place of **I Know A Guy** if your character had a darker history as a wasteland raider.

Wherever you go, your reputation precedes you. Whether you have tribal scarring, tattoos, or a distinct banner or flag that you wear as a scarf, people know that you came from a history of violence. People don't want to cross a person with a history like that. Wherever you go in towns and cities you can tend to get away with minor crimes like pickpocketing, skipping bar tabs, or roughing up locals because people are afraid of what might happen if they angered you or your raiding friends. You can use this reputation to "procure" up to 10 gp of quickly-expended goods and/or services on account of your intimidating demeanor. If you try to push for more than that, you might find yourself targeted by authorities. In the worst-case scenario, you might even find yourself as a suspect in a crime that you may have had a hand in, either currently or in the past.

Savage

You managed to survive in the wilds far from civilization. The old world is barely a relic. You thrived in the ruins of the old world, as stubborn as a cockroach. The sounds of birds, of wolves, of fish. The slickness of oil, scent of smoke, and the taste of the wind. These are as much a part of you as your breath and your heart. You, or perhaps your people, didn't rebuild or mechanize like most others did. You reverted to a more tribal way of life, turning wrenches into clubs, oil into warpaint, and hydraulic suspensions into longbows. Now, you have left your people, to see more of this brave new world that has such strange creatures in it.

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Herbalism Kit

Equipment: A longbow or other weapon worth less than 25 gp which you have crafted out of scraps and pieces of machinery, decorative warpaint, simple clothing, an herbalism kit, and shiny objects worth 10 gp

Feature: Weapons from Ruins

You may craft mundane weapons and armor from scrap metal and broken machinery. When you have access to an ample supply of scrap metal and/or machinery, you can spend 10 minutes to smash, bend, tie, and beat it into a more usable shape. Using this feature you can craft mundane weapons or armor worth up to 75gp combined. These items may not be resold and you must spend an hour to maintain them each day or they will fall apart. Only you and anyone that the DM rules as being suitably “uncivilized” are proficient in these items.

Scavenger

You’ve grown up in the wastes scavenging for spare parts in the dirt. You know how to find what’s worth something and you also know a bit about how to patch things together into something serviceable.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Mechanic’s Tools

Languages: One of your choice

Equipment: A set of trusty mechanic’s tools you’ve assembled yourself, a small piece of working machinery that occupies your spare time, a waterskin or canteen, and a belt pouch containing 5 gp.

Feature: Scavenging

Your time spent in the wastes and working with machines has allowed you to build up a cache of scavenged goods and materials that you can cobble together into something useful. When you use this ability you spend 10 minutes looking through your gear, nearby machinery, or the general area in order to find what you need and/or craft it into something useful. You may use this ability to craft up to a total of 10 gp of Adventuring Gear. This includes rope, tents, caltrops, grappling hooks, and many of the other odd and eclectic items that you may need over the course of an adventure. What it does not include are weapons and armor. When this sum is depleted or the ability is used 5 times (you do not get 100 flasks of oil), it must be refreshed by spending a day or two (DM’s discretion) picking through trash, scrap, or bartering with other like minded individuals. You may also use it to shelter yourself and up to 4 companions for a night in the wastelands at a cost of 2 gp to your cache and 1 hour of preparation.

Steam Soldier

Part of your body has been replaced with steam powered parts. The term “steam soldier” came about because this process was originally used to keep soldiers fighting, but today it’s used to refer to anyone that’s had a body part or two replaced. Your parts aren’t as fully integrated as a steamborg, so you don’t need a smokestack.

Skill Proficiencies: Athletics, Medicine

Tool Proficiencies: Mechanic’s Tools, Mech Piloting

Equipment: A battleworn weapon you are proficient with, a trophy taken from a fallen ally (a dagger, a broken blade, or a piece of a banner), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10 gp

Feature: Let Me Tell You How I Lost My OTHER Leg!

One of your mechanical parts has a distinct feature and a story to go with it that makes it easy for you to get along with other people that also have replaced body parts. You are able to easily gather information about recent events and rumors when in areas with lots of machinery around. When you spend a hit die to regain hp, you regain an additional 2hp if you have access to people trained in arcana, mechanic’s tools, and heal that are willing to work together to help you recover.

Engineer (modified Sage)

You spent years learning the lore of machines, including the mighty Titan Walkers. You scoured manuscripts, studied scrolls, and listened to the foremost experts to become a master in the field of mechanics. Whether or not you’ve picked up a hammer or wrench in your life, you know inspiration is just waiting to strike for you to make the next great discovery that revolutionizes and advances the mech industry.

Skill Proficiencies: Arcana, History

Languages: Two of your choice

Equipment: A scroll case stuffed full of notes from your studies, a bottle of black ink, a quill, a small knife, a set of common clothes, and a belt pouch containing 10 gp

Feature: Augmentation

By continuously studying a particular machine during downtime, you can design an improvement to increase its power, make it more efficient, or add a new function, subject to approval by your DM. Once your design is complete, you know how to assemble the materials and labor needed to implement the change and oversee its construction.

Luddite (modified Hermit)

“What?! Machines?! Who needs them! Give me a rock and a stick and a fire! Take your machines and leave me the hell alone! Don’t make me come over there!” Old Man Rockhermit. You are a Luddite, one who doesn’t embrace new technology. In old times, you might have been called a recluse.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: One type of Artisan’s Tools, one type of Gaming Set

Equipment: A small knife, a book that you are writing, a pet mouse, a token to remind you of someone you lost, a set of common clothes, and a belt pouch containing 10 gp

Feature: Back in My Day

Your stories of the times before the machines and your general ramblings tend to draw an audience like an evangelical preacher. This means that whether you’re in an outdoor shelter or inside a city-mech, you can find an audience and lodging for yourself. You have a little place out in the wilds somewhere with like-minded people, with whom you can send and receive messages using small creatures, even across long distances. Determine with your DM the nature of this sanctuary and the role you play there. Is it an old church waiting for the gods return? A old elven fortress? A cave full of books hoarded by angry librarians?

Moonwalker (modified Outlander)

You’ve spent your formative years in the wilds, outside the city-mechs and shelters. You’ve witnessed the movement of lunar beasts, weathered your fair share of lunar storms, and meditated on the solitude of being the only thinking creature for miles in any direction. The land may have changed centuries ago, but its history is still in your blood. Even in places you’ve yet to explore, you know the ways of the wild.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

Equipment: A staff, a hunting trap, a scrap from a lunar creature such as a scale or hair, a set of traveler’s clothes, and a belt pouch containing 10 gp

Feature: Lunar Awareness

Your sense of your surroundings allows you to predict a lunar storm up to an hour in advance. When you make camp, you can find an optimal spot to shelter you and your companions that protects you from being ambushed by lunar creatures; while they may still attack, they will not be able to surprise you.

New Races

Steamborg

Your heart has been replaced with a steam engine. You are effectively half machine. This includes a need to stay dry, fuel your engine, and a big smokestack. You didn't pick this life. But it did choo-choo-choose you!

Steamborg Traits

Ability Score Increase. Increase a single ability score of your choice by 2 and any other ability score by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Natural Athlete. You have proficiency in either Acrobatics or Athletics.

Mechanical Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Smokestack. Your engine gives off a cloud of black smoke. Because of this you have disadvantage on Stealth checks to remain hidden. If your engine is ever put out, usually by being submerged in water or running out of fuel, you have disadvantage on all attack rolls and ability checks until it is lit again. (If you want to be a picky, a Steamborg needs 5 lbs of coal each day.)

Flexible Heritage. Choose one race. You may count as that race for the purpose of feats. This does not confer any abilities, spells, proficiencies, or resistances held by those races. It merely lets you count as them for feats such as Elven Accuracy, Dragon Hide, but not ones like Dragon Fear or Bountiful Luck as they assume abilities you do not have.

Languages. You can speak, read, and write Common and one other language of your choice.

Moonborn

You were born during a lunar storm. This affected you in ways that are best kept hidden. You are not quite human, and may even be a spy without realizing it. What you choose to do with your lunar talents is your choice to make, but there are many that would kill you if they knew the truth. The truth is, the storm shared some essence with the moon with you, giving you a strange otherworldly appearance and the ability to disguise yourself as someone else. The moonborn are feared by others. At best, they're a bad omen. At worse, they're an enemy to be eradicated.

Moonborn appear between four and a half and six feet tall. Their skin is pale white or grey, very much like the sheen of a pearl, especially in moonlight. Their eyes are a solid hue of pastel color ranging across the spectrum. They also have a long tail like appendage that hangs from the base of their neck and can reach all the way to their ankles and matches their hair, which comes in multiple hues much like their eyes. This sensory organ keeps them in tune with the moon, allowing them to sense its moods as well as other lunar creatures and is also what allows them to "taste" a creature and learn their form to copy later.

Moonborn Traits

Ability Score Increase. Increase a single ability score of your choice by 2 and any other ability score by 1.

Size. Moonborn are built much like humans, but a little leaner. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Duplicity. You gain proficiency in the Deception skill.

Shapechanger. As an action, you can polymorph into a humanoid of your size that you have touched, or back into your true form. Most Moonborn have 1 identity that they can change into easily, like a favored set of clothes. You may also choose to look like a generic member of a given race rather than a unique individual. You may have one "identity" for every class level. However, your equipment does not change with you. If you die, you revert to your natural appearance.

Lunar Affinity: You may use your proficiency bonus on checks related to the moon such as predicting the lunar rain, seeking lunar creatures, or surviving a lunar storm.

Languages. You can speak, read, and write Common and two other languages of your choice.

Lycathian

The Lycathians of Avenguard are descended from lycanthropes, usually werewolves but other species do exist. They stand slightly taller than humans and their features are a blend of beast and human, or dwarf/elf/etf. However, the face is decidedly animalistic, taking the appearance of the hybrid form of a lycanthrope of the appropriate kind. This means they generally appear as beastheaded men and women, and the term Beastman is a common insult hurled towards them.

The reason for the growing population of Lycathians is because of The Reckoning. The disruption of the lunar cycles meant that the ebb and flow of the moon that influenced the minds of Lycanthropes weakened, and many chose to return to a life like the ones they lost when they were cursed. What they did not expect was the hate and mistrust that would follow their young, unable to turn between human and animal, they were locked in a permanent state of hybridization. Today, they are often outcast from society, so they take up work as guards or mercenaries. Other's prefer the solitude of the druidic arts. There is no ONE culture for Lycathians, but many think that is going to be changing soon.

Ability Score Increase. Increase a single ability score of your choice by 2 and any other ability score by 1.

Size. Lycathians are about the same size as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your lycanthropic heritage grants you the ability to see in dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Jaw: One thing all Lycathians have in common is a powerful bite attack. It deals d6 damage and has the Finesse and Light properties.

Lycanthropic Heritage: Pick the were trait that your heritage is descended from.

Canis:

You have training in Intimidate. When you hit with a bite attack, the target of your bite is knocked prone. They does not work on enemies more than one size category larger than you. Once used, this ability may not be used again until after a short or long rest.

Feline:

You have training in Acrobatics. When you hit with a bite attack, you may spend your bonus action to dig your claws into your target. Deal an extra 1d6+Dexterity or Str Modifier. Once used, this may not be used again until you have taken a short or long rest.

Ursine:

You have training in Athletics. When you succeed on a bite attack, the target is also grappled. Once used this ability may not be used again until a short or long rest is taken.

Rattus:

You have training in Stealth. When you hit with a bite attack, you may use the disengage action as a bonus action. Once used this ability may not be used again until a short or long rest is taken.

Sus:

Gain training in Perception. You may use the dash action as a bonus action as long as you make a bite attack at the end of it.

Chiroptera:

You have training in Deception. When you hit with a bite attack, you may spend 1 hit die to regain that number of hit points. Once used this ability may not be used again until a short or long rest is taken

New Technology

Firearms

With the prevalence of cannons and the like on board the larger mechs, it was inevitable that someone would make them smaller and more portable.

Firearms have several properties that are unique to them.

Ammunition. The ammunition of a firearm is destroyed upon use. Firearms use bullets or shells as described in the table below.

Burning. A target hit by a burning weapon must make a DC 11 Dexterity saving throw or catch fire. Creatures on fire take 1d6 for each round they are on fire, to a maximum of 5d6. Make this save again at the end of each turn. A creature can spend an action to put out the flames.

Burst Fire. A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 12 Dexterity saving throw. On a failure, they take either the listed Burst Damage or the weapons normal damage. This attack uses a full clip if used with a rifle and two shells if used with a shotgun.

Kickback. A weapon with kickback can be braced against the wielder's body. This allows the wielder to use their Constitution modifier for attack and damage rolls. Shotguns that have this property only apply it when using burst fire.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action.

Sniper. A weapon with the sniper property is capable of unparalleled accuracy. If the wielder spends an action to aim, they may reroll any 1s on the next damage roll made before the end of their next turn.

Unstable. If the wielder rolls a natural 1 on an attack with a weapon that has the unstable property, the wielder catches on fire.

Firearms

Name	Type	Cost	Charge	Damage	Properties
Whip Pistol	Simple, melee, one-handed	-	-	d4 bludgeoning	
Butt Rifle	Simple, melee, one-handed	-	-	d6 bludgeoning	
Bayonet	Martial, melee, two-handed	5gp	2	2d4 piercing	
Pistol	Simple, ranged, one-handed	5 gp	2	d8 piercing	Ammunition (range 50/150'), loading
Rifle	Simple, ranged, two-handed	10 gp	4	d12 piercing	Ammunition (range 80/240'), heavy, loading
Shotgun	Simple, ranged, two-handed	5 gp	4	d10 piercing (single shot) 2d6	Ammunition (range 20/60'), burst fire (adjacent 10' cube only), reload (2 shots)

			piercing (burst fire)	
Sawed-off Shotgun	Simple, ranged, one-handed	40 gp	2d8 piercing (burst fire only)	Ammunition, burst fire (adjacent 10' cube only), kickback, loading
Revolver	Martial, ranged, one-handed	100 gp	d8 piercing	Ammunition (range 55/165'), reload (6 shots)
Combat Rifle	Martial, ranged, two-handed	150 gp	2d6 piercing	Ammunition (range 80/240'), burst fire, reload (10 shots)
Combat Shotgun	Martial, ranged, two-handed	175 gp	d10 piercing (single shot) 2d6 piercing (burst fire)	Ammunition (range 25/75'), burst fire (adjacent 10' cube only, adds kickback), reload (6 shots)
Sniper Rifle	Martial, ranged, two-handed	300 gp	2d6 piercing	Ammunition (range 100/300') reload (5 shots), sniper
Flamethrower	Martial, ranged, two-handed	350 gp	2d4 fire	Burning, kickback, loading, unstable Attack targets a 15' line; wielder's speed is reduced by 5'
Bullets (20)	Ammunition for pistol, revolver, or rifle	20 gp	--	
Shells (10)	Ammunition for shotgun	20 gp	--	
Firetonique Ammo	Ammunition	+25 per	+1d6 fire	Adds the <i>burning</i> and <i>unstable</i> properties.

(1)	modification	bullet		On a hit, creatures within 5' of the target must also save against <i>burning</i> .
Flamethrower Tank (10 uses)	--	5 0 gp	--	An unattended tank explodes as a powder keg (see Explosives) if hit.
Bandolier	--	2 5 gp	--	Holds 6 grenades or 30 ammo. Allows wearer to reload as a bonus action.

Explosives

Gunpowder, explosives, and such are common in this world. Here are the rules concerning such munitions.

Explosives have several properties that are unique to them.

Area. Grenades and bombs don't have a specific target like a sword or arrow. Such weapons affect an area instead. When an explosive detonates, each target in the area must make a Dexterity saving throw equal to the DC of the explosive or suffer the weapon's damage. On a success, the target takes no damage.

Demolitions. An explosive with this property may be detonated from up to 200 feet away by using a wire to connect to the detonator. As an alternative to being thrown, the explosive may be affixed to a structure with a successful DC 15 Dexterity check using Thieves' Tools.

Slow. A character may only use one explosive weapon per round, regardless of the number of attacks.

Sticky. When an explosive with this property is thrown at a target and the attack roll is a hit, the explosive sticks to the target and imposes disadvantage on their Dexterity saving throw to avoid the blast. If the attack misses, you determine the area of effect normally and all targets have advantage on the saving throw.

Explosives Descriptions

Grenade. Each creature in the area takes fire and bludgeoning damage from the attack. There are also special grenades that have increased or alternate effects.

Grenade Launcher. Using a grenade launcher allows the operator to fire a grenade at three times its normal range.

Frag Grenade. A frag grenade is a more concentrated grenade that also explodes with metallic shrapnel. It affects a smaller area but does more damage.

Sticky Grenade. A sticky grenade sticks to the main target of the attack. Sticky is a property that is added onto an existing grenade by paying 4 times the cost of the base grenade.

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.

Dynamite. 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 a 50 foot cube and the DC by 1.

Gunpowder. Gunpowder is chiefly used to propel a bullet out of the barrel of a pistol or rifle, or it is formed into a bomb. Gunpowder is sold in small wooden kegs and in water-resistant powder horns. Gunpowder doesn't have to be stuffed individually into a gun to work but it allows a character using firearms to salvage half their expended shots after a fight, up to the listed number of shots in the properties.

Powder Horns and Powder Kegs. Setting fire to a container full of gunpowder can cause it to explode, dealing fire damage to creatures within 10 feet of it. Setting fire to an ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. A powder keg weighs 50 pounds and a powder horn weighs 2 pounds.

Explosives

Na me	Dam age	Dex Save DC	Are a (ft-cube)	ost (gp)	R ange (ft)	Proper ties
Gre nade	3d6	12	15	5	20/40	Area, slow
Fra g Grenade	5d6	15	10	00	20/40	Area, slow
Sm oke Grenade	--	--	15	5	20/40	Area, slow; See text
Stic ky Grenade	As grenade	See text	10	x cost	20/40	Sticky

Dyn amite	2d6- 10d6 (+1d6 for each extra stick)	12- 20 (+1 for each extra stick)	10- 50 (+5 for each extra stick)	5 each	1 5/30	Area, demolitions, slow
Gre nade Launcher	--	--	--	00	6 0/120	Slow
Po wder Keg	9d6	12 (half damage)	25	50	-	Holds powder for 300 shots
Po wder Horn	3d6	12 (half damage)	10	5	-	Holds powder for 50 shots

Melee Weapons

New Properties

Rending: A rending weapon has an engine built into it that powers a set of teeth around the edge of the blade. To activate the engine, the wielder uses a bonus action and expends a Hit Die, gaining no HP in the process. Until the combat ends, the wielder may reroll one damage die from each successful attack and keep the higher roll.

Burning: A burning weapon contains a pump, ending, and a fuel source that ignites the weapon with flame. A target hit by a burning weapon must make a DC 11 Dexterity saving throw or catch fire. Creatures on fire take 1d6 for each round they are on fire, to a maximum of 5d6. Make this save again at the end of each turn. A creature can spend an action to put out the flames.

Drilling: A drilling weapon has an engine that runs a powerful drill. This drill helps it to get past armor and to puncture non-living material. To activate the engine, the wielder uses a bonus action and expends a Hit Die, gaining no HP in the process. Until the end of the combat, the wielder may ignore an enemy's shield bonus to AC or gain advantage on a task related to destroying barriers.

Grabbing: A grabbing weapon has a clamp or hand or grappling loop powered by an internal engine. This makes it exceptional at grabbing and moving opponents. To activate the engine, the wielder uses a bonus action and expends a Hit Die, gaining no

HP in the process. Until the end of combat, the wielder may use the weapon to grapple. In addition to this, when dragging a target, they may move the target five additional feet for every ten feet of forced movement.

Unstable. If the wielder rolls a natural 1 on an attack with a weapon that has the unstable property, the wielder catches on fire as per the Burning property.

Whirling: A weapon with the whirling quality has an engine that spins part of the weapon around around in a circular motion to help deflect incoming attacks To activate the engine, the wielder uses a bonus action and expends a Hit Die, gaining no HP in the process. When hit by an attack, the wielder can spend their reaction to gain d3+1 AC against the triggering attack.

Extending: When activated, an engine activates a series of pistons along the length of the weapon. To activate the engine, the wielder uses a bonus action and expends a Hit Die, gaining no HP in the process. This allows it to attack farther than normal. During the wielder's turn they may attack squares five feet farther away.

Rocketing: A weapon with the rocketing property has a powerful engine that propels it forward. To activate the engine, the wielder uses a bonus action and expends a Hit Die, gaining no HP in the process. Until the end of combat, when the wielder rolls maximum damage on a damage die with the weapon, the target of the attack is pushed back 5 feet. This does not apply to targets that are two or more sizes larger than the wielder. This may only be applied to bludgeoning weapons.

Name	Type	Cost	Damage	Properties
Pistol Whip	Simpl e, melee,	--	d4 bludgeoning	Available when wielding any one-handed firearm. May not be used for opportunity attacks. One handed
Rifle Butt	Simpl e, melee,	--	d6 bludgeoning	Available when wielding any two-handed firearm. May not be used for opportunity attacks.

				Two handed
et	Bayon al, melee,	25 gp	2d4 piercing	Available when wielding any two-handed firearm. May not be used for opportunity attacks. Two handed
g and Unstable		+1 000 G P		The Burning and Unstable Properties may be applied to any slashing or bludgeoning weapon by paying 1000GP.
Drilling		+1 000GP		The Drilling Property may be applied to any piercing melee weapon by paying 1000GP
ng	Grabbi	+1 000GP		The Grabbing Property may be applied to any two handed bludgeoning weapon by paying 1000GP
ing	Extend	+1 000GP		The Rending Property may be applied to any weapon without Reach by paying 1000GP
g	Rendin	+1 000GP		The Rending Property may be applied to any one or two handed slashing melee weapon by paying 1000GP
ing	Rocket	+1 000GP		The Rocketing Property may be applied to any Two Handed Bludgeoning weapon by paying 1000GP.
g	Whirlin	+1 000GP		The Whirling Property may be applied

				to any light weapon by paying 1000GP.
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New Magical Items

Steam Powered Armor

Armor Full plate +1 Rare, +2 Very Rare, +3 Legendary Requires Attunement

This suit of full plate armor has been enhanced with a steam engine to increase the wearer's strength and stamina. While wearing this armor you gain the listed bonus to AC in addition to several other benefits.

1. If the user's Strength score is less than the listed score, you may use the following stat in place of your own. +1 (14) +2 (16) +3 (18)
2. Make a You gain advantage on skill checks related to endurance and stamina.
3. Gain advantage on Strength saving throws.
4. Your unarmed attacks work as magical weapons using the Armor's listed bonus and deal d8 damage.

Tinkers Armor

Light Armor +1 Uncommon, +2, Rare, +3 Very Rare Requires Attunement

This suits of light armor has spring loaded mechanisms to grant the users quick access to tools, gadgets, gizmos and all manner of helpful devices. It has a few benefits.

1. This armor functions as Artisan Tools for any non-vehicle tool proficiencies.
2. You may draw and stow a weapon or shield without using an action to do so.
3. It may hold one potion or held item in reserve, allowing the wearer to use, drink, or expend it as a bonus action.

Gunblade

Weapon (Sword) +1 Uncommon, +2 Rare, +3 Very Rare Requires Attunement

The gunblade is a sword that may also be used as a short range revolver and adds the listed bonus to attacks and damage. It may be used as either a revolver or as a sword. After making a ranged or melee attack, the wielder may spend a bonus action to make a ranged or melee attack of the other type. (one ranged and one melee).

If the wielder scores a critical hit with the the blade, they may add additional damage based on the bonus of the weapon. +1 (+d8) +2 (+2d8) +3 (+3d8)

Feats

Explosives Expert

You have extensive practice with gunpowder and explosives. This has a few benefits:

- You may add your Intelligence or Constitution modifier to the damage for explosives.
- You may set the DC of your explosions to 8 + Int/Con mod + proficiency bonus.
- When you throw a grenade you may expend an Extra Attack option or a spell slot above 2nd level. If expending Extra Attack, add 3d6 to the explosive's damage. If expending a spell slot, add 1d6 damage to the explosive's damage for each spell level above 1st.

Fancy Shooting

You have thoroughly practiced making fancy displays of skill with your gun. You gain the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- When you perform a feat of marksmanship to entertain or impress another, you may make a ranged attack roll in place of a Charisma (Intimidation or Performance) check.
- Your ranged attacks with one-handed firearms ignore half cover and three-quarters cover.

Firearms Expert

Thanks to extensive practice with firearms, you gain the following benefits:

- You ignore the *loading* quality of firearms with which you are proficient. You can use a bonus action to reload.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you make an attack with the *burst fire* property, you may set the DC to 8 + Dex mod + proficiency bonus. If you weapon has the *kickback* property, you may set the DC to 8 + Con mod + proficiency bonus instead.

- When you use the *sniper* quality of your weapon, you may reroll 1s and 2s.

Titan Rider

To you, the blazing engine of the Walkers and the heat of mankind's fighting spirit are one and the same! No one can oppose your combined strengths with you leading from the cockpit. You gain the following benefits:

- Any mech piloted by you has 10 extra Armor Plating.
- Your attack rolls in a mech threaten critical hits on 19-20.
- You may use Charisma in place of Intelligence or Dexterity when making Mech Piloting rolls.
- You gain proficiency in Mech Piloting if you do not have it.

Pistol Whip

You know how to whip it. Whip it good.

- Increase your Strength or Dexterity score by 1, to a maximum of 20
- When you use the Attack action to attack with a pistol whip, gun butt, or bayonet, you may also fire the gun. This is the same as using Two Weapon Fighting but is not restricted to light melee weapons. These attacks may happen in any order.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with firearms.

Plays with Fire

Your character has a penchant for pyrotechnics; a burning desire to set fires; a special sort of spirit that cannot be extinguished. You gain the following benefits:

- You may set the DC to avoid being set on fire by your attacks to 8 + Dex/Con mod + proficiency bonus.
- You may add the *kickback* property to any attack that deals fire damage.
- You see through obscured areas more easily. You treat heavily obscured areas as lightly obscured instead, or lightly obscured areas as clear.
- You may use a bonus action to cause your next attack to deal fire damage. If this attack is a critical hit, the target must make a Dexterity saving throw or catch fire.

Fighting Styles

These fighting styles may be taken when any character of the indicated classes gains a fighting style.

Gunslinger

Class: Fighter

Benefit: When you are wielding a firearm and no other weapons, you gain a +1 bonus to your AC and damage rolls.

Musketeer

Classes: Fighter, Ranger

Benefit: When you use two weapon fighting while wielding a firearm and a melee weapon, if you make both attacks against the same target, you have advantage on the second attack roll.

Riot Control

Classes: Fighter, Paladin

Benefit: When you are wielding a one-handed firearm and a shield, you gain a +1 bonus to your AC and attack rolls.

Suppressive Fire

Classes: Paladin, Ranger

Benefit: You may use a bonus action on your turn to designate a 15-foot cube. If a creature who starts their turn in that area makes an attack before the start of your next turn, you may spend your reaction to impose disadvantage on the attack. Using your reaction in this way expends a shot as if you were making an attack.

Grenadier

Classes: Fighter

Benefit: When you make an attack with an explosive, you may choose one target in the area and impose disadvantage on their saving throw to avoid the attack. You may instead choose to ignore one square when using an explosive. That target is not affected by the explosion around them.

Archetypes

Barbarian Primal Path: Determined Hero

You were born to be a hero. You may not have the best training, or discipline, you may not have any weapons. But nothing is going to keep you down! Believe it!

3rd level	Fists of Fury (d6), Heroic Aura
6th level	Heroic Charge
10th level	Fists of Fury (d8), Heroic Determination
14th level	Ultimate Hero

Fists of Fury: Starting at level 3, you don't need a weapon to fight. Your unarmed strikes deal d6 damage. This increases to d8 at level 10.

Heroic Aura: Starting at level 3, when you enter your rage, your fighting spirit manifests around you as a glowing aura. This usually accompanies another physical change, glowing hair, eye color change, etc.

When you are raging, your bonus rage damage is fire. When you use Reckless Attack, you may add double your Rage Bonus to your attacks. This increases to triple your rage bonus at level 14.

Heroic Charge: Starting at level 6, you are able to push yourself faster in combat to reach your enemy. You may use Dash as a bonus action.

Heroic Determination: You are not going to give up. That's your fighting spirit! If you can fight, you can keep fighting!

Starting at level 10, when you hit with an attack while you are raging, you gain Temporary Hit Points equal to half your level (minimum 1).

Ultimate Hero: You aren't just a hero, you are THE HERO. You are the best of the best. And no one is going to match your fighting spirit! Starting at level 14, you gain the following benefits:

While you are raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points.

If you reduce a challenging enemy to 0 hit points (DMs discretion, but it should be a legitimate threat) you regain HP equal to half your level + your Constitution modifier (minimum 1).

Bard Archetype: College Of Gunnery

The College of Gunnery is dedicated to using guns instead of blades or bows to support allies and turn the tide of battle. A well placed shot can reveal a weakness, set up a spell, or just plain kill a threat.

3rd level	Bonus Proficiencies, Inspiring Shot
6th level	Extra Attack
14th level	Guiding Shot

Bonus Proficiencies: When you Join the College of Gunnery at 3rd level, you gain proficiency in all Martial and Simple firearms and Medium Armor. You may also use a firearm as an arcane implement when casting bardic spells.

Inspiring Shot: When you score a critical hit with a ranged weapon, you may grant an inspiration die to an ally within 30 feet of you that you can see. In addition to this, when an ally within 30 feet that you can see uses an inspiration die, you may add

that die result to the damage of the next ranged attack you make before the end of your next turn.

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

Guiding Shot: Starting at 14th level, when you hit with a ranged attack you may spend a bonus action to expend a use of your bardic inspiration. If you do so, you may impose disadvantage on one saving throw made by the target of your attack before the end of your next turn.

Bard Archetype: College of the Great Wind

The College of the Great Wind studies the power of voice!

3rd level	Bonus Proficiencies, The Voice
6th level	Feel the Beat
14th level	Great Shout

Bonus Proficiencies: When you join the college of the great wind at 3rd level you gain proficiency in medium armor and you gain two tool proficiencies of your choice.

Voice: Starting at third level, you may use The Voice cantrip.

The Voice

Evocation cantrip

Casting Time: 1 action

Range: 15 foot cone

Components: V

Duration: Instantaneous

You hurl your voice as a ranged attack. This attack deals 2d4 psychic damage on a hit. If an enemy is slain by this attack, their head explodes dealing 5 bludgeoning damage to creatures within 5 feet of them.

The spell deals more damage when you reach higher levels: 3d4 beams at 5th level, 4d4 at 11th level, and 5d4beams at 17th level.

Feel the Beat: Starting at 6th level, when you deal psychic damage with a spell, you may spend one of your uses of inspiration. If you do so, you may force an enemy to move ten feet for every die of damage your spell dealt. They gain a saving throw if you would force them to move into dangerous terrain. This movement stops if they are attacked.

Great Shout: Starting at level 14, you may spend a use of bardic inspiration to perform a great shout. If you perform a great shout all enemies within 60 feet must make a wisdom save against your spell DC. On a failure, they take damage as if they were hit with The Voice cantrip and they grant advantage to all attackers during their next turn.

Enemies take half damage on a successful save..

Fighter/Ranger Archetype: Arcane Gunner (adjustment to Arcane Archer)

Guns are the New Bows: You may use the Arcane Archer features with a Pistol, Revolver, Rifle, Or Combat Rifle.

Rangers can do this too! A ranger may take this Archetype at level 3. The only adjustments are that the level 10 arcane shot benefit is gained at level 11. And you lose the Hide in Plain Sight Ability.

Fighter Archetype: Mutant Warrior.

3rd level	Natural Weapon (d6/d8), Natural Armor
7th	Face of Horror
10th level	Natural weapon (d8/d10). Monstrous Body I
15th	Juggernaut

18th level	Monstrous Body II
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Natural Weapon: Starting at 3rd level, you gain a natural attack that replaces your hands. You can no longer use weapons. Instead you have a claw or hook or hammerhand that deals d8. If you have the Great Weapon Fighting Style, you may use that ability with your claws. If you want to treat them as light weapons for two weapon fighting, use the smaller die shown in the table above.

Natural Armor: Your body is covered with scales, fur, calluses or other growth that makes you harder to hit. When wearing light or no armor, you may add 1 to your AC.

Face of Horror: At level 7, when you make an attack roll with advantage and hit, your enemy must make a Wisdom Saving Throw equal to 8+your strength modifier + your proficiency modifier or be unable to attack you on its next turn. A creature may only be affected by this ability once per encounter.

Monstrous Body I: At level 10, your body becomes even more mutated. You gain resistance to one of the following damage types: Fire, Cold, or Acid. You have advantage on saving throws to resist being moved, knocked prone, or grappled.

Juggernaut: At level 15, you gain a special action. You may use your action to do a Juggernaut Charge. You may move twice your speed in a straight line. At any point during this movement you may make one attack. During this movement, you may attempt to push any enemy that you are adjacent to. They make a saving throw equal to 8+your strength mod+ your proficiency bonus. If they fail, they are knocked prone and you drag them with you during your movement. Enemies after the first have advantage on their save.

Mutant Freak II: At level 17 your body completes its mutation. You become covered with pods that release painful substances. When you are hit with an attack, all creatures adjacent to you take 15 damage of the same type that you resist. You also deal 5 extra damage with natural attacks.

Paladin Sacred Oath: Holy Hand Grenadier (Altered Oath of Conquest)

The benefits of the Holy Hand Grenadier are the same as the Oath of Conquest but the changes are below

Replace Guided Strike with the following ability.

Holy Hand Grenade: You may spend one use of Channel Divinity to create a Holy Hand Grenade. A Holy Hand Grenade deals damage as a Flak Grenade

but the damage type is radiant. This attack deals double damage to rabbits and any creature that you have Frightened using your Conquering Presence.

Invincible Crusader: At 20th level, you gain the ability to harness extraordinary martial prowess. As an action, you can magically become an avatar of conquest gaining the following benefits for 1 minute:

- You have resistance to all damage.
 - When you take the Attack action on your turn, you can make one additional attack as part of that action or throw an additional grenade.
 - When you roll damage for a grenade, you may re-roll any dice that roll 6 and add the initial roll and the rerolled dice to the total. Repeat this until no 6s are showing.
- Once you use this feature you can't use it again until you finish a long rest.

Paladin Archetype: Artillery Captain (goal. Ranged Pally. Bolster team defenses. Coordination. Inspired by those guys giving noble speeches in movies and british war commanders. Also the warlord from 4E. Pip pip!)

Rogue Archetype: Sniper

You are very good at firing from a long distance and finding places to hide.

3rd level	Bonus Proficiencies, Little Body Big Guns, Prone Shooting
9th level	Silent Scope
10th level	Aim for the Leg
14th level	Ghost in the Mist

Prone Shooting: Starting at level 3, if you begin your turn prone, you may reduce your speed to 0 until the start of your next turn. If you do so, you may apply your sneak attack damage to all ranged attacks you make.

Silent Scope: Starting at 9th level, when you shoot while hiding, you may attempt a new stealth check to remain hidden after you shoot.

Aim for the Leg: Starting at level 13, you do not grant advantage to attackers when you are prone. If an enemy misses you with an attack while you are prone, you may spend your reaction to attack them. If you succeed, they may not take reactions during your turn.

Ghost in the Mist: Starting at level 17, you become an expert at setting up shots and getting into position. When combat starts, you gain the benefit of the Invisibility spell. This lasts until the end of your turn. This takes effect even if you are surprised.

Sorcerous Origin: Steam

Your body is connected to the machines and walkers of the world. You can hear them hum to you as you move like a druid can hear the trees.

1st level	Hum of the Machines, Machine Body
6th level	Internal Pressure
14th level	Speak with Machines
14th level	Real Steel

Hear the Hum of the Engines:

Starting at level 1, you may use Speak with Animals, but instead of animals, you may speak to a machine. A machine can tell you the same sort of information as an animal but is limited to its understanding. Once used, this ability may not be used again until a short or long rest is taken.

Machinebody: You have mechanical parts growing inside you. You have an additional +1 AC. When you cast a spell with yourself as the target, you gain Temporary HP equal to your Charisma Modifier.

Internal Pressure: Starting at 6th level, when you cast a spell of first level or higher, you can also spend a sorcery point. If you do so, you release a cloud of steam that emanates from you. It extends 5 squares for each level of the spell. Creatures besides yourself take damage equal to your charisma modifier. Creatures within 10 feet

of each other are partially obscured. Creatures more than 10 feet away have total concealment. The cloud lasts for 1 minute.

Speak with Machines: Starting at level 14, you may cast Commune with Nature. However instead of nature, you are communicating with a Walker, factory, crane, or other large mechanical structure or area. Once used, it may not be used again until after a long rest.

Real Steel: Starting at level 18, you may spend 6 sorcery points to transform yourself into a mechanical form.

In this form you have the following benefits.

- You gain resistance to all damage.
- You may not be knocked prone.
- Advantage on all Strength and Constitution checks.
- You may spend a bonus action to add double your charisma modifier to the damage of a spell. If a spell has multiple targets, choose one to take this extra damage.