Powder Mage – v.1.2

Fighter Martial Archetype

Powder Mage

Powder Mages are forces to be reckoned with on the battlefield. They have a unique power to manipulate a strange substance known as black powder. Every powder mage is able to ingest a small amount of black powder to enhance their abilities to superhuman levels, or even burn it using their willpower and redirecting the force elsewhere. They may use their powers to redirect bullets, or manipulate the force of explosions.

Powder mages are deadly efficient with firearms, as well as having skill with martial and simple weapons.

Fighter Level	Feature
3rd	Firearm Proficiency, Powder Trance (30 feet), Powder Tricks (3 options)
7th	Adjusted Trajectory, Powder Trance (60 feet), Powder Tricks (5 options), Sharp Eyes
10th	Improved Powder Trance, Locked & Loaded, Powder Trance (90 feet), Powder Tricks (7 options)
15th	Dry Reload, Powder Trance (120 feet), Powder Tricks (9 options)
18th	Quick Draw, Powder Tricks (improved)

Firearm Proficiency
3rd-level Powder Mage feature

When you choose this archetype at 3rd level, you gain proficiency with firearms and the Gunsmith's Kit.

Powder Tricks
3rd-level Powder Mage feature

At 3rd level, you learn powder tricks that are fueled by marked points.

Powder Tricks. You learn three powder tricks of your choice, which are detailed under "Powder Tricks" below. Many powder tricks enhance an attack in some way. You can use only one powder trick per attack.

You learn two additional powder tricks of your choice at 7th, 10th, and 15th level. Each time you learn new powder tricks, you can also replace one powder trick you know with a different one.

Marked Points. You have a number of marked points equal to your Wisdom modifier. A marked point is expended when you use it on a powder trick. You regain all your expended marked points when you finish a short or long rest.

Saving Throws. Some of your powder tricks require your target to make a saving throw to resist the powder trick's effects. The saving throw DC is calculated as follows:

Powder Trick save DC = 8 + your proficiency bonus + your Wisdom modifier

Powder Trance
3rd-level Powder Mage feature

Also at 3rd level, you gain the ability to sense nearby black powder. The initial range is up to 30 feet away, and this range increases by 30 feet at 7th-, 10th-, and 15th-level.

You can detect the presence of black powder within this range, though you do not know its specific location. Also, if you expend a marked point, you can detonate up to a shot of powder, equivalent to the amount of powder needed for a single shot in a musket, anywhere inside your range as an action.

This ability also determines how far away you can use your powder tricks and other features of the Powder Mage.

Adjusted Trajectory
7th-level Powder Mage feature

At 7th level, you can redirect a missed shot toward a new target. When you make an attack roll with black powder and miss the target that is within your powder trance, you can use a reaction to reroll the attack roll against a different target inside your powder trance range. This consumes an extra shot of black powder on you, if you do not have any available black powder, you can not use this feature.

You can use this a number of times equal to your Wisdom modifier, regaining all spent uses on a short or long rest.

Sharp Eyes
7th-level Powder Mage feature

Your relationship with violence has taught you valuable lessons in never down your guard, you gain proficiency with the Perception skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Insight, Intimidation, or Persuasion.

Your proficiency bonus is doubled for any ability check you make that uses Perception. You receive this benefit regardless of the skill proficiency you gain from this feature.

Improved Powder Trance
10th-level Powder Mage feature

At 10th level, you can double your Powder Trance range by consuming a shot of black powder as a bonus action. At 18th level, this triples your Powder Trance range. This effect lasts for 1 minute, and ends early if you are incapacitated or you are reduced to 0 hit points.

Once you use this feature, you must finish a short or long rest before you can use it again.

Locked & Loaded
10th-level Powder Mage feature

Also at 10th level, when you roll initiative and have no marked points remaining, you regain 1 marked point.

Dry Reload
15th-level Powder Mage feature

Starting at 15th level, you can reload a firearm quickly and when you take the Attack action, you can reload your weapon once without having to use an action or a bonus action to reload it.

In place of a firearm, you can also fire a bullet from your hand without the use of a weapon, but you make the attack roll with disadvantage. You are considered proficient when making these attacks and you use the properties of an improvised weapon

Quick Draw

18th-level Powder Mage feature

At 18th level, your reflexes allow you to get the draw before anyone else. When you roll for initiative, and are not surprised, you can use your reaction to immediately draw a firearm and take the Attack action. You can only target creatures inside of your powder trance and you can not activate your powder tricks on these attacks.

Powder Tricks

To use your powder tricks, the target must be within range of your powder trance, otherwise nothing happens when you expend a marked point. Powder tricks only work if you use a firearm and expend a marked point.

Arcing Shot. On a miss attack roll, you can burn an extra shot of black powder and adjust the bullet while within your powder trance range. Your attack now ignores half and three quarters cover and, unless the target has natural armor or magical armor, like from a spell or magic item, their armor class is 10 plus their Dexterity bonus.

You do not switch targets when using this trick and you must use your original attack roll to determine if the attack hits.

Blast Back. When you hit a creature with an attack, you can blast them back with an extra shot of black powder. The creature must make a Strength saving throw, on a failed save they are pushed back 15 feet and take additional damage equal to your Wisdom modifier.

At 18th level, they take additional damage equal to two times your Wisdom modifier.

Detect the Else. As an action, you can consume a shot of black powder and cast the *detect magic* spell. This effect lasts for 1 minute and doesn't require concentration.

Disarming Shot. When you see another creature about to use a firarm or similar object that uses black powder, like a grenade or cannon, you can use your reaction to cause the powder to not go off or for it to misfire. If you cause the powder to misfire, the wielder must make a Dexterity saving throw or take 2d6 plus half your fighter level in fire damage as it explodes in their hand. On a successful save they take half damage.

This does not destroy a firearm or similar object, but does destroy single-use explosives like grenades.

Exploding Shot. When you hit a creature with an attack, you can expend an additional shot of black powder and have it slam with greater force. The creature must make a Constitution saving throw and you roll double your weapon's normal damage. On a failed save, they take the full damage. On a successful save, they only take half damage.

Flashbang. When you take the Attack action, you can forgo one of your attacks and instead expend a shot of black powder and disorient a target. They must make a Constitution saving throw or they are blinded or deafened (your choice) for 1 minute. They can repeat the saving throw at the end of their turn, ending the effect on a success.

Line 'em Up. When you hit a creature with an attack, you can expend another shot of black powder to attempt to damage another creature with the same attack. Choose another creature directly in line of the original target and you. If the original attack roll would hit the second creature, it takes half as much damage as the original attack.

You can continue making this attack for each creature behind the original target so long as they are in a straight line, each taking half of the initial damage. You can target a number of creatures up to your Wisdom modifier and this trick ends early if your original attack roll would miss, there are no more targets inside of your powder trance or in line.

Powder High. When you take the Attack action, you can forgo one of your attacks and instead consume a shot of black powder. This gives you temporary hit points equal to half your fighter level + Wisdom modifier.

Precision. When you make an attack roll against a creature, you can add half your fighter level to the attack roll. You can use this trick before or after making the attack roll, but before any effects of the attack are applied.

Rapid Fire. When you take the Attack action, you can make an additional attack. All of your attacks for this turn have disadvantage.

At 10th level, you can make two additional attacks and at 18th level you can make three additional attacks.

Your Attack action ends early if you must reload your weapon and you forgo any additional attacks.

Scatter Shot. As an action, you throw a number of bullets equal to your fighter level into the air and expend enough black powder to shoot the bullets forward from you in a 30-foot cone. All creatures with in that cone must make a Dexterity saving throw or take damage equal to 2d6 + your fighter level. On a successful save, they take half damage.

At 18th level, the damage increases to 4d6 + your fighter level.

Shell Shocked. When you hit a creature with an attack, you can expend an additional shot of black powder to create a louder shot and frighten your target. You add your Wisdom modifier to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

At 18th level, they take additional damage equal to two times your Wisdom modifier.

Shoot From the Hip. When you take the Attack action, you do not suffer disadvantage on attack rolls made this turn against a creature within 5 feet of you.

They Shot First. As a reaction when a target you see makes an attack roll against you, you can make your own attack roll so long as they are within range of your weapon. If your attack roll is higher, the opponent's attack only deals half damage to you if their attack roll hits. In addition, if your attack roll would hit the target, they take damage equal to your Wisdom modifier.

At 18th level, they take damage equal to two times your Wisdom modifier.

Two Bullets. When you make an attack roll, you can make an additional attack roll against another creature within 30 feet of your target. You make this additional attack roll with disadvantage and on a hit you deal the same amount of damage as you did to the original target creature.

This consumes two bullets and two shots of black powder.

Bullets & Firearms

These new weapon properties and weapons in the Gunsmith's Kit created by Dump Stat Adventures and in the **Dungeon Master's Guide** on page 267 and 268.

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 or a bonus action (the character's choice).

Ammunition

The ammunition of a firearm is destroyed upon use. All firearms require black powder and bullets. When a powder trick requires you to expend another shot of black powder, you must expend the same amount of black powder that the firearm uses, effectively using an extra shot.

If you are using a powder trick that is not specific to a firearm, assume that 2 gp will buy 20 shots of black powder.

Cost

Costs for firearms presented below are not the cost if you build the firearm yourself.

Firearms

Item	Cost	Damage	Weight	Properties
Early Era Martial Ranged Weapons				
Pistol	500 gp	1d8 piercing	3 lb.	Ammunition (range 30/90), reload 1
Musket	1,000 gp	1d10 piercing	10 lb.	Ammunition (range 40/120), loading, two-handed
Early Era Ammunition				
Bullets (10)	3 gp	-	2 lb.	
Developed Era Martial Ranged Weapons				
Palm Pistol	100 gp	1d4 piercing	1 lb.	Ammunition (range 40/160), light, reload 1
Pistol	300 gp	1d8 piercing	3 lb.	Ammunition (range 60/240), reload 4
Musket	600 gp	1d10 piercing	10 lb.	Ammunition (range 120/480), reload 1, two-handed
Revolver	500 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), heavy, reload 6
Blunderbuss	600 gp	2d6 piercing	10 lb.	Ammunition (range 15/60), heavy, reload 1, two-handed
Developed Era Ammunition				
Palm Pistol Bullets (20)	2 gp	-	2 lb.	
Pistol Bullets (20)	4 gp	-	2 lb.	
Musket Bullets (20)	5 gp	-	2 lb.	
Revolver Bullets (20)	4 gp	-	2 lb.	
Blunderbuss Bullets (5)	5 gp	-	2 lb.	

Errata

Version 1.2

- **Dry Reload** - Clarified that Dry Reload acts like an improvised weapon when firing a shot from your hand.
- **Line 'em Up** - Clarified that you did not make additional attack rolls, only the initial one
- **Shoot from the Hip** - Set a duration on this trick
- **Exploding Shot** - Dropped the additional damage to a single die, and half that die of damage on a save.