College of gunpriest

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 also takes up this calling. Militant and studious warriors frequently found defending technology, these adventurers often travel with other technology-loving heretics or even scientists, frequently acting as long-range artillery or snipers. Some gun priests choose a lonelier path, joining mercenary companies where they can apply their magical and martial talents 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 matchlock pistol or a matchlock rifle. You no longer choose spells from the bard spell list. Any spells you learn at or 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 ignor the loading property on your vested weapon and can 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 equal to half your proficiency bonus. Enchanting your vested gun costs 500 gp per point of bonus it gains. Increasing the enchantment bonus of your vested gun or altering its abilities requires a ritual that takes one full day. You also receive a number of enchantment points equal to half your proficiency bonus to spend on the effects below. Each effect may only be chosen once. You can change the enchantments on your gun again after you complete a long rest.

Bane. The enchantment bonus to attack and damage from your vested gun 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 fire your vested gun three times with one Attack action. You can change the enchantments on your vested gun after completing a short or long rest.

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