

Class Concordance

a compendium of questionable crafts

Entry No. 1



THE GUNSLINGER

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Requirements: DEX 15, CON 13, WIS 12

Prime requisite: DEX

Hit Dice: 1d6

Maximum level: 14

Armor: None

Weapons: Any

Languages: Alignment, Common

Listen Out

Once per day, gunslingers may lower an ear to the ground for a 3-in-6 chance to determine who, besides the party, occupies the nearby area.

But Ere He Dipped the Surface

Gunslingers of 3rd level are deemed worthy to carry the weapons of their order. First, the gunslinger shall need a magical sword obtained during their adventures. The sword need not be overtly powerful, but the grander the blade the more honor the gunslinger shall bring to their line. Travelling to the nearest lake, the gunslinger must cast the sword into the waters where it will pass into the realm of the Fae Weapon-smiths.

Awareness

Gunslingers are only surprised on a roll of 1. This may mean that a gunslinger is able to act in the surprise round while their companions are surprised.

Combat

Gunslingers can use all types of weapons, but no armor. Their strict training in the dexterous arts forgoes the use of such heavy safeguards.

Day and night the gunslinger is expected to wait by the water's edge, gaining a 1-in-6 chance every morning for the completion of their weapons. On a success, the water's surface breaks, revealing a Fae maiden holding aloft a newly crafted gunbelt. In the holsters, two gleaming revolvers which retain the magical effects of the sword they were forged from. Note that gunslingers are expected to use these guns for the remainder of their adventuring career. Should the guns be abandoned, the gunslinger shall be shamed as if they had neglected their oath.

Gunslinger Level Progression

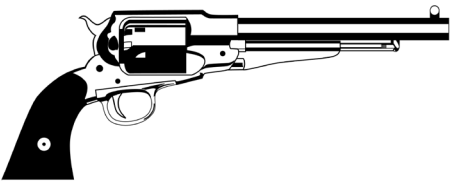
Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	10	11	10	13	14
2	1,999	2d6	18 [+1]	10	11	10	13	14
3	3,998	3d6	17 [+2]	10	11	10	13	14
4	7,996	4d6	16 [+3]	8	9	8	11	12
5	15,992	5d6	15 [+4]	8	9	8	11	12
6	31,984	6d6	14 [+5]	8	9	8	11	12
7	63,968	7d6	13 [+6]	6	7	6	9	10
8	127,936	8d6	12 [+7]	6	7	6	9	10
9	247,936	9d6	11 [+8]	6	7	6	9	10
10	367,936	9d6+2*	10 [+9]	4	5	4	7	8
11	487,936	9d6+4*	9 [+10]	4	5	4	7	8
12	607,936	9d6+6*	8 [+11]	4	5	4	7	8
13	727,936	9d6+8*	7 [+12]	2	3	2	5	6
14	847,936	9d8+10*	6 [+13]	2	3	2	5	6

*Modifiers from CON no longer apply.

D: Death/poison;
W: Wands;
P: Paralysis/petrify;
B: Breath attacks;
S: Spells/rods/staves.

That One with the Crazy Eyes

Gunslingers know the hearts of men and can see their intentions simply at a glance; this is through years of training and even more years of wandering the earth. By 6th level, a gunslinger may cast *ESP*, as the spell, once per day.



After Reaching 9th Level

Through their travels, gunslingers encounter and dispatch many creatures both within our world, and without. This contact with outside realms changes the gunslinger and makes them vulnerable to outer forces. By 9th level, a gunslinger may cast *contact higher plane*, as the spell, once a week. Additionally, word of the gunslinger has travelled, prompting 1d6 fighters of 1st or 2nd level to seek them out and become their followers.

OTHERWORLDLY BEINGS

3. *The Tower.* Lynchpin of all existence. Sends you back until you get it right.

4. *Justice.* The first of your order. An ancient ruler of men.

5. *The Fool.* An old friend. They're supposed to be dead.

6. *The High Priestess.* Many-armed woman wielding razor sharp discuses. Old goddess of rice.

7. *Wheel of Fortune.* All eyes and wings. Terrifying.

8. *The Hermit.* An old man in a doorless, windowless hut. Speaks in hushed tones without moving his lips.

9. *The Lovers.* Two child-like entities holding hands. A reminder of days long gone.

10. *The Sun.* A giant turtle that loves you. Brother to the Spider.

11. *The Moon.* A giant spider that feeds off fear. Sister to the Turtle.

12. *The Devil.* The first bloodsucker, older than your gods.

13. *The Star.* A child created to destroy you. Son of the Emperor.

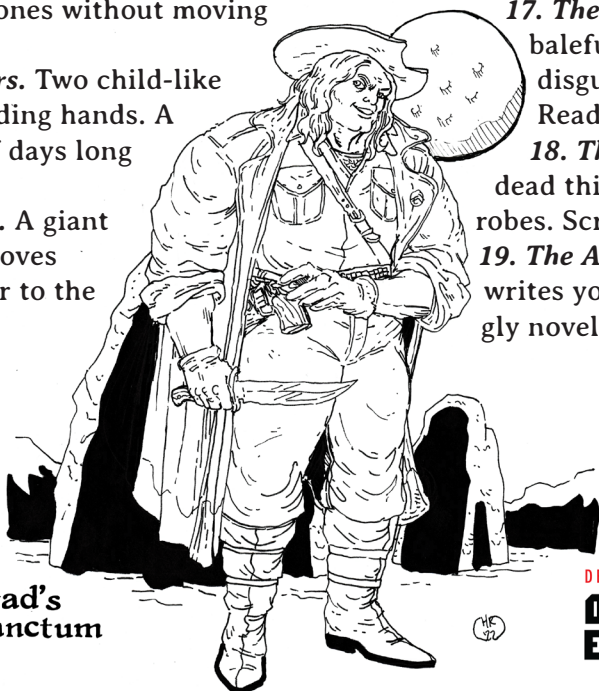
14. *The Hanged Man.* An exact copy of you. Does not blink.

15. *Judgement.* Something with the face of your father. Preceded by seven trumpets.

16. *Death.* A giant bear rotting from the inside. Communicates with a thinking cap.

17. *The Magician.* A baleful trickster disguised as a man. Reads your fortune.

18. *The Emperor.* A dead thing in crimson robes. Screeches madly.
19. *The Author.* He that writes your tale. A gangly novelist from Maine.



DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

Gunslinger by Hodag RPG • Requires Old-School Essentials