

THE ARQUEBUSIER



A gun wielding class by Owlbear Culture

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

The Arquebusier

Requirements: None
 Prime Requisite: DEX
 Hit Dice: 1d4
 Maximum Level: 14
 Armor: Leather. No shields.
 Weapon: Arquebus, bayonet, club, dagger, spear

The arquebus (also called tamagashina by the samurai and tüfek by the janissaries) is a strange and chaotic weapon for a strange and chaotic age. The arquebus is slow to reload, impossible to fire when wet and it boasts a range and accuracy laughable to any seasoned archer. Yet it terrifies the ruling classes.

Any peasant's child big enough to hold an arquebus can, with a few days training and a lot of nerve, kill a king a 100 yards away at the speed of thunder. An arquebusier can turn the finest platemail into a smoking tomb. It may even break the hegemony of magic on the world

Arquebus

An arquebusier begins with an arquebus, all the slow burning rope and powder they'll need and 3d6 lead ball bearings.

If the arquebusier has a supply of lead or silver they may craft 1d6 bullets a day.

THACO bonuses apply only to the use of an arquebus or bayonet on an arquebus.

Combat

No self respecting arquebusier has any respect for armor and will not wear anything but leather. Arquebusier tend to be peasant levies with little weapon training, so are proficient only in the arquebus, bayonet, club, dagger and spear.

Minuteman

At third level an arquebus is no longer slow for an arquebusier.

Scroll Wadding

Starting at 5th level when a magic scroll is stuffed into the arquebus behind a bullet, the scroll's spell will be cast on whatever the bullet impacts.

If a one is rolled on such an attack, the arquebus will explode, dealing 2d6 damage on the wielder and casting the scroll spell on them.

Sniper

At 7th level, the arquebusier no longer suffers a penalty for firing in long range

After Reaching 9th level

An arquebusier may establish a military company, attracting 2d6 arquebusier.

Level	XP	HD	THACO	D	W	P
1	0	1d4	19 [0]	13	14	13
2	1,200	2d4	19 [0]	13	14	13
3	2,400	3d4	19 [0]	13	14	13
4	4,800	4d4	17 [+2]	13	14	13
5	9,600	5d4	17 [+2]	12	13	11
6	20,000	6d4	17 [+2]	12	13	11
7	40,000	7d4	14 [+5]	12	13	11
8	80,000	8d4	14 [+5]	12	13	11
9	160,000	9d4	14 [+5]	10	11	9
10	280,000	9d4+2*	12 [+7]	10	11	9
11	400,000	9d4+4*	12 [+7]	10	11	9
12	520,000	9d4+6*	12 [+7]	10	11	9
13	640,000	9d4+8*	10 [+9]	8	9	7
14	760,000	9d4+10*	10 [+9]	8	9	7

**Modifiers from CON no longer apply.

Name	Cost (gp)	Weight (coins)	Damage	Qualities
Arquebus	100	50	2d6	Blunt missile (5-40, 41-100, 101-200) reload, slow two handed
Bayonet	10	20	1d6	Brace, two handed
Ring Bayonet	50	15	1d6	Brace, two handed

An arquebus is a shoulder mounted, tube like weapon that is ignited at one end and fires a ball bearing from the other. It is slow and unwieldy, but powerful even against armored foes. The arquebus gains +2 attack against light or medium armored targets and +4 against heavily armored targets.

The arquebus cannot be fired when damp.

A bayonet can be attached to the arquebus to transform it into a melee weapon. A ring bayonet allows for firing while the bayonet is on.

Bullets (case of 10) 10 gp
Silver Bullet 10 gp

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