



## PATH OF THE RAGING GUNSMITH

*Feed Your Firearm Fury and Hellfire*

Those who take the Path of the Raging Gunsmith are feared and revered for their mastery of firearms and their ability to channel their Rage into devastating attacks. These barbarians combine the raw power of their anger with the precision of their shots, striking fear into the hearts of their enemies. They are known for their explosive power and their unrelenting ferocity, earning them a reputation as some of the most fearsome warriors in the land. If you see a warrior wielding a firearm and bearing the telltale signs of a Raging Gunsmith, you would be wise to stay out of their way.

### LEVEL 3: GUN RAGE

You are a master at utilizing your rage through your weapons of choice. You gain proficiency with Early-Age firearms and you can add your Rage damage bonus to ranged weapon attacks made with firearms. While you are holding a one-handed firearm, you can treat it as a Club.

Additionally, being within 5 feet of an enemy doesn't impose Disadvantage on your ranged attack rolls with firearms.

### LEVEL 6: THUNDERING STRIKE

If you make a ranged weapon attack with a firearm and a melee weapon attack in the same turn, each attacks deals an additional 1d6 Thunder damage.

### LEVEL 10: BLAZING CHARGE

As an action, while your Rage is active, you can move up to your Speed in a straight line without provoking Opportunity Attacks. At the end of this movement you can make a melee weapon attack or Unarmed Strike against a creature within your reach.

If your attack hits, you can make a ranged weapon attack with a firearm you are holding, against the same creature, as a Bonus Action dealing extra Fire damage equal to your Barbarian level.

### LEVEL 14: BOOMING BLAST

While your Rage is active, when you hit a creature with a ranged weapon attack using a firearm, you can deal an additional 1d10 Force damage and apply one of your Brutal Strike options to the attack. You can use this feature a number of times equal to your Constitution modifier and regain all expended uses when you finish a Long Rest.



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