

Fire Emblem: The Forum Journeys

Elf's Gun-Totin', High-Falutin' Firearm Supplement

(Or: We Have Never Played Devil May Cry: The Supplement: The
Official Game With Knuckles And Funky Mode)

**(WARNING: CURRENTLY UNTESTED, MAY NOT PLAY
CORRECTLY WITH OTHER MECHANICS OR CURRENT
MECHANICS)**

Version 0.5, for use with PHB 2.2+

~Foreword~

This is the sequel to the supplement nobody asked for and nobody wanted. If you thought that one looked amateurish, this was literally written in the course of a month by a the same dumbass who thought writing an entire supplement longer than the core Handbook was a great way to spend his time. (Hint: It isn't, I don't recommend it.) If you use any elements from this handbook, do not expect them to be tested, balanced or in any way, shape or form sane. Do prepare for hotfixes; like my other handbook, they will be listed in the Changelog at the end of this book (which is closer to being a pamphlet but I'm not making that mistake twice).

The singular idiot that wrote this guide thought it would be a great idea to put in firearms in Fire Emblem. It probably isn't, but hey, at least it exists now if you want it. Of course, if you're really looking to use guns, go use Unlurking_Sentinel's *Final Fantasy Emblem on Forums* supplement, it's got a far better implementation than this. Probably. We based this on his anyway (we love you for that, man), so please go use that instead. We beg.

However, if you're dead-set on using this one, be advised that we will be doing some very weird stuff with this one, probably weirder than we get in the other supplement we've put out. It will be a little anachronistic, somewhat crazy, and probably even less suited to an actual *Fire Emblem on Forums* game than the other one already was (I mean, that one has a *Detective* class. How crazy do you have to be to put that class in a game with dragons and pegasi? Haha, couldn't be me.)

Onto some more serious stuff, this Supplement is designed to be used in conjunction with the core Handbook, and definitely not at all either playtested or even possibly balanced. Hotfixes will be made depending on input from people who A). actually were insane enough to use this book and B). whenever I get around to running a game with this handbook. If you liked this handbook, please give me much praise and much love to you for using this thing and finding some of the ideas in it cool enough to use. (We totally didn't just copy-paste this into here from the other Foreword. Nope.)

~ElfCollaborator

~Table of Contents~

How to Use this Book: pg. 4

Classes: pg. 5

Trainee Classes: pg. 5

First Classes: pg. 7

Promoted Classes: pg. 16

Weapons:

Weapons Overview: pg. 34

Light Gun Category:

- Pistols: pg. 35
- Blunderbusses: pg. 36
- Gunblades: pg. 37

Heavy Gun Category:

- Arquebuses: pg. 38
- Repeaters: pg. 39
- Cannons: pg. 40

Unique Weapons: pg. 41

Core Additions: pg. 42

Changelog: pg. 43

~How to Use this Book~

This supplement is designed for GMs who want to use Guns in their games, from the humble Pistol to the big bad hand-held Cannon.. Please don't urge GMs who are not using this supplement to use this supplement; this booklet is not to everyone's tastes and will definitely not fit in every setting. Furthermore, this is a supplement to be used in conjunction with the core mechanics of Fire Emblem on Forums rather than independent thereof; using this in the absence of the core Handbook is, by design, impossible.

In the following chapters, we will discuss the new classes featured in this booklet, the new weapons used by those classes, as well as items to be used in conjunction with these classes and weapons. Any special rules regarding these will be discussed on their relevant pages.

What this book contains will be split into several sections:

- The Trainee Classes introduced in this book,
- The First Classes introduced in this book
- The Promoted Classes introduced in this book
- The Gun categories and associated subcategories
- Unique weapons associated with different classes from these new weapon categories
- Finally, some items and weapons worth including that will augment currently existing elements in regards to how they interact with the new elements contained in this supplement

~Classes~

~Trainee Class~

Gunner/Light Gun Trainee

The tendency of warfare has tended towards the use of increasingly powerful ranged weaponry. The secrets of firearms differ from world to world, but their use has been adopted wherever they have been invented. The ease with which one might be trained to use a weapon, combined with their lack of dependence on the physical strength of the wielder, has made them more appealing to those seeking to raise a force with ease. However, such arms are difficult to manufacture; as such, only a few can actually field Gunners, despite the ease of training a person to fire a gun.

Despite their relative novelty, however, a few disciplines have arisen to teach the use of the gun, whether on its own, in conjunction with a different weapon or even with the use of magic as magical potential is necessary to use guns at all, combining the ease of use of a gun with tomes to smash down an enemy. Regardless, a Gunner that understands the potential of these new weapons can turn the tide of a battle.

Weapon Skill: Light Gun (E)

Preferred Skill: Magic, Luck

Starting Weapon: Iron Pistol or Iron Gunblade

Promotes to: Pistoleer Spellslinger, Buccaneer or Grammaton

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	0	3	4	4	1	0	4	4	3	4

Infanteer/Heavy Gun Trainee

Light guns have their advantages; soldiers can often carry multiples, or carry such weapons in conjunction with other weaponry without being overly encumbered. However, light guns have the disadvantage of possessing less range than heavier weaponry, and are often less powerful. The heavy guns that have entered arsenals, such as the repeater or the arquebus, possess superior range and power, but are heavier and harder to carry. They require different training from light guns to use.

Infanteers are those trained to use heavy guns. As such guns are expensive to create *en masse*, unlike those who use light guns, Infanteers tend to be restricted to more formal settings with organisations capable of fielding significant amounts of the weapons. However, as with light guns, different uses and variations on armaments are still available, with guns remaining a fixture on the battlefield.

Weapon Skill: Heavy Gun (E)

Preferred Skill: Magic, Skill

Starting Weapon: Iron Arquebus or Iron Repeater

Promotes to: Musketeer, Chevalier, Chaplain or Trooper

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	0	2	4	3	3	0	4	5	4	4

~First Classes~

Pistoleer

Skilled in the use of a gun, the Pistoleer has one goal; to be the best gunslinger around. The Pistoleer has grown accustomed to their weapon of choice, learning the tricks of the trade, even squeezing an extra shot or two out of their guns. Forgoing even the use of a more reliable close-ranged weapon, Pistoleers rely solely on their own talents to fight their enemies. Pistoleers hail from all walks of life; whether they be a noble training with the novel new weapon, a drifter who had to be sharp to survive, or a career soldier, the Pistoleer comes anywhere and goes anywhere they please.

Weapon Skill: 1 Light Gun subcategory (C), Light Gun (D)

Preferred Stats: Skill, Speed

Starting Weapon: Iron Pistol or Iron Gunblade

Promotes from: Gunner

Promotes to: Desperado or Vagabond

Skill:

Gunslinger:

Pistoleers may, upon initiating combat, sacrifice 1 QL to gain 3 AS.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	0	4	5	4	3	2	5	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	+2	0	0	0	+2	+2	+2	5

Trooper

Heavy gunners are in large demand for any regular army. Troopers are regular troops that wield such weaponry, trained in the use of weapons from the long-ranged Arquebus to the rapid-firing Repeater. As such, Troopers can be trained in a variety of disciplines, from leading charges to guerilla attacks on the enemy army, and their versatility lends them to being placed in various roles by groups that can afford to field whole units of Troopers. As such, a Trooper can be found in almost any situation and almost any group.

Weapon Skill: 1 Heavy Gun subcategory (C), Heavy Gun (D)

Preferred Stats: Skill, Magic

Starting Weapon: Iron Arquebus or Iron Repeater

Promotes from: Infanteer

Promotes to: Shocktrooper or Commando

Skill:

Martial Discipline:

Instead of attacking, the Trooper can choose to take an overwatch stance, automatically attacking the first enemy to get in their range the next enemy phase. Combats resolve normally.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	0	4	5	4	3	2	5	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	+2	0	+2	0	0	+2	+2	5

Musketeer

Loyal soldiers to the last, the Musketeer stands as among the first soldiers to adopt the novel firearm among professional armies. Wielding pike and lance in hand, the Musketeer stands stalwart in formation, advancing with a simple rhythm; opening with a volley of fire, advancing forward with a lance in hand. Musketeers tend to form the vanguard for their allies, forming a line of rifles and spears against which only the most foolhardy of enemies would dare to advance- or those wielding sufficient amount of magic.

Weapon Skill: Heavy Gun (D), Lance (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Arquebus or Iron Lance

Promotes from: Infanteer

Promotes to: Castellan or Grenadier

Skill:

Martial Tempo:

After engaging in combat beyond Range 1, +10 Critical to their next melee combat. After using engaging in combat at Range 1, +3 DMG to their next ranged combat. Only one *Martial Tempo* bonus can be active at once.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
22	3	4	4	1	4	1	3	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+1	0	+2	0	0	+3	+3	5

Buccaneer

Living fast and dangerously, the Buccaneer lives for thrills and excitement. With a gun in hand and a sword in the other, the Buccaneer charges fearlessly into the fray, darting from enemy to enemy, with stylish, dangerous manoeuvres to show off their superior skill. The Buccaneer can often be found as a soldier of fortune, throwing themselves into the fray with panache, or as adventurers seeking only the largest, most dangerous beasts to slay, though some more disciplined Buccaneers can be found as part of a more conventional army, as elite officers who often itch for the day when their skills are matched.

Weapon Skill: Light Gun (D), Sword (D)

Preferred Stats: Skill, Speed

Starting Weapon: Iron Pistol or Iron Rapier

Promotes from: Gunner

Promotes to: Picaroon or Daredevil

Skill:

Daring Rush:

The Buccaneer gains +1 AS and +2 DMG for every enemy within two spaces, up to 5 enemies for a total of +5 AS and +10 DMG.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	3	4	5	5	1	1	5	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+2	0	0	0	+2	+3	+3	5

Grammaton*

All weapons have those willing to create entire schools of discipline around their use, and the gun is no different. The Grammaton is the result of this very quest. Wielding gun and fist in tandem, the Grammaton uses their skill with firearms to overwhelm the enemy. By constant training, the Grammaton has learned where best to place themselves to maximize the damage dealt to their enemies while simultaneously reducing the damage done to themselves. While others may prove superior marksmen, the Grammaton has turned firearm wielding into a true martial art.

Weapon Skill: Light Gun (D), Fist (D)

Preferred Stats: Skill, Speed

Starting Weapon: Iron Pistol or Leather Cestus

Promotes from: Gunner

Promotes to: Purifier or Custodian

Skill:

Gun Kata:

The Grammaton has WTA against Guns while using Guns of their own. In addition, if using Fists against opponents wielding Guns, +3 DR.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	3	3	6	2	3	3	5	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+1	+3	0	0	0	+2	+2	+2	5

*This class line requires the *Unarmed, Unconventional and Untested* supplement to be used, as it depends on the Fist category from that supplement. Do not use this class line in games that do not use the aforementioned supplement.

Chevalier

Swift and deadly, Chevaliers wield sword and gun alike atop a horse, combining ancient technique with novel technology. Their swift strikes combined with the lethality of a gun makes them rivals to Nomads; what Nomads have in strength, the Chevalier makes up in ease of attacking. Storming into the middle of the fight and back, the Chevalier shatters ranks and sends enemies scattering with a storm of lead and iron, and just as quickly disappears, retreating to allow the rest of their allies to clean up the remains.

Weapon Skill: Heavy Gun (D), Sword (D)

Preferred Stats: Skill, Speed

Starting Weapon: Iron Arquebus or Iron Sword

Promotes from: Infanteer or Rider Trainee

Promotes to: Cuirassier or Dragoon

Special: Horseback/Dismount/Canto

Skill:

Hit and Run:

After making an attack, the Chevalier gains a +2 bonus to their MOV until the end of their turn. This effect only activates after the Chevalier makes an attack, and does not activate if they take any other action.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	3	4	5	2	4	1	5	10	9	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+1	0	+1	0	+1	+5	+5	5

*If promoting from Rider Trainee.

Spellslinger

It seems inevitable that mages would eventually adopt the use of firearms; after all, most mages tend not to be of a particularly physical persuasion, and part of the appeal is that, unlike a sword, a gun does not require physical skill to wield. The Spellslinger is the result of such a tendency, wielding magic and firearm together. Spellslingers have also created a technique where, combining their skills with new technology, they can imbue their bullets with magic, carving through physical and magical defenses alike with a single shot.

Weapon Skill: Light Gun (D), Anima (D) or Dark (D)

Preferred Stats: Skill, Magic

Starting Weapon: Iron Pistol or Fire or Flux

Promotes from: Gunner

Promotes to: Mage Hunter or Hex Gunner

Skill:

Elemental Shot:

The Spellslinger may 1 QL from both a tome and a gun to enhance their attack. This new attack counts as whatever Tome was used for WTA and effectiveness, and targets the lower of RES or DEF.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	4	4	2	1	3	5	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	+1	0	0	+1	0	+2	+2	5

Chaplain

The healing arts are difficult to learn, and less scrupulous enemies will target healers deliberately. The Chaplain comes armed to the battlefield to defend themselves and their flock. Wielding gun and staff in each hand, the Chaplain does not come undefended. Furthermore, following in the path of the Spellslinger, the Chaplain possesses the ability to infuse their gun with magic, allowing them to heal allies from afar using magically-infused shots, or force their enemies to retreat, plagued with poisons and other afflictions. The Chaplain is not to be underestimated as a force on the battlefield; unlike their Cleric cousins, the Chaplain comes ready to serve as both shield and sword.

Weapon Skill: Heavy Gun (D), Staff (D)

Preferred Stats: Skill, Magic

Starting Weapon: Iron Arquebus or Heal

Promotes from: Infanteer or Staff Trainee

Promotes to: Exorcist or Pilgrim

Special: Levitation

Skill:

By My Shoulder, Protect Thee:

The Chaplain may infuse their gun with the effect of a staff, taking one QL from both. Infused attacks can target allies; when allies are targeted by the Chaplain this way, the shot acts as if the Chaplain were using a Staff instead of a Gun, and may target anyone within the Gun's range. Chaplains cannot revive allies this way.

- Healing/Buffering: Allies are healed for half AT. Enemies shot with these attacks restore half the damage dealt to the Chaplain.
- Ailment: The Chaplain inflicts the ailment of the infused staff upon enemies targeted with these attacks. Allies shot are healed for MAG/2 and become immune to status debuffs and terrain penalties for 1 turn.
-

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	0	4	6	2	2	5	5	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	0	0	0	0	+2	+2	+2	5

Marksman

A skilled hunter understands the use of camouflage and vantage points to assail their quarry from the darkness. The Marksman combines this knowledge with the use of firearms to sneak around the battlefield, avoiding enemy fire and evading notice to move from cover to cover, looking for the perfect shot. A skilled Marksman is something to fear; when one stands in the sniper's sight, the first kill tonight, one should run, lest they realize that their time to die has come.

Weapon Skill: Heavy Gun (D), Hidden (D)

Preferred Stats: Skill, Strength

Starting Weapon: Iron Arquebus or Iron Knife

Promotes from: Infanteer

Promotes to: Harrier or Sharpshooter

Special: Raid

Skill:

Vantage Point:

While in defensive terrain, +10 Hit and 3 DMG. This bonus is removed if the terrain the Marksman is in changes to non-defensive terrain or is affected by skills that ignore or alter terrain bonuses. In addition, the Marksman pays 1 less MOV to move into terrain with defensive bonuses if that terrain costs extra MOV to move onto.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	3	5	6	4	2	2	5	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+3	0	0	0	0	+2	+2	5

~Promoted Classes~

Desperado

Their only company is the wind at their side, and their only light the sun of high noon. The Desperado has become a master of guns, an unparalleled duelist. Sweeping onto the battlefield in a whirl of dust and tumbleweed, the Desperado's shots find their mark with unparalleled ease. Though the Desperado rejects the use of any other weapon, due to their skill their firearms match a sword in the hands of a skilled Swordmaster, or the magic of an accomplished Sage. Scant few targets can out-shoot a Desperado in their element, and when the day is done, the Desperado disappears into the sunset, as quickly and quietly as they came.

Weapon Skill: 1 Light Gun subcategory (S), Light Gun (B)

Preferred Stats: Skill, Magic

Promotes from: Pistoleer

Promotion Item: Treasure Mark

Special: Critical Eye

Skill:

Deadeye:

+15 Hit while using Light Guns at 2 range.

High Noon:

The Desperado's Critical Hits deal x3.5 damage instead of x3.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	+4	0	0	0	+2	+3	+3	6

Vagabond

Firearms have found a market in those who require easily used weaponry that nonetheless are as deadly as possible. Most criminals take the use of knives and other easily acquired weaponry, but guns have proven lucrative. The Vagabond is one of those; wielding whatever weapons they can get their hands on, the Vagabond leads a life of roguish excess, relying as much on their wits and grit as they do on their weapons to survive. Vagabonds are liable to rely on whatever tricks they may come out on top, not hesitating to do what they must to survive.

Weapon Skill: 1 Light Gun subcategory (A), Light Gun (C), 1 Heavy Gun subcategory (A), Heavy Gun (C)

Preferred Stats: Skill, Magic

Promotes from: Pistoleer

Promotion Item: Treasure Mark

Special: Vision, Sack, Lockpick

Skill:

When the Dust Settles:

Vagabonds gain +10 Critical when fighting on terrain without any bonuses or maluses and gain +5 DMG when fighting with no allies adjacent.

True Grit:

While under 50% HP, the Vagabond gains +3 DR and +3 DMG. At 25% HP, these bonuses are doubled.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	+2	+3	0	0	+1	+3	+3	6

Shocktrooper

The vanguard of an army, the Shocktrooper marches fast, marches quickly, and without complaint. Shocktroopers march ahead of the rest of the army, blitzing an enemy through superior firepower. While not as swift as mounted troopers, Shocktroopers make up for it with durability and sheer refusal to give in, and bearing upon their enemies with the force of a hammer. Shocktroopers will not be fielded in large numbers by an army as a result, given the difficulty of training such soldiers to march without fear; rest assured that the Shocktroopers that are present will generally be fearsome veterans.

Weapon Skill: 1 Heavy Gun subcategory (S), Heavy Gun (B)

Preferred Stats: Defense, Magic

Promotes from: Trooper

Promotion Item: Knight's Crest

Special: Armored

Skill:

Vanguard March:

Shocktroopers are immune to movement penalties as a result of terrain or weather.

Unstoppable Force:

When initiating combat, Shocktroopers gain +3 DMG and +3 DR,

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+3	+1	0	+2	0	0	+3	+3	6

Commando

Attacking deep in enemy territory is a time-honored strategy, and the advent of firearms has not changed this one bit. Commandos are proof positive of this. Skilled at irregular combat, Commandos are best not leading the charge, but having been deployed far away from their allies, entering enemy territory to conduct surgical strikes to take down enemy generals and other valuable targets. Surviving by plundering supplies and what else they can find on the land, the Commando can survive long periods behind the enemy lines, achieve their goals, and return into the shadows to meet with their allies.

Weapon Skill: 1 Heavy Gun subcategory (A), Heavy Gun (C), 1 Sword subcategory (A), Sword (C)

Preferred Stats: Speed, Magic

Promotes from: Trooper

Promotion Item: Knight's Crest

Special: Sack

Skill:

Supply Raider:

If the Commando has less allies than enemies in three spaces, they regain 10 HP per turn.

Guerilla Combat:

Commandos can traverse difficult terrain without penalty but cannot pass impassible tiles. While within difficult terrain, +15 Hit.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+1	0	+2	0	+1	+3	+3	6

Castellan

Honored units tasked with the protection of important targets, Castellans are soldiers of great fervor and determination. Standing firm in the face of even the greatest threat, Castellans are often used as bodyguards for those who can afford to maintain the firearms Castellans specialise in. Those who do so are not often disappointed; Castellans are stalwart defenders, deterring attacks with lead and steel alike. With unrivalled professionalism, Castellans aid in shoring up a defensive line, using their high morale and experience to hearten their allies, resist an enemy line and, just maybe, launch a devastating counterattack.

Weapon Skill: 1 Heavy Gun subcategory (A), Heavy Gun (C), 1 Lance subcategory (A), Lance (C)

Preferred Stats: Skill, Defense

Promotes from: Musketeer

Promotion Item: Knight's Crest

Special: Armored

Skill:

Guard:

Castellans may take Guard as a Free Character Skill upon Promotion. If they already possess Guard, they may take a different Free Character Skill.

Shoulder to Shoulder:

For every ally adjacent to the Castellan, +3 DMG and +5 Critical for a maximum of +12 DMG and +20 Critical.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+2	0	0	+2	0	0	+3	+3	6

Grenadier

Leading the charge from the front, the Grenadier is the dauntless vanguard of the new age, wielding heavy axes, lances and guns. Using explosives to blast apart enemy fortifications, the Grenadier clears the way for their allies behind them, charging forward. Grenadiers are generally fielded from the largest and strongest; as such, the sight of the average Grenadier is fearsome, as towering soldiers carrying multiple pieces of heavy weaponry bear upon their enemies. Those who fear not their stature find very quickly that this is not for show; not for nothing are Grenadiers often considered the elite troops of their armies.

Weapon Skill: 1 Heavy Gun subcategory (B), Heavy Gun (C), 1 Axe subcategory (B), Axe (C), 1 Lance subcategory (B), Lance (C)

Preferred Stats: Magic, Strength

Promotes from: Musketeer

Promotion Item: Hero's Crest

Special: Sack

Skill:

L'Esprit de Corps:

If the Grenadier has more allies than enemies within two spaces, +3 AS and +10 Hit. If the Grenadier has more enemies than allies within two spaces, +3 DMG and +3 DR.

Do What Seems Impossible:

The Grenadier ignores enemy terrain bonuses and terrain penalties against themselves during combat.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+2	0	0	+2	0	0	+3	+3	6

Picaroon

Masters of multiple weapons, the Picaroon embodies freedom and living on the edge. Striving never to do the same thing twice, the Picaroon leaps onto the battlefield in a deadly whirl of sword and gun, dashing and jumping through the air in the face of danger. Picaroons use their great athleticism to their advantage, using their physiques to avoid death by a knife's edge and even, at times, using their fists to catch their enemies off guard. Living on the edge of life and death, the Picaroon revels where others might run.

Weapon Skill: 1 Light Gun subcategory (B), Light Gun (C), 1 Sword subcategory (B), Sword (C), 1 Fist subcategory (B), Fist (C)

Preferred Stats: Skill, Magic

Promotes from: Buccaneer

Promotion Item: Treasure Mark

Special: Critical Eye

Skill:

Aerial Rave:

If the Picaroon has higher Speed than the enemy, they may extend combat by one full round.

Smoking Stylishness:

For every combat the Picaroon initiates with different weapon types, the Picaroon gains 1 stack granting +2 DMG and +5 Hit for a total of +6 DMG and +15 Hit. The Picaroon preserves the stacks by attacking with different weapons, and loses one stack per consecutive combat initiated with the same weapon as before. The Picaroon loses all stacks if they are downed. The Picaroon's stacks are not lost for combats where the enemy initiates combat, even if the Picaroon has Vantage or any modifiers that change the order of combat.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	+3	0	0	0	+2	+3	+3	6

Daredevil

The foolhardy often say that “danger is their middle name”. The Daredevil desires to make this boast a fact. Rushing into battle, the Daredevil eschews raw athleticism for strength, crushing them with powerful blows and using their guns to strike at opponents not close enough. To force their enemies to get closer, Daredevils use a variety of tools to yank them closer, from hooks to specialized prosthetics to magic to close the distance. Whatever the case, whatever their arsenal, the Daredevil is no dead weight on the battlefield and is always motivated by the thrill of the hunt.

Weapon Skill: 1 Light Gun subcategory (A), Light Gun (C), 1 Sword subcategory (A), Sword (C)

Preferred Stats: Strength, Magic

Promotes from: Buccaneer

Promotion Item: Treasure Mark

Special: Critical Eye

Skill:

In Extremis:

The Daredevil may build up charges of this skill in lieu of attacking. Each charge grants +5 DMG, for a total of +15 DMG or 3 stacks. The Daredevil may then use a free action to expend one stack per combat, dealing the extra damage per attack in that combat. If the Daredevil lands a critical hit during that combat, their *In Extremis* stacks are not expended. If the Daredevil is downed, they lose all their stacks of *In Extremis*.

Devilish Approach:

The Daredevil may, in lieu of movement, pull an enemy within two spaces into an adjacent square and initiate combat. The Daredevil automatically swaps to a weapon that can engage in melee combat if they are not already equipped with one; they may designate one or will automatically swap to the highest QL weapon if not designated.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+3	+2	0	0	0	+2	+3	+3	6

Purifier

Wielding light magic, the Purifier takes the discipline learned from their education as Grammatons and combine them with their new magical skills. Slinging spells and bullets alike, the Purifier is most specialized towards fighting foes of the light, smiting judgment upon those who would oppose the light. Through practice, Purifiers use their light magic to extend their range even farther than normal, piercing through barriers and enemies alike. Those who fall afoul of a furious Purifier will find themselves blinded by the light, their weaknesses laid bare to the Purifier and their allies.

Weapon Skill: 1 Light Gun subcategory (B), Light Gun (C), 1 Fist subcategory (B), Fist (C), 1 Light subcategory (B), Light (C)

Preferred Stats: Skill, Magic

Promotes from: Grammaton

Promotion Item: Faith Icon

Skill:

Piercing Light:

The Purifier may imbue either their Gun or Fist attacks with a Light tome, in which case 1 QL is taken from both weapons and their Gun and Fist attacks gain 1 extra range (to a maximum of range 3) and target the lower of RES or DEF for that combat. Any effects the Light tome has are inflicted by this attack.

Ardent Blaze:

Enemies struck by the Purifier's Light magic (including attacks inflicted by *Piercing Light*) grant the Purifier and their allies +10 Hit and +3 DMG in combat against them.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+1	+2	+2	0	0	+2	0	+3	+3	6

Custodian

It is said that the strongest warriors have fully purged their mind of all emotion and thought, leaving only instinct to drive their actions. The Custodian has achieved this state of no-mind. Through intense training, the Custodian has become capable of clearing their mind in combat, fighting through pure instinct alone. Where, as Grammatons, they would achieve victory through remembered training, the Custodian has trained so intensely that the only thing they do in battle is act, avoiding enemy gunfire so deftly as to be considered superhuman and countering with lethal force.

Weapon Skill: 1 Light Gun subcategory (A), Light Gun (C), 1 Fist subcategory (A), Fist (C)

Preferred Stats: Skill, HP

Promotes from: Grammaton

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Equilibrium:

Against opponents with an equal or lower proficiency in Guns, +10 Hit/Eva. In addition, *Gun Kata's* WTA bonus now applies to all attacks made by the Custodian.

Mushin:

For every 10 HP under Maximum, the Custodian gains +5 Critical and +2 DMG.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+2	0	+2	0	0	0	+2	+3	+3	6

Cuirassier

Armored vanguards, the Cuirassier combines the swiftness of a Duke Knight with the range of a firearm to devastating effect. As Duke Knights do, the Cuirassiers specialise in using momentum against their enemies, building up speed and smashing into enemy lines as a hammer into an anvil. Their armor is more to soften enemy blows than to keep them standing; their true role is to smash enemy lines, blasting enemies down with their guns or, as knights of old, running down the hapless with their lances. When faced with a line of Cuirassiers, scant few things can stand such an oncoming storm, save a line of pikes, Castellans or an equally-large charge of Cuirassiers.

Weapon Skill: 1 Heavy Gun subcategory (B), Heavy Gun (C), 1 Sword subcategory (B), Sword (C), 1 Lance subcategory (B), Lance (C)

Preferred Stats: Skill, Defense

Promotes from: Chevalier

Promotion Item: Knight's Crest

Special: Armored, Horseback/Dismount/Canto

Skill:

Highland Charge:

For every 2 spaces traversed by the Cuirassier, +2 DMG and +5 Critical. This bonus resets to 0 at the end of their turn, even without making an attack.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+2	+1	0	+3	0	0	+5	+5	6

Dragoon

Masters of hit-and-run tactics, Dragoons eschew head-on charges to instead skirmish with their enemies. Riding around in erratic patterns to avoid enemy fire, the Dragoon ties up enemy forces as they attempt to avoid their assault. The Dragoon even eschews armor, unlike their more armored counterparts in Cuirassiers, in order to maintain their speed and agility. Using their guns to suppress enemy movement and their axes and swords at close range to provide swift, yet brutal strikes, the Dragoon is a fearsome enemy on the battlefield.

Weapon Skill: 1 Heavy Gun subcategory (B), Heavy Gun (C), 1 Axe subcategory (B), Axe (C), 1 Sword subcategory (B), Sword (C)

Preferred Stats: Magic, Strength

Promotes from: Chevalier

Promotion Item: Treasure Mark

Special: Sack, Horseback/Dismount/Canto

Skill:

Reckless Volley:

The Dragoon may sacrifice their Canto that turn to extend combat by a full round, dealing +1 DMG for every point of movement that they did not expend in a Canto.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+3	0	+3	0	0	0	+3	+4	+4	7

Mage Hunter

The best person to know how to kill a mage is a mage themselves. The Mage Hunter is the manifestation of this philosophy. Employed by a variety of groups, from criminal organisations seeking to assassinate troublesome magic users to well-intentioned groups simply seeking to stop dangerous magicians, the Mage Hunter's purpose is to oppose mages. In addition to being naturally resistant to magic, the Mage Hunter's bullets have been modified to temporarily disrupt the target's ability to use magic, rendering targets purely reliant on magic defenseless against them. Indeed, the greatest strength of a Mage Hunter is their greatest weakness; a Mage Hunter's skills are wholly directed towards defeating magic users, and against an opponent capable of fighting back without magic, the Mage Hunter must find a way to fight back themselves.

Weapon Skill: 1 Light Gun subcategory (A), Light Gun (C), 1 Anima subcategory (A), Anima (C) or 1 Dark subcategory (A), Dark (C)

Preferred Stats: Skill, Resistance

Promotes from: Spellslinger

Promotion Item: Fell Contract

Skill:

Mage Killer:

Against units with Tome and Staff proficiencies, +5 DMG/RES.

Disruption Bullet:

The Mage Hunter's *Elemental Shot* inflicts Silence on enemies struck by it. If the target has no Tome or Staff proficiencies, inflict an extra +3 DMG instead.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+3	+2	0	0	+4	0	+3	+3	6

Hex Gunner

The Hex Gunner has taken their magical skills to the next level, by increasing the power of their enhanced firearms, in addition to incorporating more magic in their use. The Hex Gunner is somewhat controversial among the magical community, as a magic user that relies on firearms heavily; more traditional magic users look down upon them for adopting something so new, while others look upon them cautiously, watching them for potential innovations to be adopted. Whatever the case, the Hex Gunner continues their research, increasing their skill with magic and technology alike.

Weapon Skill: 1 Light Gun subcategory (B), Light Gun (C), 1 Anima subcategory (B), Anima (C), 1 Dark subcategory (B), Dark (C)

Preferred Stats: Skill, Magic

Promotes from: Spellslinger

Promotion Item: Guiding Ring

Skill:

Boosted Elemental Shot:

Elemental Shot inflicts the effects of whatever tome was used to activate it; if the tome lacks effects, instead add an additional +5 DMG.

Crossfire:

Against enemies with higher DEF than RES, +3 DMG. Against enemies with higher RES than DEF, +10 Critical. If the enemy has equal stats in both, default to the higher DEF bonus.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+3	+3	0	0	+1	+3	+3	+3	6

Exorcist

Monsters and demons plague the land, assailing the innocent and afflicting them with plagues, diseases and the like. The Exorcist is the answer to such beasts. Drawn from the ranks of experienced Chaplains, the Exorcist eschews being a simple defender to take their fight to the enemy directly. While still maintaining the healing skills in which they trained, the Exorcist is more inclined towards combat, packing light magic in addition to their guns and staves. The Exorcist's guns are also permanently tinged with light magic, imbuing their shots with holy fire that burns those who would harm the weak.

Weapon Skill: 1 Heavy Gun subcategory (B), Heavy Gun (C), 1 Staff subcategory (B), Staff (C), 1 Light subcategory (B), Light (C)

Preferred Stats: Defense, Magic

Promotes from: Chaplain

Promotion Item: Faith Icon

Special: Critical Eye

Skill:

Holy Fire:

Against Monsters and Undead, +5 DR and WTA,

Infinite in Distance:

By My Shoulder, Protect Thee extends the range of the Gun it is used to buff by 1. In addition, infused attacks qualify as Light instead of Physical and target the lower of DEF or RES.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	+1	+2	0	+2	0	+3	+3	6

Pilgrim

One way to conquer the darkness, it is said, is to embrace it and make it one with one's own being. The Pilgrim, in their long wanderings around the land, has encountered and inculcated much darkness, no longer being the innocent novice Chaplain they once were. However, far from being corrupted by the darkness, they embrace it, turning it into a tool in their arsenal, protecting their flock with shadow and blinding their enemies with light. The Pilgrim fears nothing; their journey to help others will be hindered neither by darkness nor by light.

Weapon Skill: 1 Heavy Gun subcategory (B), Heavy Gun (C), 1 Staff subcategory (B), Staff (C), 1 Dark subcategory (B), Dark (C)

Preferred Stats: Resistance, Magic

Promotes from: Chaplain

Promotion Item: Fell Contract

Special: Critical Eye

Skill:

Dawning Shadow:

The Pilgrim's ally-directed shots grant buffed allies +5 DR and remove 5 DR from enemies struck for 1 turn, including during the combat the enemy is struck. Furthermore, the Pilgrim's infused shots count as Dark for WTA and effectiveness and target the lower of DEF or RES.

Unbound by Death:

Pilgrims gain +5 RES and +3 DMG against Dark Magic.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+3	+2	0	0	+2	+1	+3	+3	6

Harrier

Moving swiftly and unseen on the battlefield, the Harrier engages the enemy in small skirmishes, disrupting charges by hailing suppressive fire on the enemy and pinning down unfortunates. The Harrier engages in attrition; not by force do they win, but by wearing down the enemy's will to fight, as the enemy strikes at shadows and afterimages to strike at where they believe the Harrier to be, only to hit nothing as the Harrier takes up another vantage point. Then, having struck their enemy down, the Harrier disappears into the darkness, to return only when needed.

Weapon Skill: 1 Heavy Gun subcategory (B), Heavy Gun (C), 1 Hidden subcategory (B), Hidden (C), 1 Light Gun subcategory (B), Light Gun (C)

Preferred Stats: Skill, Speed

Promotes from: Marksman

Promotion Item: Hero's Crest

Skill:

Skirmisher:

While in the Harrier's weapon range, enemies have -3 DR and -5 Eva. Enemies attacked by the Harrier have this penalty doubled until they are downed, leave the Harrier's range or are otherwise protected from it. This skill's range depends on the range of the Harrier's currently equipped weapon.

Ghost in the Trenches:

The Harrier, after successfully reducing an enemy unit to 0 HP, may move again as if using Canto. They only have a maximum of 4 MOV after activating this skill, regardless of how much MOV remaining they had prior and regardless of buffs.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+2	+3	0	0	0	0	+3	+3	6

Sharpshooter

With new weapons come new ways to counter them. For the firearm, of course, one way to counter such things is to out-shoot the enemy. The Sharpshooter specializes in this tactic. Using modified firearms and training, the Sharpshooter's targets are not the vast majority of the enemy forces, but their counterparts among the enemy, such as Harriers and enemy Sharpshooters. Their aim is to engage the enemy in a game of cat-and-mouse, sniping out the enemy while avoiding being sniped themselves. In this act, they protect their allies by drawing fire onto themselves, hopefully while avoiding death; unlike others, they are not well-armored or protected.

Weapon Skill: 1 Heavy Gun subcategory (A), Heavy Gun (C), 1 Hidden subcategory (A), Hidden (C)

Preferred Stats: Magic, Skill

Promotes from: Marksman

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Rifling:

The Sharpshooter's Gun weapons have 1 extra range.

Countersniping:

Against units with Bows or Guns equipped, +15 Critical and +3 DMG. Any WTA bonuses they have against the Sharpshooter are negated. This only applies if the Sharpshooter is currently equipped with a Gun themselves.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	+4	0	0	0	0	+3	+3	6

~Weapons Overview~

~Guns Overview~

The very center of this supplement, Guns are gunpowder-propelled projectile weapons that come in all different shapes and sizes. Guns in this supplement operate off magical gunpowder, and as a result **guns require MAG to operate, but target DEF instead of RES**, unlike Tomes. As such, gun users are encouraged to build MAG to use their guns. As a further aside, **gun users are not affected by Silence except where they have other Magic proficiencies, such as Staves and Tomes; conversely, gun users are instead vulnerable to Addle**. As using firearms does not require the use of incantations, silencing them is almost irrelevant; weakening their physical aspects works far better.

There are two categories of guns, **Light Guns and Heavy Guns**.

~Light Guns~

Light guns are smaller, lighter guns that pack less of a punch but are easier to carry. These guns are divided into **Pistols, Blunderbusses and Gunblades**. Pistols are the lightest and easiest to use; they rely on reliability and ease of use. Blunderbusses deliver bursts of shot that spread out over a distance, and so **deal additional damage at close range**; they are also the heaviest to wield. Gunblades, as guns with blades built into the barrel, **scale off one's STR at close range**, relying on the user's physical strength as much as they rely on the user's aim to use, and are subsequently very tricky to employ.

~Heavy Guns~

Heavier guns with heavier powder loads but, as a trade-off, are harder to use. These guns are divided into **Arquebuses, Repeaters, and Cannons**. Arquebuses are long-range rifles designed for long range combat, unsuited for close combat, with certain heavier rifles being able to hit at 5 range at the cost of **being unable to double**. Repeaters are the lightest guns of this category, and their special structure allows for rapid fire, **with any follow-ups being instant**, at the cost of Repeaters doing the least damage of any Heavy Gun. Cannons are the heaviest guns, packing the heaviest punch, with a subcategory of Mortars that **ignore DR and hit at very far range** at the cost of being unable to retaliate at close range.

~Light Guns Category~

Pistol:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Pistol	E	1-2	5	4	85	5	40
Devil Pistol	E	1-2	15	15	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Pistol	D	1-2	7	6	80	10	35
Wheel Gun	D	1-2	8	5	75	0	35
+2 AS when equipped							
Silver Pistol	C	1-2	10	8	75	0	30
Bolt Gun	C	1-2	10	5	70	0	30
Effective vs. Armored							
Regulator	B	1-2	11	10	70	0	25
Killer Pistol	B	1-2	10	7	70	25	25
Subjugator	B	1-2	11	10	70	0	25
Effective vs. Dark							
Scarborough Fair	B	1-2	12	8	65	0	25
Magic Weapon (Pistol/Dread)							
Sparrow	A	1-2	12	11	70	0	20
Habeas Corpus	A	1-2	13	9	70	15	20
Magic Weapon (Pistol/Thunder)							
Lightslinger	A	1-2	13	9	70	10	20
Magic Weapon (Pistol/Holy)							
Mercy and Retribution	A	1-2	16	8	70	0	20
Doubles attacks made							
Surgam Identidem	S	1-2	17	10	65	0	15
Doubles attacks made							
Silverballer	S	1-2	14	13	70	0	15
Against enemies under 50% HP, +5 MT							
Six Bullets	S	1-2	14	12	70	0	15
Magic Weapon (Pistol/Wind)							
Monarch	S	1-2	14	15	70	15	15

Blunderbuss:**All: MT is increased by 5 at Range 1.**

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Blunderbuss	E	1-2	5	4	80	0	40
Musketoon	E	1-2	4	3	85	0	40
Steel Blunderbuss	D	1-2	6	6	75	5	35
Coach Gun	D	1-2	7	5	70	0	35
Ignores 2 DR							
Silver Blunderbuss	C	1-2	9	7	70	0	30
Lombard	C	1-2	10	5	70	0	30
Effective vs. Armored							
Petronel	B	1-2	11	8	70	0	25
Benezia	B	1-2	12	6	70	0	25
Effective vs. Light							
Samaritan	B	1-2	12	7	65	0	25
Magic Weapon (Blunderbuss/Light)							
Door Knocker	A	1-2	12	10	70	5	20
Dragon's Breath	A	1-2	13	9	70	0	20
Magic Weapon (Blunderbuss/Fire)							
Overloader	A	1-2	16	8	70	0	20
Doubles attacks made							
Breidablik	S	1-2	14	12	65	0	15
Effective against Wyverns and Dragons							
Dyrnwyn	S	1-2	14	13	65	0	15
Magic Weapon (Blunderbuss/Fire)							
Obliterator	S	1-2	17	14	65	0	15

All: At 1 range, calculates damage based on STR instead of MAG

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Gunblade	E	1-2	4	3	80	5	40
Pistol Edge	E	1-2	5	2	80	10	40
Steel Gunblade	D	1-2	5	4	80	10	35
Viper	D	1-2	7	4	75	10	35
+2 AS while equipped							
Silver Gunblade	C	1-2	6	5	75	15	30
Lifesaber	C	1-2	13	6	70	5	30
Drains HP							
Axis Edge	B	1-2	9	8	70	20	25
Shuten Kanabo	B	1-3	17	9	70	15	25
Enkindler	B	1-2	13	7	70	15	25
Effective vs. Anima							
Furinkazan	B	1-2	12	6	70	10	25
Magic Weapon (Gunblade/Wind)							
Hyperion	A	1-2	12	10	70	20	20
Cyclone Lotus	A	1-2	13	8	70	15	20
Magic Weapon (Gunblade/Thunder)							
Punisher	A	1-2	13	9	70	10	20
Negates weapon effects							
Phlegethon	S	1-2	15	10	70	20	15
Magic Weapon (Gunblade/Fire)							
Lion Heart	S	1-2	15	12	70	25	15
Hrotti	S	1-2	14	12	65	15	15
Effective vs. Dark							

~Heavy Guns Category~

Arquebus:

[illegible]

Repeater:

All: Follow-ups are instant.

[illegible]

Cannon:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Cannon	E	1-2	7	7	70	0	40
The Gonne	E	1-2	21	19	60	0	40
Every attack has a 30-LCK% chance of backfiring on the user							
Steel Cannon	D	1-2	9	8	70	0	35
Obus	D	2-3	17	12	70	0	35
Can't follow up, ignores all DR							
Silver Cannon	C	1-2	10	11	70	0	30
Hand Mortar	C	2-3	19	15	65	0	30
Can't follow up, ignores all DR							
Grond	C	1-2	12	8	70	0	30
Magic Weapon (Cannon/Dread)							
Basilisk	C	1-2	13	9	70	0	30
Effective against Armored							
Faule Grete	B	1-2	12	13	70	0	25
Bombard	B	2-3	24	16	65	0	25
Can't follow up, ignores all DR							
Hwacha	B	1-2	15	10	75	0	25
Effective vs. Monsters, Undead and Levitation							
Faule Mette	A	1-2	14	15	70	10	25
Vogel Greif	A	2-3	24	18	65	0	20
Can't follow up, ignores all DR							
Ananta	A	1-2	14	12	70	0	20
Magic Weapon (Fire/Cannon)							
Tachka	A	1-2	17	13	70	0	20
Effective vs. Armored							
Vayuvuastra	S	1-2	18	18	65	15	15
Key of Shattered Time	S	1-2	19	13	65	0	15
Magic Weapon (Holy/Cannon), enemies struck lose 4 AS for 1 turn							
Renegade's Memoir	S	1-2	19	17	65	0	15
Against opponents inflicted with statuses, +5 MT							

~Unique Weapons~

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Peacemaker	Pistol	Pistoleer	1-2	8	8	75	10	40
+3 MT when the enemy is under 50% HP								
Vera	Blunderbuss	Pistoleer	1-2	11	14	70	20	40
The Culling	Pistol	Grammaton	1-2	16	13	75	0	40
Magic Weapon (Pistol/Holy), doubles attacks								
Libria	Pistol	Grammaton	1-2	10	12	80	10	40
+15 Critical vs. Guns								
Contender	Pistol	Spellslinger	1-2	8	8	70	10	40
Effective vs. Levitation								
Twin Lance	Gunblade	Spellslinger	1-2	12	7	70	10	40
Doubles attacks made								
Carolean	Arquebus	Musketeer	2-3	11	12	80	10	40
+3 DR when the user is under 50% HP								
Red Thorn	Slashing	Buccaneer	1	9	10	80	25	40
Blue King	Pistol	Buccaneer	1-2	9	10	80	10	40
Guarantees follow-ups								
Absolution	Cannon	Chaplain	1-2	12	12	70	10	40
Magic Weapon (Healing/Cannon), heals 15+MAG when used as a Staff, targets RES								
Brown Bess	Arquebus	Chevalier	2-3	11	13	75	30	40
Immortal Sincerity	Slashing	Chevalier	1	10	12	75	10	40
+15 Critical under 50% HP								
Binaaswi	Arquebus	Marksman	2-3	11	11	75	10	40
Magic Weapon (Wind/Arquebus)								
Jungle Raider	Repeater	Trooper	1-2	8	8	70	10	40
+3 DMG while attacking from Forests								

~Core Additions~

Weapons:

Name	Type	Rank	Rng.	WT	MT	Hit	Crit	QL
Rambeau	Longbow	C	2	9	9	80	0	30
Weapon Triangle Advantage against Heavy Guns								
Skulduggery	Dagger	C	1	6	6	85	0	30
Weapon Triangle Advantage against Heavy Guns								
Shahanshah	Slashing	C	1	9	9	70	10	30
Weapon Triangle Advantage against Light Guns								
Solar Curtain	Warding	C	1-2	8	7	70	0	30
+5 DR vs. Guns								
Gunreaver	Grimoire	C	1	10	11	65	10	30
Effective against Heavy Guns								

Items:

Name	Effect
Pistol Crystal	Increases one Light Gun Subcategory Proficiency by 1 Rank
Musket Crystal	Increases one Heavy Gun Subcategory Proficiency by 1 Rank
Sidearm Gem	Increases all Light Gun Subcategory Proficiencies by 1 Rank
Firearm Gem	Increases all Heavy Gun Subcategory Proficiencies by 1 Rank

~Changelog~

v.0.50:

- Supplement officially released.