

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 0.8, for use with PHB 3.Elf/3.0*+

Cannot guarantee compatibility with PHB 3.0+. Please consult a doctor before continuing to use this
with PHB 3.0+.

~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~

~Foreword~	2
~Table of Contents~	3
~How to Use this Book~	6
~Class Trees~	7
~Character Skills~	8
~Classes~	9
~Trainee Class~	9
Gunner/Light Gun Trainee	9
Infanteer/Heavy Gun Trainee	10
~First Classes~	11
Aviator	11
Buccaneer	12
Cannoneer	13
Chaplain	14
Chevalier	15
Engine Knight	16
Frontier Trader	17
Grammaton	18
Gunner Knight	19
Inventor	20
Marksman	21
Musketeer	22
Pistoleer	23
Raider	24
Spellslinger	25
Trooper	26
~Promoted Classes~	27

Aerial Knight	27
Artillerist.....	28
Blight Gunner	29
Brigand	30
Castellan.....	31
Commando.....	32
Cuirassier.....	33
Custodian	34
Daredevil	35
Deacon	36
Desperado	37
Dragoon.....	38
Frontier Apothecary.....	39
Frontier Merchant.....	40
Gadgeteer	41
Grenadier.....	42
Guardian	43
Harrier	44
Hex Gunner	45
Highwayman	46
Lancer	47
Machinist	48
Mage Hunter.....	49
Marauder Knight.....	50
Maverick	51
Observer	52
Onager Knight.....	53
Picaroon	54
Pilgrim	55
Purifier.....	56

Ravager.....	57
Road Warrior	58
Sharpshooter.....	59
Shocktrooper.....	60
Vagabond.....	61
Wyvern Trooper	62
~Weapons Overview~	63
~Light Guns Category~.....	64
Pistol.....	64
Blunderbuss	65
Gunblade.....	66
~Heavy Guns Category~	67
Arquebus	67
Repeater.....	68
Cannon.....	69
~Unique Weapons~	70
~Core Additions~	72
~Changelog~	73

~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.
- 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

~Class Trees~

Acolyte/Priest Trainee	Exorcist	Chaplain
		Pilgrim
Drifter/Thief Trainee	Raider	Brigand
	Thief/Spy	Highwayman
Gunner/Light Gun Trainee	Aviator	Aerial Knight
		Observer
	Grammaton	Custodian
		Purifier
	Gunner Knight	Guardian
		Ravager
	Pistoleer	Desperado
Infanteer/Heavy Gun Trainee	Cannoneer	Vagabond
		Artillerist
	Engine Knight	Lancer
		Marauder Knight
	Inventor	Onager Knight
		Gadgeteer
	Trooper	Machinist
Initiate/Swordsman Trainee	Buccaneer	Commando
		Shocktrooper
Journeyman/Fighter Trainee	Bandit	Daredevil
		Picaroon
	Frontier Trader	Road Warrior
Mage Pupil/Anima Trainee	Spellslinger	Frontier Apothecary
		Frontier Merchant
Recruit/Soldier Trainee	Musketeer	Hex Gunner
		Mage Hunter
Rider/Rider Trainee	Chevalier	Castellan
		Grenadier
	Wyvern Rider	Cuirassier
Scout/Archer Trainee	Marksman	Dragoon
		Wyvern Trooper
Shaman Pupil/Dark Trainee	Shaman	Harrier
		Sharpshooter
		Blight Gunner

~Character Skills~



Akimbo

Free Skill, Activated Effect

When making an attack, you may make a follow-up attack with a separate weapon by sacrificing 30 Hit for the duration of the combat. The second weapon must have the range to actually hit the enemy.



Akimbo+

Cost Skill, Activated Effect

When making an attack, you may make a follow-up attack with a separate weapon by sacrificing 15 Hit for the duration of the combat. The second weapon must have the range to actually hit the enemy.



Bandolier

Free Skill, Chance Effect

Every turn, this character has a SKL% chance of regaining 2 QL to their equipped weapon and 1 stack of any Resources they possess (i.e. *Powder*, *In Extremis*, *Smoking Stylishness*).



Bandolier+

Cost Skill, Chance Effect

Every turn, this character has a SKL+LCK% chance of regaining 2 QL to their equipped weapon and 2 stacks of any Resources they possess (i.e. *Powder*, *In Extremis*, *Smoking Stylishness*).



Filter

Free Skill, Chance Effect

This character has a LCK% chance of, upon having an ailment or status effect inflicted upon them, to negate the effect instantly instead of being affected. In addition, ailments and debuffs last one less turn on this character (minimum 1 turn).



Filter+

Cost Skill, Chance Effect

This character has a SKL+LCK% chance of, upon having an ailment or status effect inflicted upon them, to negate the effect instantly instead of being affected. In addition, ailments and debuffs last one less turn on this character (minimum 1 turn).

~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: Aviator, Grammaton, Gunner Knight or Pistoleer

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	0	4	4	3	2	1	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: Cannoneer, Engine Knight, Inventor or Trooper

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	0	5	2	1	4	2	3	5	4	4

~First Classes~

Aviator

The combination of flight and guns has been a dilemma that multiple groups, from small adventuring groups to whole armies, have attempted to resolve. Complicating the issue is that pegasi dislike the smell of gunpowder and wyvern troops are hard to train. As such, some enterprising individuals, taking inspiration from the use of Engine Knights and Cannoneers, have created Gyrocopters capable of taking to the sky. These Aviators regard their engines with a mixture of fondness and irritation, but make no mistake; their machines make them as deadly as any Pegasus Rider or Wyvern Knight, if not worse.

Weapon Skill: Light Gun (C)

Preferred Stats: Skill, Speed

Starting Weapon: Iron Pistol or Iron Blunderbuss

Promotes from: Pistoleer

Promotes to: Aerial Knight or Observer

Special: Canto/Dismount

Skill:

Gyrocopter

The Aviator mounts a Gyrocopter, counting as Mounted. While in the Gyrocopter, the Aviator qualifies as a Flying unit with all resulting traits, and has +2 MOV and +12 AID. The Aviator is vulnerable to anti-Flying and anti-Armored weapons, but not anti-Mounted weapons.

Stats:

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

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+2	+2	0	+1	0	+1	+2	+2	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: Swordsman Trainee

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
18	4	3	5	3	2	1	5	7	6	5

Promotion Bonuses:

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

Cannoneer

Two approaches to the creation of siege engines in a world now confronted with firearms have become apparent. One approach resulted in the Engine Knight. The other was an adaptation of Ballista design principles. The project that would become the Cannoneer is the result of this research, mounting a large gun on a war machine with similar design principles to the Ballista. While less versatile than the Engine Knight, Cannoneers can be used by those with training in Ballista usage, and require less materials and specialist knowledge than an Engine Knight.

Weapon Skill: Heavy Gun (C)

Preferred Stats: Skill, Magic

Starting Weapon: Iron Arquebus or Iron Repeater

Promotes from: Infanteer

Promotes to: Artillerist, Lancer

Special: Dismount

Skill:

Siege Cannon:

The Cannoneer mounts a war machine, counting as Mounted, with no extra MOV and +20 AID. The Cannoneer can use their action to set up their war machine, making their equipped Gun have a range of 4-10, but halving their MOV, doubling the weapon's WT, suffering a -20 Hit penalty and being unable to follow up. When set up they can use their action to return to normal.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	0	7	4	2	4	2	4	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+2	+2	0	0	0	0	+4	+4	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: Priest Trainee

Promotes to: Deacon or Pilgrim

Special: Levitation

Skill:

Absolution:

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 and buffing staves: 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
16	2	5	4	4	1	4	4	7	6	5

Promotion Bonuses:

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

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: Rider Trainee

Promotes to: Cuirassier or Dragoon

Special: Horseback/Dismount/Canto

Skill:

Gun and Run:

The Chevalier may use Canto after making an attack.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	3	4	1	4	1	3	10	9	5

Promotion Bonuses:

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

*Rider Trainees promoting into Chevalier may thus take Sword instead of Lance proficiencies.

Engine Knight

Ballistae have been a fixture of warfare since time immemorial, Firearms and other advances, however, have created the interesting concept of combining the mechanical nature of a Ballista and the ease of use of a Gun. Enter the Engine Knight, a trained engineer piloting a mobile engine equipped with a gun. While less powerful and possessing less range than a Ballista, the Engine Knight is more mobile. With the technology behind the use of an Engine Knight being so new, they are rarely used; an Engine Knight's engine is difficult to build and upgrade, and one such engine is a loss equal to losing an entire battalion of soldiers.

Weapon Skill: Heavy Gun (C)

Preferred Stats: Defense, Skill

Starting Weapon: Iron Arquebus or Iron Repeater

Promotes from: Infanteer

Promotes to: Marauder Knight or Onager Knight

Special: Dismount

Skill:

Iron Strider:

The Engine Knight mounts a siege engine, counting as Mounted, with no extra MOV and +20 AID. While mounted, the Engine Knight also possesses Armored; they are not vulnerable to anti-Mounted weapons but are vulnerable to anti-Armored weapons. While mounted, the Engine Knight gains +3 DMG.

Stats:

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

Promotion Bonuses:

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

Frontier Trader

Though technology might have advanced, it does not advance at an equal pace in all places. The frontiers and the wild places, where bandits roam and monsters lurk, are still much in need of goods and have not changed much from before the advent of widespread firearms. The Frontier Trader steps between tradition and modernity; they carry axes for self-defense, like their mercantile ancestors, but carry a sidearm for protection, carrying small pistols or gunblades. A Frontier Trader prefers to settle disputes in a friendly manner first, but should the need call, their sidearms are usually at hand.

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

Preferred Stats: Defense, Luck

Starting Weapon: Iron Pistol or Iron Axe

Promotes from: Fighter Trainee

Promotes to: Frontier Apothecary or Frontier Merchant

Skill:

Goods Bag:

The Frontier Trader has 2 extra inventory slots. This skill stacks with *Deep Pockets*.

Free Sample:

The Frontier Trader may use consumable items as a free action.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	6	3	4	2	3	0	2	9	8	5

Promotion Bonuses:

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

Preferred Stats: Skill, Speed

Starting Weapon: Iron Pistol or Iron Gunblade

Promotes from: Gunner

Promotes to: Purifier or Custodian

Skill:

Gun Kata:

The Grammaton has WTA against Guns if facing enemy Light Guns and force the enemy to suffer WTD. They receive +3 DR if facing enemy Heavy Guns.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	0	5	6	3	3	3	5	6	5	5

Promotion Bonuses:

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

Gunner Knight

The use of firearms has encouraged the creation of new disciplines to utilize the weapons. Heavier firearms were, naturally, the preserve of the Musketeer, bearing both polearms and larger guns. However, some nations preferred the use of lighter arms, due to a combination of versatility and access to resources. The Gunner Knight was born this way; while often lacking magical aptitude themselves, they use enhanced magical powder to load their guns, allowing them to enchant themselves akin to how a Spellslinger imbues their bullets with guns. Some Gunner Knights prefer agility and speed, while others prefer using their magic to enhance their own defenses. The Gunner Knight acts as the vanguard, using a combination of athleticism and grit to survive first contact.

Weapon Skill: Light Gun (C)

Preferred Stats: Skill, Speed

Starting Weapon: Iron Gunblade or Iron Blunderbuss

Promotes from: Gunner

Promotes to: Guardian or Ravager

Skill:

Enchanted Shells:

The Gunner Knight gains *Powder* charges every combat to a maximum of 5 charges. They may activate this Skill as a free action prior to combat, once 5 charges are achieved, to gain one of the three bonuses listed below. The Gunner Knight cannot recast until they regain charges and cannot stack bonuses, only extend the duration of existing buffs; using a different Enchanted Shell changes the active bonus. Upon promotion, the Gunner Knight may save up 10 charges for two Shells.

- *Bolide*: +3 DR for two turns.
- *Lightshell*: +10 Hit/Eva for two turns.
- *Ripple*: +3 AT for two turns.
- *Nebula*: Regain MAG/2 HP every turn for two turns.

Stats:

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

Promotion Bonuses:

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

Inventor

The spirit of humanity is innovation, and the Inventor, more than anything, emphasises this. With their wondrous contraptions of wood, gears and cogs, the Inventor's devices are often seen as small toys or curiosities, akin to a Puppeteer's toys. However, a skilled Inventor can scale up, and the principles governing their contraptions are just as useful in engines of war as they are for small toys; the large weapons carried by an Inventor are just as much for disassembling their engines as they are for self-defense.

Weapon Skill: Heavy Gun (C)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Arquebus

Promotes from: Infanteer

Promotes to: Gadgeteer, Machinist

Skill:

The Clockworks:

The Inventor, at character creation, may select one Drone. This Drone can be deployed into an adjacent space for 25% MHP as a main action. One Drone may be active at once per Inventor. Each Drone has Flying, has equal stats to the Inventor except for STR, which is 0, and HP, which is half the Inventor's MHP, and carries a different weapon depending on the type of Drone. All Drone weapons are classed as Repeaters.

- **Flare Drone:** Equipped with a Flametongue: MT 8, WT 8, Hit 70, 0 Crit. Inflicts MAG/2 damage per turn on enemies for 3 turns.
- **Analyst Drone:** Equipped with a Fragmenter: MT 7, WT 8, Hit 70, 5 Crit. Inflicts 3 extra damage from all sources for 3 turns.
- **Gauss Drone:** Equipped with a Lightning Gun: MT 6, WT 8, Hit 75, 10 Crit. Inflicts -10 Hit/Eva on enemy targets for 3 turns.

Mechanical Accord:

When an ally attacks the same target a Drone has already struck, +15 Hit to that ally.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	0	6	6	1	4	2	4	8	7	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+3	+4	0	0	0	+1	+3	+3	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), Bow (D)

Preferred Stats: Skill, Strength

Starting Weapon: Iron Arquebus or Iron Bow

Promotes from: Archer Trainee

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
16	4	4	7	2	2	1	4	7	6	5

Promotion Bonuses:

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

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
20	5	3	4	1	5	1	2	8	7	5

Promotion Bonuses:

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

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: Light Gun (C)

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
18	0	5	5	6	2	1	5	6	5	5

Promotion Bonuses:

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

Raider

Criminals have always been quick to take advantage of new weapons. Raiders are often washouts from the Gunner Knight corps, or else bandits toting pistols. Regardless, Raiders take up similar roles to other thieving criminals, prowling the backroads and the dark places to catch people unawares and take their cash and valuables. Not all Raiders remain Raiders forever, of course; some move on with their lives. But the skills honed as a Raider are never quite forgotten. Others become infamous, living dangerously, either as roguish folk heroes or feared monsters to be run away from whenever their name is so much as heard.

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

Preferred Stats: Skill, Speed

Starting Weapon: Iron Pistol or Iron Dagger

Promotes from: Drifter

Promotes to: Brigand or Highwayman

Special: Thief's Tools, Vision

Skill:

Disturbance:

Against an enemy the Raider has not yet attacked, the Raider gains +10 Hit/Eva.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
16	4	4	5	5	1	1	5	6	5	6

Promotion Bonuses:

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

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: Mage Pupil

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	1	5	5	3	1	4	5	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+1	+1	+2	+1	+1	+1	+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: Heavy Gun (C)

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. Combat resolves as if the Trooper initiated combat.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	0	5	5	1	5	2	3	7	6	5

Promotion Bonuses:

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

~Promoted Classes~

Aerial Knight

Some factions have reinforced their Gyrocopters, making them deadlier in the air and skilled at combatting enemy fliers. These Aerial Knight corps have yet to replace their Pegasus Knight and Wyvern Knight counterparts, largely due to practicality; while training a soldier to shoot is easy, training them to pilot a Gyrocopter is harder. Furthermore, guns are still at the stage where a wyvern's scales can still turn bullets and a Pegasus can outfly their shooters; as such, an Aerial Knight worth their salt is one skilled in combat against enemy fliers.

Weapon Skill: Light Gun (A), Lance (A)

Preferred Stats: Skill, Magic

Promotes from: Aviator

Promotion Item: Knight's Ring

Skill:

Dogfighting:

Against other Flying units with ranged proficiencies, +10 Hit/Eva.

Shoot Down:

The Aerial Knight's Guns are treated as Bows for effectiveness against Flying units.

Promotion Bonuses:

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

Artillerist

With successful applications of the Cannoneer, more thought was put into deployment of explosives from long range. The Artillerist is the fruit of these labours, with the cannon being modified both to increase range and to allow deployment of explosive munitions, allowing the Artillerist to act as a supportive emplacement to shatter fortified positions. Should this not suffice, of course, the Artillerist themselves packs strong dark magic.

Weapon Skill: Heavy Gun (A), Dark (A)

Preferred Stats: Defense, Health

Promotes from: Cannoneer

Promotion Item: Orion's Bolt

Special: Sack

Skill:

Shelling:

The Artillerist may, in lieu of initiating combat with their Gun, launch a bomb at any tile within their range. The bomb will land on that space on the Artillerist's next phase, upon which any enemy within that tile or the adjacent tiles takes the Gun's damage as if they were hit successfully, along with any effects that the Gun has on enemies. This attack also hits any adjacent enemies for half the damage dealt to the initial target. *Shelling's* range increases when the Artillerist is set up; furthermore, while set up, *Shelling* damages all enemies within 2 spaces. *Shelling* destroys any obstacles in the area of effect.

Lead the Target:

Against enemies that the Artillerist or other allies have already struck, +15 Hit.

Promotion Bonuses:

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

Blight Gunner

Dark magic specializes in horrific warping of human bodies, spreading miasma and poisons. The Blight Gunner is a Shaman who has elected to use firearms to deliver dark magical shots, inflicting magical poisons upon the enemy. Their poisons shred apart the enemy's vitality, weakening them and rendering them weaker than the feeblest ant. Blight Gunners are terrifying opponents to face, and have a reputation for sadism. Some Blight Gunners take up arms, however, not because of the use of poison, but because they feel that the use of blighted arms will hasten the end of a conflict.

Weapon Skill: Heavy Gun (A), Dark (A)

Preferred Stats: Magic, Skill

Promotes from: Shaman

Promotion Item: Fell Contract

Skill:

Blight Shell:

The Blight Gunner may infuse their Gun attacks with Poison at the cost of 1 QL from their Dark tomes. Poison inflicted by Blight Shell poison ticks twice and lasts three turns, and stacks with other statuses including Venom Vials.

Toxic Corrosion:

When the Blight Gunner attacks enemies with status conditions or debuffs, they ignore 25% of the enemy's defenses. This includes attacks that inflict *Blight Shell*.

Promotion Bonuses:

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

Brigand

Some Raiders master the art of stealth, whether due to past lives as Spies, or else due to sheer necessity. The Brigand hides in the dark, allowing themselves to escape sight, waiting for the opportune moment to assault their enemy. While they prefer urban settings, heavily forested areas and areas with poor visibility are equally of use to groups of Brigands. Bearing knives to cripple the enemy and guns to threaten, the Brigand is a brutally effective robber; to them, it does pay to shoot first, ask questions later.

Weapon Skill: Light Gun (A), Hidden (A)

Preferred Stats: Skill, Strength

Promotes from: Raider

Promotion Item: Treasure Mark

Special: Vision

Skill:

Skulking:

The Brigand may enter *Shadow* while 3 spaces away from an enemy, or 2 while in defensive terrain, akin to the Spy. If attacking an enemy from *Shadow*, the Brigand activates *Disturbance*, even if they have already attacked this opponent.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+2	+3	0	0	0	+4	+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: Heavy Gun (A), Lance (A)

Preferred Stats: Skill, Defense

Promotes from: Musketeer

Promotion Item: Knight's Crest

Special: Armored

Skill:

Honor Guard:

If an adjacent ally under 50% HP has combat initiated on them, once per Turn the Castellan may redirect the combat towards themselves; combat will play out as if the Castellan was the original target. This triggers independently of Guard.

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
+6	+1	+1	+2	0	+4	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: Heavy Gun (A), Sword (A)

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
+4	+2	+3	+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: Heavy Gun (B), Sword (B), Lance (B)

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	+3	+2	0	0	+3	0	0	+5	+5	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: Light Gun (S)

Preferred Stats: Skill, HP

Promotes from: Grammaton

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Equilibrium:

Against opponents with a lower proficiency in Light Guns with Light Guns equipped, +10 Hit/Eva.

Mushin:

For every 2 HP lost, +1 Critical. For every 5 HP lost, +1 DMG.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+6	0	0	+3	+2	0	0	+3	+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: Light Gun (A), Sword (A)

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	+4	0	0	0	+2	+3	+3	6

Deacon

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

Weapon Skill: Heavy Gun (B), Staff (B), Light (B)

Preferred Stats: Resistance, Magic

Promotes from: Chaplain

Promotion Item: Faith Icon

Special: Critical Eye

Skill:

Holy Fire:

Against Monsters and Undead, +3 DR and WTA,

Light of the Mist:

For every enemy the Deacon reduces to 0 HP, the Deacon gathers *Mistless Light* up to a stack of five. For every stack of *Mistless Light*, they gain an extra 1 DMG and 2 HP healed to a max of +5 DMG and +10 HP healed.

Promotion Bonuses:

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

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: Light Gun (S)

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 x5 damage instead of x3. For Gunblades, they deal x5.5 damage instead of x3.5.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	0	+3	+4	+2	0	0	+2	+3	+3	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: Heavy Gun (B), Axe (B), Sword (B)

Preferred Stats: Magic, Strength

Promotes from: Chevalier

Promotion Item: Treasure Mark

Special: Sack, Horseback/Dismount/Canto

Skill:

Cavalry Charge:

The Dragoon gains a +2 bonus to MOV when using Gun and Run.

Promotion Bonuses:

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

Frontier Apothecary

Medical supplies are one of the most precious supplies that distant settlements will ever require, and these are almost always in short supply, either due to injuries, sickness or other reasons. The Frontier Apothecary is the brave soul that takes the time to deliver these supplies. Armed with a trusty sidearm and an axe, the Frontier Apothecary braves monsters, bandits and all sorts of obstacles to bring their necessary supplies to others. Most of them also possess medical training, both to treat themselves and those who accompany them, as well as treating the ailments of those they cater to.

Weapon Skill: Axe (A), Light Gun (A)

Preferred Stats: Defense, Skill

Promotes from: Frontier Trader

Promotion Item: Hero's Crest

Skill:

Medicinal Expertise:

The Frontier Apothecary may apply their consumable buff or healing items to two adjacent allies at once.

Less Means More:

The Frontier Apothecary, when using any consumable items, has a $SKL + LCK\%$ chance of not using up QL. When an item is on its last QL point, they have a further $SKL\%$ chance to regain 2 QL instead of 1. This additional chance does not activate if the item in question only has 1 max QL.

Promotion Bonuses:

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

Frontier Merchant

The transport of wares can be rather troublesome, with the rise of gun-wielding bandits. The Frontier Merchant takes a proactive role in protecting their wares, including loading up on multiple guns, as well as their trusty axe, to defend their items. While some of their guns are primarily for display purposes, others are their personal equipment well-maintained and well-used. The Frontier Merchant is also skilled at the use of their wares, if nothing else for display purposes; after all, a skilled vendor is always ready to accommodate the wary buyer.

Weapon Skill: Axe (B), Light Gun (B), Heavy Gun (B)

Preferred Stats: Magic, Skill

Promotes from: Frontier Trader

Promotion Item: Hero's Crest

Skill:

Value for Money:

The Frontier Merchant has a SKL+LCK% chance, stacking with Weapon Saver, to regain QL used during combat. If the weapon does not have QL, the Frontier Merchant instead has a SKL+LCK% chance to gain 200 gold or equivalent once per combat.

Express Delivery:

The Frontier Merchant may apply healing and buffing items from 1 space further.

Promotion Bonuses:

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

Gadgeteer

Building drones in environments such as caves and basements with components such as boxes as scraps, nobody embodies the innovative spirit as much as the Gadgeteer. The Gadgeteer can fashion a contraption from just about anything with ease, and what they lack in learned expertise, they compensate for in sheer tenacity. Their ramshackle drones are heavily modified, with no one drone being similar to another. Furthermore, they are capable of bringing out the most in even the weakest drones, bringing out the strengths of their drones at the cost of decreased performance later.

Weapon Skill: Heavy Gun (A), Light Gun (A)

Preferred Stats: Defense, Magic

Promotes from: Inventor

Promotion Item: Hero's Crest

Special: Sack

Skill:

Overclock:

The Gadgeteer may *Overclock* their Drones within 2 spaces as a free action, amplifying their effects for three turns. After three turns, however, the Drones are disabled for one turn and are unable to move or attack. In addition, the Gadgeteer may select one more Drone type to deploy for a total of two Drones.

- Flare Drone: Burns leave MAG damage instead of MAG/2 damage. In addition, attacks target the lower of DEF or RES while *Overclocked*.
- Analyst Drone: Enemies take 5 extra damage from all sources instead of 3. In addition, +10 Critical while *Overclocked*.
- Gauss Drone: Enemies lose +15 Hit/Eva instead of 10. In addition, +3 AS while *Overclocked*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	0	+2	+4	+4	+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: Heavy Gun (B), Lance (B), Axe (B)

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
+8	+3	+3	0	0	0	0	+1	+3	+3	6

Guardian

Some Gunner Knights find themselves preferring bearing down upon their opponents with impenetrable defenses, trading mobility for armor and durability. The Guardians are generally the bulkier component of any Gunner Knight corps, using enchanted equipment to accelerate the process of loading munitions. While their guns are still their preferred weapons, the Guardian has also learned to use larger weapons such as axes, allowing them to cleave through opponents foolish enough to draw too close, allowing them to conserve munitions when enemy defenses require a cruder, more brutal approach.

Weapon Skill: Light Gun (A), Axe (A)

Preferred Stats: Magic, Defense

Promotes from: Gunner Knight

Promotion Item: Knight's Crest

Special: Armored

Skill:

Powder Guard:

When the Guardian gets hit by an attack, they gain an additional *Powder* charge. If the Guardian takes no damage to their HP (for instance due to protection by *Superbolide*), they gain a second charge, for a total of 3 charges per combat.

Superbolide:

While under the effects of an Enchanted Shell, gain a shield equivalent to $MAG/2$ for the duration of its effects. If any Shield remains at the end of the duration, regain 3 *Powder* charges.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+6	+1	+2	0	0	+3	+2	0	+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: Bow (B), Heavy Gun (B), Light Gun (B)

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
0	+2	+2	+2	+2	0	0	+3	+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: Light Gun (A), Anima (A)

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 increase MT by 3.

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
+2	0	+4	+4	0	0	0	+2	+3	+3	6

Highwayman

Dubbed “knights of the road”, Highwaymen are mounted thieves who ply their trade holding up caravans (or carriages of rich nobles). The Highwayman robs their targets, with a roguish grin and a flourish of a cape, before riding off into the mist with their ill-gotten gains. Despite their criminal trade, the common people tend to view Highwaymen as folk heroes, stealing from the rich and making dashing escapes. Some are truly brutal thieves, not to be trifled with idly. However, some live up to the image; some truly are noble thieves who rob only the rich, living up to the title of knights of the road, or even rebel leaders who run raids against tyrannical nobles.

Weapon Skill: Light Gun (B), Hidden (B), Sword (B)

Preferred Stats: Skill, Speed

Promotes from: Raider

Promotion Item: Knight's Crest

Special: Horseback, Canto/Dismount

Skill:

Stand and Deliver:

Against enemies the Highwayman would have WTD against, neither receives WTD or WTA bonuses or penalties.

Knight of the Road:

While mounted, +3 DR/DMG against unmounted units. This does not activate if the enemy has *Thief's Tools/Lockpick* or is a Drifter promote.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+2	+3	+1	+2	0	0	+3	+3	+3	7

Lancer

Some Cannoneers modified their engines to be less reliant on the massive gun emplacement that defined their engine, and made modifications to allow their weapons to enter the frontlines. Dubbed Lancers, these swift engines allow their pilots to breach barriers with a strong piercing shot and run down anything foolish enough to stay in the way of the Lancer. Stand not in the way of an oncoming Lancer, lest you be squashed flat under the wheels of progress.

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

Preferred Stats: Defense, Skill

Promotes from: Cannoneer

Promotion Item: Orion's Bolt

Special: Sack

Skill:

Breaching Charge:

While set up, the Lancer's attacks deal MT/2 unresisted damage to all enemies between the final target and the Lancer in a straight line. This includes enemies that are under 4 tiles away if they are within the straight line.

Steamroller:

Against unmounted enemies while not set up, +3 DMG and +3 DR.

Promotion Bonuses:

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

Machinist

If the Gadgeteer embodies unbridled creation, the Machinist embodies learned, regimented technology. The Machinist, through studying the work of others, can build more advanced drones, able to use their multitude of drones to aid themselves as well as others. Using their rifles to protect their drones, the Machinist operates in a supportive role, allowing their allies access to the utility of their drones. And, if all else fails, a large wrench to the head tends to help.

Weapon Skill: Heavy Gun (A), Axe (A)

Preferred Stats: Magic, Strength

Promotes from: Inventor

Promotion Item: Hero's Crest

Special: Sack

Skill:

Arsenal Expansion:

The Machinist may select a second Drone, which they may deploy for a total of two Drones. In addition to the Drones they did not select, they may select another Drone from the following:

- Recovery Drone: Equipped with a Heal staff instead of a Gun.
- Detainment Drone: Equipped with a Net Gun: MT 6, WT 8, Hit 70, Crit 5. Enemies are inflicted with *Detain*, sealing their Skills and item effects for 1 turn.
- Inventory Drone: Equipped with a Steel Repeater. Inventory Drones possess 4 inventory spaces that any ally within 2 spaces may access and use as if they were part of theirs, and the Machinist may equip it with up to four items upon creation.
- Rescue Drone: Equipped with an Iron Repeater. When an ally is under 50% HP, the Rescue Drone may pick up that ally and drop them as if it were a normal player character. Rescue Drones that are destroyed drop their held allies on their space.

Promotion Bonuses:

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

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: Light Gun (B), Dark (B), Anima (B)

Preferred Stats: Skill, Resistance

Promotes from: Spellslinger

Promotion Item: Fell Contract

Skill:

Mage Killer:

Against units with Tome and Staff proficiencies, +3 DMG and +5 RES.

Disruption Bullet:

The Mage Hunter's *Elemental Shot* Silences enemies struck by it for 1 turn if they possess Tome, Staff or Performance Proficiencies.

Promotion Bonuses:

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

Marauder Knight

Some Engine Knights modify their engines to be able to use more melee weapons, such as swords, building extra armor plating on their engines to increase durability at those ranges. Dubbed Marauder Knights, these engineers specialise in acting as shocktroopers for their allies. The specialized hydraulics on their engines allow them to wield swords and other such weapons without needing to use their own strength to do so, and some even overclock their engines, allowing them to output more magical power in desperate situations.

Weapon Skill: Heavy Gun (A), One Melee Proficiency (A)

Preferred Stats: Defense, Magic

Promotes from: Engine Knight

Promotion Item: Hero's Crest

Special: Sack

Skill:

Hydraulics:

While Mounted, the Marauder Knight's non-Gun weapons use MAG instead of STR to calculate their damage. While using melee weaponry, +3 DR.

Shielding:

As long as the Marauder Knight remains above 70% of their MHP, gain +3 DEF and +3 AS.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+8	+2	+1	0	0	+3	0	0	+4	+4	6

Maverick

There are those who live at the fringes of society, either for lack of respect for the norms, because of necessity or for nefarious purposes. These Mavericks are not united by similarities, but by difference. As such, Mavericks can be found anywhere where the ravages of advancing technology have left others behind, scavenging spare technology for their own use and using whatever they have on hand to fight. Fighting under a variety of banners and for a variety of ideologies, wherever technology's advance leaves someone behind, the Maverick will be there to swiftly pick up the pieces.

Weapon Skill: Light Gun (B), Hidden (B), One Melee Proficiency (B)

Preferred Stats: Skill, Magic

Promotes from: Thief/Spy

Promotion Item: Treasure Mark

Skill:

Scavenged Tech:

The Maverick may select one item upon Promotion. This creates and occupies an inventory slot. This skill does not get disabled by *Awareness* and other skill-ignoring effects but is targeted by item-ignoring effects such as *Corrosion*. This item cannot be traded, stolen or used by anyone bar the Maverick.

- *Steam Electrocharger*: When active, all attacks gain Anima attribute and target the lower of DEF or RES, but cost 1 extra QL for every combat the Electrocharger is active. If the weapon has no QL, the Electrocharger drains 3 HP, and an additional 1 HP per combat active instead.
- *Chem-Injectors*: While active, the Maverick gains +10 Critical and deals +3 DMG, but takes 3 DMG every combat, with an additional 1 damage for every combat *Chem-Injectors* is active. The damage increases until the Maverick is downed or the injectors are deactivated.

All items can be activated and deactivated as a free action, but not in the same Turn.

Salvage:

When the Maverick downs an enemy while their *Scavenged Tech* item is in use, they regain 3 QL (if using the Electrocharger) or 3 HP (if using the Chem-Injector).

Promotion Bonuses:

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

Observer

An unintended consequence of the increasing prevalence of Gyrocopters is the increasing use of such craft as reconnaissance. While Pegasus Knights would have taken these roles exclusively in times past, Gyrocopters open options for those with no natural Pegasus populations but access to metal and engineers to level the playing field. Observers are thus fielded, reconnaissance pilots armed with ranged weaponry to keep enemies at bay while they fulfill their role of exploration and intelligence gathering.

Weapon Skill: Light Gun (A), Heavy Gun (A)

Preferred Stats: Skill, Magic

Promotes from: Aviator

Promotion Item: Orion's Bolt

Special: Vision

Skill:

Reconnaissance:

Targets that the Observer has engaged in combat cannot re-enter stealth or benefit from defensive terrain boosts for 1 turn.

Scouting:

The Observer marks units they attack; allies that attack marked units gain +15 Hit and 3 DMG against them.

Promotion Bonuses:

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

Onager Knight

Some Engine Knights seek an answer to the question “how much gunfire is too much?”. The Onager Knight, in addition to attaching multiple heavier guns to their engines, also attaches smaller guns wherever they can, to fire as many as possible upon their opponents and to drown them in a hail of gunfire. Passing up durability to increase firepower, the Onager Knight switches effortlessly between lighter firearms and heavier firearms to take down targets at all ranges and of all types. While no Onager Knight has quite found the equivalent of “too much gunfire”, they have certainly made their best attempts to.

Weapon Skill: Heavy Gun (A), Light Gun (A)

Preferred Stats: Skill, Magic

Promotes from: Engine Knight

Promotion Item: Orion’s Bolt

Skill:

Missile Circus:

The Onager Knight may switch modes to *Launcher Mode* as a free action and vice versa. While in *Launcher Mode*, MOV is reduced to 3, Gun ranges increase by 3, and AS increases by 5. They may switch into, and switch out of, *Launcher Mode* once per Phase, but not within the same Phase as their previous mode change.

Suppressive Fire:

When an enemy initiates combat on the Onager Knight, they lose 15 Hit during this combat and deal 3 less damage.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+5	+2	0	0	0	+3	+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 using their veritable arsenal to bewilder enemies. Living on the edge of life and death, the Picaroon revels where others might run.

Weapon Skill: Light Gun (B), Sword (B), One Melee Proficiency of Choice (B)

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:

The Picaroon gains +1 DMG and +2 Critical for every combat they initiate and survive, for a total of +5 DMG/10 Critical. If the Picaroon is downed, the Picaroon loses all of their stacks. For every Turn the Picaroon passes without initiating combat and surviving, they lose one stack.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
0	+3	+3	+3	0	0	0	+2	+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: Heavy Gun (B), Staff (B), Dark (B)

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 +3 DR and remove 3 DR from enemies struck for 1 turn, including during the combat the enemy is struck.

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
+4	0	+3	+2	0	0	+4	0	+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 increase their rate of fire, 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: Light Gun (A), Light (A)

Preferred Stats: Skill, Magic

Promotes from: Grammaton

Promotion Item: Faith Icon

Skill:

Lightslinger:

The Purifier may sacrifice 1 QL from a Light Tome to execute a follow-up attack with half MT, after their normal attack. *Lightslinger* attacks qualify as Light for WTA.

Ardent Blaze:

Enemies struck by the Purifier's Light magic (including attacks boosted by *Lightslinger*) 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	0	+2	+3	0	0	+4	+2	+3	+3	6

Ravager

With the versatility of magical users available to a Gunner Knight, some prefer to take a more aggressive approach; the best defense is a good offense. The Ravager hones their skills with firearms, rushing into combat and drawing attention rather than simply weathering hits. Rather than relying on armor and physical defense, the Ravager ducks and dives between enemy strikes, waiting for the opportune moment to strike the enemy where it hurts. Weaving through enemies with a combination of bullets and blades, the Ravager lives up to their name, wreaking havoc through the enemy lines and leaving nothing behind.

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

Preferred Stats: Magic, Skill

Promotes from: Gunner Knight

Promotion Item: Treasure Mark

Skill:

Bursting Charge:

When the Ravager lands a critical hit, they gain 3 *Powder* charges instead of 1. In addition, they gain a natural +15 critical rate, and cannot go below 10.

Continuation:

For every combat the Ravager initiates, they gain +1 DMG and +2 Hit to a maximum of +5 DMG/10 Hit. *Continuation* resets if the Ravager is downed, and loses a stack for every Turn the Ravager does not initiate combat.

Promotion Bonuses:

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

Road Warrior

Some Bandits have returned to the world and embraced the advances in technology. Gearing up in hastily put-together Gyrocycles, the Road Warriors often keep themselves in small bands, carrying easy-to-acquire lighter guns and blunt weaponry around, either slung across their back or else carried in a sidecar. Some bands of Road Warriors have returned to banditry, using their cycles to enact hit-and-run tactics. Others are simply enthusiasts with a love for big things, or use their cycles for work; with their experience with mountains and skill with explosives, Road Warriors often find themselves used for landscaping or adventuring purposes.

Weapon Skill: Light Gun (A), Axe (A)

Preferred Stats: Defense, Speed

Promotes from: Fighter

Promotion Item: Orion's Bolt

Special: Canto/Dismount, Sack

Skill:

Gyrocycle:

The Road Warrior mounts a war machine, counting as Mounted, with 1 extra MOV and +15 AID. The Gyrocycle is not vulnerable to anti-Horseback weapons but instead to anti-Armored weapons.

Dynamite:

The Road Warrior may throw an *Explosive Charge* at a tile within 2 spaces as a main action. The *Charge* explodes at the end of the next Phase, dealing (MAG-target's RES) damage to all enemies within 2 tiles, and destroying any obstacles. The Road Warrior may *Canto* after using *Dynamite*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+8	0	+3	0	0	+3	0	0	+4	+4	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: Heavy Gun (A), Bow (A)

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	+4	+5	0	0	0	0	+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: Heavy Gun (S)

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
+4	0	+2	+4	0	+3	0	0	+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: Light Gun (A), Heavy Gun (A)

Preferred Stats: Skill, Magic

Promotes from: Pistoleer

Promotion Item: Treasure Mark

Special: Vision, Sack, Thief's Tools

Skill:

True Grit:

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

Never Back Down:

Against an opponent with any bonuses or buffs, +10 Critical.

Promotion Bonuses:

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

Wyvern Trooper

Traditional armies have attempted to adapt to a world with firearms. As pegasi are naturally skittish around gunpowder, most without access to Gyrocopters turn to the next best thing, the use of wyverns. Wyvern Troopers are the result of training a Wyvern Knight and then handing them a gun. As the heaviest guns with requisite carrying cases and munitions can burden a wyvern, the heavy armor normally characteristic of a Wyvern Knight is discarded in lieu of increasing mobility and equipping them with anti-armor munitions. As such, the Wyvern Trooper is best deployed for vanguard operations, breaking through the hardened frontline with unrivalled speed and brutality.

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

Preferred Stats: Defense, Skill

Promotes from: Wyvern Rider

Promotion Item: Elysian Whip

Special: Wyvern/Dismount/Canto

Skill:

Dragonflame:

Against units with DR boosts (such as Armored, Rings or *Dragon Scales*), WTA and +10 Critical.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	+2	+1	0	+3	0	0	+5	+5	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 are hard weapons to use, and rely on skillful timing; in mechanics, this is reflected by the fact that **gunblades have naturally higher critical damage at 3.5 instead of 3, but lower MT than pistols or blunderbusses**.

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

Blunderbuss

All: MT is multiplied by 3 at Range 1.

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Blunderbuss	E	1-2	8	3	80	0	40
Musketoon	E	1-2	7	3	85	0	40
Steel Blunderbuss	D	1-2	10	4	75	5	35
Coach Gun	D	1-2	11	4	70	0	35
Ignores 3 DR							
Silver Blunderbuss	C	1-2	12	4	70	10	30
Lombard	C	1-2	14	3	70	0	30
Effective vs. Armored							
Petronel	B	1-2	13	4	70	10	25
Benezia	B	1-2	16	4	70	0	25
Effective vs. Light							
Samaritan	B	1-2	15	4	65	0	25
Magic Weapon (Blunderbuss/Light)							
Door Knocker	A	1-2	16	4	70	15	20
Instantly destroys destructible terrain and doors							
Dragon's Breath	A	1-2	16	4	70	0	20
Magic Weapon (Blunderbuss/Fire)							
Overloader	A	1-2	18	3	70	0	20
Doubles attacks made							
Breidablik	S	1-2	19	5	65	15	15
Effective against Wyverns and Dragons							
Dyrnwyn	S	1-2	22	6	65	5	15
Magic Weapon (Blunderbuss/Fire)							
Obliterator	S	1-2	20	6	65	30	15

Gunblade

All: Critical hits deal x3.5 damage instead of x3.

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

~Heavy Guns Category~

Arquebus

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Arquebus	E	2-3	7	6	70	0	40
Haakbus	E	2-3	6	4	80	5	40
Steel Arquebus	D	2-3	9	8	80	0	35
Tanegashima	D	2-4	10	7	70	0	35
Ignores Armored DR							
Silver Arquebus	C	2-3	12	9	70	0	30
Cazador	C	2-4	15	13	70	10	30
Can't follow up							
Duck Hunter	C	2-3	12	7	75	0	30
Effective vs. Flying							
Firewatcher	B	2-3	14	11	70	5	25
Chasseur	B	2-4	17	15	70	15	25
Can't follow up							
Misaka	B	1-3	13	9	70	0	25
Magic Weapon (Thunder/Arquebus)							
Jezail	A	2-3	15	13	70	5	20
Tonari	A	2-4	19	17	70	20	20
Can't follow up, ignores all DR							
Bastet	A	2-3	15	11	65	10	20
Inflicts Sleep for 1 turn							
Ivarr	A	1-3	15	10	70	5	25
Magic Weapon (Wind/Arquebus)							
Speaker	S	2-3	15	14	65	5	15
+10 EVA while equipped							
Widowmaker	S	2-5	18	20	65	35	15
Can't follow up, ignores all DR							
Credens Justitiam	S	1-3	15	13	65	15	15
Magic Weapon (Arquebus/Light)							

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/Dark)							
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 (Light/Cannon), enemies struck lose 5 AS for 1 turn							
Renegade's Memoir	S	1-2	19	17	65	10	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/Light), 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
+5 DR when the user is under 50% HP								
Red Thorn	Sword	Buccaneer	1	9	10	80	25	40
Blue King	Pistol	Buccaneer	1-2	9	10	80	15	40
Guarantees follow-ups								
Absolution	Cannon	Chaplain	1-2	12	12	70	10	40
Magic Weapon (Staff/Cannon), heals 15+MAG when used as a Staff, targets RES								
Brown Bess	Arquebus	Chevalier	2-3	11	13	75	30	40
Immortal Sincerity	Sword	Chevalier	1	10	12	75	20	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								
Mercury Hammer	Cannon	Inventor	1 (2)	14	10	70	10	40
User may change weapon type to Cannon or Axe once per Phase, WT is calculated from Heavy Gun proficiency and MAG replaces STR								
Chainsword	Sword	Engine Knight	1	11	11	70	10	40
Ignores Armored DR								
Gatling Gun	Repeater	Engine Knight	1-2	15	10	70	0	40
Doubles attacks made								
Megaroad	Cannon	Cannoneer	2-3	15	17	70	15	40
Can't follow up, ignores all DR								

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Exarch	Gunblade	Gunner Knight	1-2	9	7	70	20	40
+3 MT after using <i>Enchanted Shells</i>								
Knave's Reach	Pistol	Raider	1-2	10	12	70	30	40
Raptora	Repeater	Aviator	1-2	15	12	70	30	40
Watchdog	Blunderbuss	Frontier Trader	1-2	13	15	70	30	40

~Core Additions~

Weapons:

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

Items:

Name	Effect
Sidearm Gem	Increases Light Gun Proficiency by 1 Rank
Firearm Gem	Increases Heavy Gun Proficiency by 1 Rank

~Changelog~

v.0.8:

- Tweaks across all classes to bring classes in line with PHB.
- Blunderbuss tree changed: Now multiplies MT by 3 at range 1. Stats tweaked to compensate.
- WT changed across all Gun weapons.

v.0.7:

- Engine Knight buffed to deal +3 DMG while mounted.
- Changed Marauder Knight proficiencies to cover all melee weapons. Hydraulics effect changed. Survival Module changed to Shielding.
- Onager Knight changed; Hardpoints replaced with Missile Massacre.
- Inventor class overhauled. Drones now considered separate Summons and skills changed accordingly.
- Added the Aviator, Engine Knight, Raider, Frontier Trader, Gunner Knight and Cannoneer class lines. Also added the Road Warrior promote for Pirates and the Blight Gunner for Shamans, as well as the Wyvern Trooper promote for Wyvern Riders.
- Multiple classes reassigned to different trainee bases. Bases changed to compensate.

v.0.6:

- Removed Fists from the Grammaton line to fit their aesthetic more.
- Added the Engine Knight, Raider, Gunner Knight and Cannoneer class lines. Also added the Road Warrior promote for Pirates.

v.0.55:

- Subcategories removed to align with 3.0/3.Elf changes.
- Inventor class added.
- Stats changed to align with base stats.
- Class tree added.
- Exorcist renamed to Deacon.

v.0.50:

- Supplement officially released.