

COMMON AND RELIABLE FIREARMS

This document is designed to provide rules for firearms that are reasonably common and widespread. Firearms are implied to be an alternative to bows and crossbows, not mysterious devices that only a couple of people in the whole world use.

FIREARM PROFICIENCY

Firearms are considered ranged weapons and proficiencies are granted accordingly. Some classes get additional proficiencies.

Bard: Heavy and Light integrated pistols.

Rogue: Heavy and Light integrated pistols.

Sorcerer: Simple firearms.

Wizard: Simple firearms.

AMMUNITION

Firearm ammunition costs 1gp per 20 rounds, all firearms consume 1 round per attack except for the Duckfoot pistol, which consumes 5. If you are proficient with a firearm and either Tinker's Tools, Jeweller's Tools, Smith's Tools or Alchemist's Supplies, during a long rest you can produce 20 rounds of ammunition for that firearm from materials worth 5sp.

FIREARM PROPERTIES

Loud: Your weapon rings with thunder that is audible within 300 feet of you whenever it makes an attack.

Reload: After you make a number of attacks equal to the number listed in parenthesis, you need to reload your weapon by either not moving for a turn or using a bonus action.

The weapon is considered to be reloaded if you made an attack and haven't moved on the same turn.

Long Reload: Same as *Reload*, but you need to either not move and use a bonus action, or use an action to reload.

Snubnosed: Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls made with this weapon

Scatter: Scatter lists three numbers: first one is the weapon's *Point Blank* range in feet, the second one is its *Normal* range, the third one is its *Long* range.

When you make an attack at a target within *Point Blank* range you can roll an additional 1d4 if the weapon is simple or 1d6 if it's martial, adding the number rolled to the damage.

When you attack a target out of *Point Blank* range you can target an additional creature within 5ft of the original target. Use the original attack roll, but roll the damage separately.

When you attack a target out of *Normal* range you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Wide Scatter: When you attack with this weapon, instead of targeting a single creature, you target all the creatures in a 30 foot cone. Every creature within the cone must succeed on a Dexterity Saving Throw or take the attack damage.

Matchlock: The construction of this weapon is simple enough that it can be made as a matchlock, reducing the price to the one listed in parenthesis. Because the match on a matchlock firearm has to be lit in order to fire, you can not use this weapon on the same turn as unholstering it. Alternatively, you can use a bonus action to light it, allowing you to shoot.

Variant: Hardcore Matchlock

Any matchlock firearm has a 25% chance (1-5 on your attack roll) of not firing in heavy rain, and a 10% chance (1-2 on your attack roll) of not firing in light rain. If your firearm misfires, the round remains in the barrel and can be fired again.

The match can remain burning no longer than 10 minutes before needing to be replaced as an action. 1 hour worth of match costs 5gp

The smell of a burning match can be detected downwind with a Wisdom(Perception) check. DC depends on the range and other circumstances.



FIREARM TABLES

SIMPLE FIREARMS

Name	Cost	Damage	Weight Properties	
Carbine	75 gp	1d10 piercing	7 lb	Ammunition(range 90/360), reload(1), matchlock(25gp), two-handed, loud
Pistol	65 gp	1d8 piercing	1 lb	Ammunition(range 45/180), reload(1), matchlock(15gp), loud
Light pistol	60 gp	1d6 piercing	1 lb	Ammunition(range 30/120), reload(1), matchlock(10gp), light, loud
Palm pistol	60 gp	1d6 piercing	1 lb	Ammunition(range 15/60), reload(1), matchlock(10gp), light, snubnosed, loud
Blunderbuss	70 gp	1d8 piercing	6 lb	Ammunition(scatter 10/30/60), reload(1), matchlock(20gp), two-handed, loud
Blunderbuss pistol	65 gp	1d6 piercing	2 lb	Ammunition(scatter 10/20/40), reload(1), matchlock(15gp), loud

MARTIAL FIREARMS

Name	Cost	Damage	Weight Properties	
Musket	125 gp	2d8 piercing	15 lb	Ammunition(range 200/1000), long reload(1), matchlock(75gp), two-handed, heavy, loud
Arquebus	100 gp	1d12 piercing	9 lb	Ammunition(range 150/600), reload(1), matchlock(50gp), two-handed, loud
Shotgun	100 gp	1d10 piercing	8 lb	Ammunition(scatter 10/50/100), reload(1), matchlock(50gp), two-handed, loud
Duckfoot pistol	200 gp	1d8 piercing	3 lb	Wide scatter, reload(1), loud, heavy
Dragoon pistol	75 gp	1d10 piercing	3 lb	Ammunition(range 50/200), reload(1), matchlock(25gp), loud, heavy
Pepperbox pistol	350 gp	1d8 piercing	3 lb	Ammunition(range 30/120), long reload(6), matchlock(300gp), light, loud
Light integrated pistol	100 gp	1d6 piercing	1 lb	Ammunition(range 10/30), long reload(1), snubnosed, special, loud
Heavy integrated pistol	125 gp	2d4 piercing	1 lb	Ammunition(range 10/30), long reload(1), snubnosed, special, loud

SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Light bayonet	5 gp	1d4 piercing	1 lb	Finesse, light, special
Heavy bayonet	10 gp	1d8 piercing	2 lb	Special

SPECIAL WEAPONS

Light integrated pistol: This weapon can be attached to any one-handed melee weapon by anyone proficient with Smith's Tools. You can make an attack with this pistol instead of the weapon it is attached to. Additionally, when you make a melee attack with the weapon this pistol is attached to, you can attack with this pistol as a bonus action.

Heavy integrated pistol: This weapon can be attached to any two-handed melee weapon by anyone proficient with Smith's Tools. You can make an attack with this pistol instead of the weapon it is attached to. Additionally, when you make a melee attack with the weapon this pistol is attached to, you can attack with this pistol as a bonus action.

Light bayonet: This weapon can be attached to any one-handed firearm or crossbow by anyone proficient with Smith's Tools. You can make an attack with this bayonet instead of the weapon it is attached to.

Heavy bayonet: This weapon can be attached to any one-handed firearm or crossbow by anyone proficient with Smith's Tools. You can make an attack with this bayonet instead of the weapon it is attached to.

FIREARM MODIFICATION

Multiple barrels: Some firearms can have multiple barrels attached, instead of one. Such firearms lose the *Matchlock* property and their price, weight and *Reload* or *Long Reload* score is multiplied by the number of barrels. Different types of firearm can have different amount of barrels attached.

Four barrels: Pistol, light pistol, palm pistol.

Three barrels: Carbine, arquebus, shotgun, dragoon pistol.

Two barrels: Blunderbuss, blunderbuss pistol, musket.

Lorenzoni system: Firearms can be made with an integrated magazine for powder and bullets that allows for a much greater amount of shots before reloading, called a Lorenzoni system. Only the most skilled gunsmiths can create such firearms.

Any firearm with a Lorenzoni system loses its *Matchlock* property, its *Reload* property gets replaced with *Long reload(8)* and price increased by 500 gp.

Eligible firearm types: Pistol, light pistol, palm pistol, dragoon pistol, carbine, arquebus, musket.

FEATS

GUNS AKIMBO

- You can dual wield two one-handed firearms, lacking the Light property.
- You can draw or stow two one-handed firearms when you would normally be able to draw or stow only one.
- You can reload two one-handed firearms instead of one with *Reload* or *Long reload* properties.
- Your Dexterity score increases by 1.

Credits:

Krain, The Gunslinger - u/alliebriggsart
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FIREARM EXPERT

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- Instead of not moving when reloading a firearm you are proficient with, you can move up to 15ft.
- Instead of making an attack, you can load an additional shot into your firearm, increasing next attack's damage by weapon damage + your Dexterity modifier. You have to perform at least one attack on the turn you do so.

ADDITIONAL ITEMS

Pistol brace (Cost: 10 gp) This item has enough space for eight one-handed firearms with the Light property, four one-handed firearms with the Heavy property or six one-handed firearms with no Heavy or Light properties.

You can draw and stow one one-handed firearm from this brace as part of an attack for free.

You can reload all one-handed firearms with the *Reload* property located in this item as an action.

