

Firearms

Firearms use an explosive powder to propel a round metal bullet. These weapons are based off of ranged weapons from the PHB. They differ from these weapons in that they deal more damage, and take slightly longer to reload. There is a 'clockwork upgrade' option that causes the weapons to become strictly better than those in the PHB. Use this option if you want your player's firearms to be exceptional weapons that deal more damage than standard weapons.

Military firearms are equal in power to military ranged weapons. Superior firearms are equal in power to superior ranged weapons. Characters that are normally proficient with military ranged weapons also gain proficiency with military firearms. As with all other superior weapons, a character must spend a feat to be proficient with superior firearms. All firearms are based off of template ranged weapons indicated below. They generally differ from their template weapon by having increased damage and taking longer to reload.

New weapon classes: players can use pistols and rifles. Feats such as weapon focus or expertise can be taken to apply to either.

Pistols: pistols are special weapons that possess great versatility in combat. When you are wielding a loaded pistol you may treat it as a melee weapon. You threaten adjacent squares and can perform a melee basic attack with the weapon.

Cost: *Use these costs if you want firearms to be available at level 1 to all players. You can use higher costs or make the weapons unavailable in normal markets. Limiting ammunition can allow you to control how often your players use firearms.*

Bayonet	15gp
Sidearm pistol	30gp
Small rifle	25gp
Long Rifle	30gp
Greatshot rifle	30gp
Revolver	30gp

Rifle Ammo (30): 1 gp

Pistol Ammo (20): 1 gp

Military Firearms

Weapon	Template	Prof	Dam.	Class	Range	Special
Sidearm Pistol	Crossbow	+2	1d10	pistol	10/20	load move, off hand
Small rifle	Shortbow	+2	1d10	rifle	15/30	load minor, small
Long rifle	Longbow	+2	1d12	rifle	20/40	load minor
Bayonet	--	+2	1d6	light blade	--	

Superior Firearms

Weapon	Template	Prof	Dam.	Class	Range	Special
Greatshot rifle	Greatbow	+2	2d6	rifle	25/50	load minor
Revolver	Superior crssbw	+3	1d12	rifle	10/20	load standard

Bayonet: This light blade attaches to the end of any rifle. Whenever you wield the rifle, you are considered to be wielding the bayonet as well.

Bayonets are used by riflemen leery of being ambushed or confronted in melee. Although fighters can use rifles in melee, some use bayonets to gain access to 'light blade' associated powers.

Sidearm pistol: You may fire this weapon one in one hand, but both hands are needed to reload. *This sidearm is the favored weapon of many humans. They are often used as ornamental decorations for military rank. Often, a character will fire a loaded pistol once before switching to another ready weapon such as a sword.*

Small rifle: A small rifle can be fitted with a bayonet. *This powerful gun can eliminate serious threats. It offers better range than a pistol. It is a standard firearm for soldiers.*

Long rifle: A long rifle can be fitted with a bayonet. *A deadly weapon used by trained veterans to take down the most powerful enemies. It has a malleable cross hair that the owner can modify after every combat for maximum accuracy.*

Greatshot rifle: A greatshot rifle can be fitted with a bayonet. Small greatshot rifles may be acquired. Their weapon die is 1d12. *Greatshot rifles are primitive sniper rifles. They can deal critical damage to targets at long distances. Their range matches that of the heaviest bows.*

Revolver: You may fire this weapon one in one hand, but both hands are needed to reload. This weapon may be fired 3 times before it must be reloaded.

This sidearm is the favored weapon of many warriors. It deals excellent damage, holds multiple shots, and can be fired in only one hand.

Gunblades

Gunblade:

A gunblade is constructed by forging a melee weapon with a firearm. The parts of the weapon are referred to as the 'melee portion' and the 'firearm portion' respectively. You may combine any heavy blade or spear with any rifle, any light blade with any pistol, or any mace or axe with any shotgun. A gunblade is a superior weapon.

Purpose:

A gunblade allows you to use both a melee weapon and a firearm without having to switch weapons. The disadvantage is the requirement of a proficiency feat. Additional feats allow you to take advantage of having a firearm built into your weapon.

Name of a gunblade:

A gunblade's name has the form [melee portion] [firearm portion].

For example: "dagger pistol", or "longsword greatshot rifle".

Price:

The price of a gunblade is the sum of the prices of the two portions of the weapon. For example a "longsword longrifle" costs 30gp + 15gp = 45gp.

Wielding a gunblade:

When you wield a gunblade with enough hands to use the melee portion of the weapon, you are considered to be wielding the melee portion of your weapon.

When you also wield the gunblade with enough hands to use the firearm portion of the weapon, you are considered to be wielding the firearm portion of your weapon.

For example, using the melee portion of a 'longsword greatshot rifle' requires 1 hand, while using the firearm portion requires 2 hands. Using the melee portion and firearm portion of a 'dagger revolver' requires 1 hand.

Proficiency:

A gunblade is considered a superior weapon. To gain a proficiency bonus to attack using any portion a gunblade you must have proficiency with the gunblade as well as both the melee and firearm portions of the gunblade.

For example, A fighter using a 'fullsword, greatshot rifle' requires the feats "weapon proficiency (fullsword), weapon proficiency (greatshot rifle), weapon proficiency (fullsword greatshot rifle)". A fighter using a 'greatsword long rifle' would only require the feat "weapon proficiency (greatsword long rifle)".

Attacking:

When you attack with a gunblade, choose either the melee or firearm portion of the weapon, and choose only a portion that you are currently wielding. You make the attack as though equipped with that weapon.

Enchantments:

Both portions of your weapon are enchanted separately. For example, your gunblade could be a '+3 longsword, +2 flaming longrifle'. When you attack using one portion of a weapon, use only the enchantment associated with that portion of the weapon.

Clockwork upgrade (optional)

Clockwork upgrades make weapons more powerful. In general these weapons will be better than those in the PHB. If you wish to maintain balance you can make these upgrades difficult to obtain and repair, or make ammo rare. If you make firearms especially hard to find and maintain in your campaign, use the upgraded version of the weapon as the default.

Clockwork reloading mechanism:

Weapons available: All pistols and rifles.

Effect: Clockwork reloading weapons are much easier to reload thanks to complex clockwork mechanisms in their design. Load standard weapons with this upgrade become load move, load move weapons become load minor, and load minor weapons become load free.

Balance: Weapons with this upgrade are better than those in the PHB by one weapon die.

Gyroscopic sight array:

Weapons available: All rifles.

Effect: This weapon is equipped with a scope and a special balance accessory for steady

shooting. Increase the range of this weapon by 5/10. When you have combat advantage against a target at least 5 squares away, this weapons proficiency bonus increases to +3 and you can score a critical hit on an 18 or higher. Rogues proficient with this weapon may use their sneak attack class feature for such an attack.

Powerful Firearms (optional)

If you want firearms in your campaign to be far more powerful than standard weapons, you can increase their damage die significantly. In this case, make ammunition for the weapons rare (it can only be found, or bought in small amounts occasionally).

Players are unlikely to spend feats on weapons they rarely use. Allow feats that apply to bows to apply to rifles, and allow feats that apply to crossbows to apply to pistols. All characters are proficient with all firearms without having to spend feats. Use only revolvers, and greatshot rifles.

Weapon	Damage
Revolver	2d8
Greatshot rifle	2d10

Powerful Ammo (optional)

If you wish for your characters to have access to firearms all the time, but only do high damage occasionally, consider this variant. Allow players to buy 'imitation ammo' and deal damage as normal, but occasionally find 'true ammo'.

Perhaps the players recovered firearms from the ruins of an ancient civilization. They can be used to devastating effect with what little ammo the players are able to recover. Luckily the shopkeepers in town can imitate the ammo, albeit a less powerful version. Use the higher damage from the **powerful firearms** option for 'true ammo' (treat rifles as greatshot rifles and pistols as revolvers for damage) and the regular damage for 'imitation ammo'.

Characters can still invest feats into building their characters around firearms, and firearms can still make an occasional 'BANG' without ruining balance.

Class/Race Alterations

Dwarf: Proficient with military firearms in addition to hammers for dwarven weapon proficiency.

Elf: proficient with short and long rifle in addition to short and long bow for elven weapon proficiency.

Human: You gain proficiency with sidearm pistols.

Fighter: Fighters are proficient with all military firearms.

New fighter weapon talent, Firearms:

You can use any firearm effectively as a melee weapon. You can use firearms to threaten adjacent spaces. If an opponent marked by your combat challenge makes an attack that does not include you as a target, and that opponent is not within melee reach, you may make a ranged basic attack against them as an immediate interrupt with a firearm you wield. Enemies you hit with this

attack suffer an additional -2 penalty to their attack roll.

Ranger: Rangers are proficient with military firearms.
You can use a firearm in place of a bow for ranged powers.
Pistols make excellent off-hand options for rangers

Rogue: Rogues are proficient with pistols. Pistols make excellent offhand options for rogues. Rogues can use pistols for attacks that normally require a light blade, including rogue powers and sneak attacks. Rogues often use a dagger in their main hand and a pistol off hand. This allows them to fight with the dagger and use two weapon fighting feats without consuming ammo, while giving them a high damage ranged attack action. The *Gunslinger* tactic gives rogues a free pistol attack whenever they use a sneak attack.

New rogue tactic (in place of artful dodger or brutal scoundrel): Gunslinger

When you deal sneak attack damage to an enemy within range, you may make an opportunity attack against them as a free action with a loaded pistol you wield. When you use a pistol as a melee weapon, you can use Cha instead of Str for the attack and damage rolls

Altered Feats

Dwarven weapon training: *this feat can be taken two times. Each time it is taken it can be applied to axes and hammers, or to rifles.*

Far shot: *this feat now also applies to pistols and rifles.*

New Feats:

Gunslinger:

You are a master at fighting with two pistols, or a weapon and a pistol. You can reload weapons in your sleep.

Benefit: You may reload pistols with one hand. When you spend a move action to reload a firearm you wield, you may reload another firearm you wield or draw a weapon as a free action.

Pistol master:

Your enemies reach for their weapons, but you have already fired yours.

Prerequisite: quick draw

Benefit: Once per encounter you can make a melee or ranged basic attack with a pistol as a minor action.

Headshot:

If your enemies aren't paying attention, they're liable to lose an eye.

Benefit: Rifles you wield gain the *high crit* property when used to attack foes you have combat advantage against.

Run and gun:

Benefit: If you spend a move action to reload a pistol, you can also move two squares as part of that action.

Staggering wound:

Benefit: When you score a critical hit with a firearm while you have combat advantage, the target is slowed until the end of your next turn.

Human weapon training:

Human military leaders often wear ornate revolvers into battle. They aren't just for show.

Benefit: You gain proficiency with all pistols, and gain a +2 feat bonus to damage with attacks made using pistols.

Fire with an Aid:

You prop your gun on a nearby surface for a steady shot.

Prerequisites: Proficiency with a gunblade

Benefit: While wielding a gunblade and a shield, but unable to wield the firearm portion of your gunblade, you may forgo your shield's bonus to AC and Ref until the beginning of your next turn to wield the firearm portion of your gunblade until the beginning of your next turn.

In addition, when attacking with a firearm while prone or behind a low wall, you gain a +1 bonus to damage.

Fire within the Armor:

You stick your dagger between the plates of the foes armor, and he screams as you squeeze the trigger.

Prerequisites: Proficiency with a gunblade

Benefit: Whenever you hit an opponent with the melee portion of your gunblade, the first attack you make against that target with the firearm portion of your weapon before the end of their next turn gains combat advantage. Apply this bonus only if the target remained adjacent to you between attacks.

Drive the Shot Home:

You jab your weapon into the target, letting a shot loose as you do.

Prerequisites: Proficiency with a gunblade, Fire Within the Armor

Benefit: One per encounter when you perform a successful charge attack with the melee portion of your gunblade while also wielding the firearm portion of your gunblade, you may perform a ranged basic attack against the target with the firearm portion of your weapon as a free action.

This attack does not provoke opportunity attacks.

Blast into Melee:

You fire your weapon as you swing it, adding to the momentum of your attack.

Prerequisites: Proficiency with a gunblade

Benefit: When you attack with the melee portion of your gunblade while also wielding the firearm portion, you may fire the weapon as a minor action. This does not grant you an extra attack, instead the melee attack gains a +2 bonus to damage on a hit.

Defensive Blade Maneuver:

You're blade watches your foe while find a nice place to put a bullet.

Prerequisites: Proficiency with a gunblade

Benefit: When you attack an enemy with the firearm portion of your gunblade, and that enemy occupies a square threatened by the melee portion of your gunblade, you do not provoke opportunity attacks from that enemy.

Offensive Blade Maneuver:

You control your enemy's movements with your blade, only to plant a bullet where he least expects it.

Prerequisites: Proficiency with a gunblade, Defensive Blade Maneuver

Benefit: When you attack an enemy with the firearm portion of your gunblade, and that enemy occupies a square threatened by the melee portion of your gunblade, you gain a +2 bonus to damage for that attack as long as you have combat advantage against that enemy.