

- BASE NORMAL RANGE: P:5, 1H:10, 2H:15, OS:20
- INITIAL PRICE: 1 to 10gp
- WEAPON GROUPS: Heavy Blade, Light Blade, Mace, Spear, Crossbow, and Sling.
- MODIFICATIONS: A simple weapon can chose one of the following weapon properties.
 1. Light Throwing: Limited to “Light Blade” palm weapons.
 2. Heavy Throwing: Only “Mace”, “Sling”, “Spear”, and “Heavy Blade” palm or 1H weapons
 3. Off-hand: Limited to palm or 1H weapons
 4. Versatile: Gains one die damage step. Limited to 1H weapons.
 5. Small: Limited to Versatile and 2H weapons. Drops the damage die of the weapon one step and the range of the weapon by 5 squares
 6. Modify Load Time: The load time of a simple weapon is a function of its size. Palm or 1H ranged weapon is “free”, a 2H ranged weapon is “minor”, and an oversized ranged weapon has a load time of “move”. You can increase or decrease the load time and thereby decrease or increase the normal range of a simple weapon. Increasing the load time by one step increase the normal range by 5 squares and visa versa. Doubling the load time grants you extra shots or double shots.

Military Weapons: A military weapon is slightly more powerful than a simple weapon. It is generally made out of polished high quality wood or refined metals. Creating a military weapon is the same as creating a simple weapon, the only difference is that military step up one die size and add 5 squares on their normal range. They also have more options for modification than simple weapons.

Creating a Military Weapon:

- BASE PROFICIENCY BONUS: +2
- BASE DAMAGE: P: 1d6, 1H: 1d8, 2H: 1d10, OS: 1d12
- BASE NORMAL RANGE: P:5, 1H:10, 2H:15, OS:20
- INITIAL PRICE: 1 to 10gp
- WEAPON GROUPS: Axe, Bow, Flail, Hammer, Heavy Blade, Light Blade, Pick, and Polearm.
- MODIFICATIONS: For a military weapon, you can chose one of the following weapon properties.
 1. Improved Accuracy: A “Light Blade” or “Heavy Blade” can increase its proficiency bonus to +3.
 2. Increase Damage: Your weapon inflicts an extra damage die step. Limited to melee weapons. You can only take this modification once.
 3. Light Throwing: Limited to “Flail” and “Light Blade” weapon groups and only palm or 1H weapons.
 4. Heavy Throwing: Limited to “Axe”, “Hammer”, “Heavy Blade”, “Spear”, and “Pick” and only palm or 1H weapons.
 5. Off-hand: Limited to Palm and 1H weapons
 6. Versatile: Gains one damage die step. Limited to one handed weapons

7. Small: Limited to versatile and 2H weapons. Damage drops by one die size and normal range drops by 5 feet.
8. HIGH CRIT: The weapon has a greater chance of critical hits
9. REACH: A 2H weapon can take this property
10. BRUTAL: If the weapon damage roll is a “1”, you can re-roll.
11. Drop a Damage Die: You can drop a die step to gain an extra modification for your weapon. You can only take this modification once.
12. Composite Bow: Allows you to use your STR modifier as a damage bonus rather than your dexterity. Increase the cost of the bow by 300gp.

Creating a Superior Weapon:

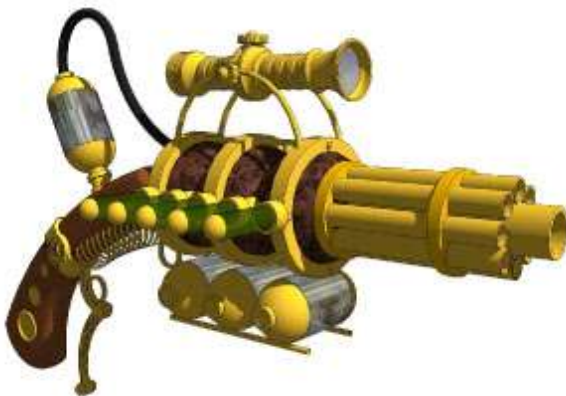
A supreme weapon is created just like any military or simple weapon. Supreme weapons are either custom made exotics or improved weapon designs. A superior weapon has all the features of a martial weapon but automatically bumps up its proficiency bonus to “+3” and gains one additional feature from the list below.

- **INCREASE MILITARIZATION**: Choose one of any of the above weapon features.
- **INCREASED BRUTALITY**: Increase to Brutal 2 if you already possess Brutal 1
- **DOUBLE**: 2H weapon can be used as a pair of weapons. One end has the off hand trait.
- **DAGGER SPIKE**: Gain a “dagger” somewhere on the weapon that can either be detached for throwing or used as an alternate attack or off-hand weapon for 2H weapons.
- **ALCHEMICAL PAYLOAD**: This melee weapon is hollow and designed to spray (Blast 3) an alchemical “volatile” for additional damage on a successful melee attack. The weapon holds one flask and reloading is impossible during a combat encounter.
- **WEIGHTED WEAPON**: This melee weapon is intentionally unbalanced so it can hit harder than normal. It doubles your penalty from the “Power Attack” feat to double your bonus.
- **RICOCHET WEAPON**: This ranged weapon can affect two adjacent targets. A single attack roll is made at a -2 penalty and compared to both AC scores. The first target must be hit to affect a secondary target. A ricochet attack is limited to basic ranged attacks.
- **SERRATED EDGE**: If this weapon inflicts a critical wound the target suffers 1HP ongoing damage. Stops with a successful Healing check (15 DC) or a successful fortitude save ends.
- **CLOCKWORK MOTOR**: The clockwork gearing concealed in this weapon grants the weapon user gains an additional attack per round but all the attacks suffer a -3 penalty to hit. Activating this feature is a “minor” action, but the main spring can not be rewound during a combat encounter. On a natural attack roll of “1” the mainspring shatters and you must make an attack roll on your self. The main spring must be replaced before this device can be used as anything other than an improvised weapon. Examples of this weapon include a flail with a rapidly

spinning chain, an axe with a rotating saw blade, or a hammer with an oscillating striking head.

- **SPRING LOADED WEAPON SHEATH:** Powerful springs concealed in the sheath of this blade launch it as a ranged weapon at your foes (Damage: Equal to blade, RNG: 10/20). This property can only be added to light blades and heavy blades.
- **CHEMICAL RESERVOIR:** This weapon can release a dose of alchemical oil or injury poison over its striking surface as a free action if you are proficient with this weapon. Unlike other superior weapons, this weapon is identical to other military or simple weapons but those without superior proficiency can not properly utilize the chemical reservoir and must apply oils or poisons by hand.
- **REACH GRAB:** This reach weapon can be used to grab distant objects.
- **TRIPPING:** Instead of inflicting damage, when you make on a successful attack roll the target is forced to make a Reflex save or fall prone.
- **INNOCENT ASPECT:** This weapon looks nothing like a weapon. Proficiency grants you a +3 on bluff checks if you have not yet used this weapon during the encounter.
- **HIDDEN WEAPON:** A spell or holy implement is concealed in this weapon. Only extremely close inspection will reveal it (Perception: 25). Those proficient with the weapon can store and utilize their choice of the one implement in the weapon. Inversely, the weapon may be designed to be concealed within an implement (mostly holy symbols, magic rods, or staffs rather than any other type), a larger weapon, or suit of armor.
- **SURVIVORS KIT:** This weapon has a conceal compartment in the hilt that provides various beneficial objects for survival in the wilderness. It is crafted to serve as both a weapon and a tool. Superior Weapon Proficiency adds a +3 Nature skill bonus.
- **CLIMBER'S FRIEND:** This weapon incorporates hooks or spikes that ease climbs and steep hikes. Superior Weapon Proficiency adds a +3 Climb skill bonus.

FIREARMS AND RAYGUNS



Ballistic weapons are fueled by gunpowder. Rayguns rely on energy. Both can be created using similar rules. Depending on which era you wish to emulate firearms will be radically different. Muzzle loaders span centuries of development from 1450 to 1830 AD. These weapons tended to be short ranged and prone to misfiring. The cartridge came into use in 1830 and led to the development of revolvers, repeating rifles, and finally gatling guns.

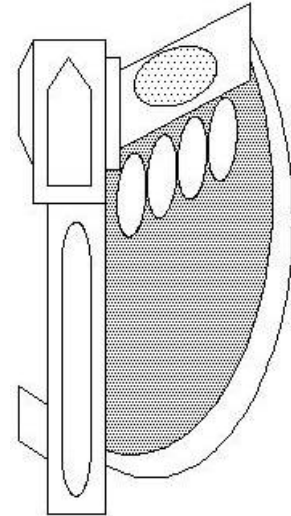
Beginning in 1894 semi-automatic pistols and rifles were created followed by the machine guns, Tommy guns, Uzis, and the modern automatic weapons of today.

Ray guns would be the weapons of the mythological imagined future if you will. As artifacts of “Pseudo Science” they have the properties of rods, wands, or staffs but can be used by any creature with the “Superior Weapon Proficiency: Ray Guns”. They grant other classes the ability to fire energy beams at their enemies. They may make attacks vs. Saving Throws, and they may possess additional functions.

Creating Guns:

Damage: The damage a fire inflicts is based on bullet caliber. Ray Gun damage is based on the width of the barrel (or bore) as well. You can create variety in design by varying the way that each weapon rolls for damage. Assuming that you want guns that will work with ranged attack powers in 4e. Guns should only inflict a small amount of damage.

Damage Type: Bullets punch holes in you. Ray Guns may inflict energy damage, put target to sleep, knock targets prone with gravity beams, grapple targets in tractor fields, push targets with repulsion beams, or replicate low level spell effects.



Range: Use the rules above to create ranged weapon firearms if you want archaic weapons and guns to be on equal footing. Otherwise modern handguns in general should have a normal range of 20 to 50 squares and modern longarms a normal range of 50 to 100 squares. Modern sniper rifles could have a normal range of up to 120 squares. Players tend to gravitate towards the most powerful guns available so I would make the least damaging weapons the longest ranged to maintain game balance rather than pairing big damage with long range. There is no reason for ray guns to exceed these ranges.

Magazine: Muzzle Loaders are single shot weapons. Revolvers usually have 6 shots and Repeating rifles tended to have six to sixteen shots depending on caliber; as a rule of thumb, the larger the bullet the smaller the magazine capacity. Modern weapons have a variety of capacities but commonly 6 to 10 shots for a handgun, 30+ shots for a SMG or automatic rifle. Ray Guns have a 100 shot capacity when loaded with a fully charged “power cell”.



Rate of Fire: ROF varies dramatically according to the technology level of the campaign. But 4E D&D works best if guns are limited to single shot or semi-automatic. One way to handle burst firing and fully automatic firing is to turn bullet spraying into equipment given powers. Alternatively, Burst-Fire and Full Auto could be substitute class powers or class feat powers rather than a function of the weapon itself.

Examples:**Burst Fire (a.k.a. Spray and Pray)**

Wide Burst
<i>You can fire a burst of three projectiles in the hope improving your chance of hitting your target.</i>
At-Will * Martial, Weapon Standard Action Ranged weapon Target: One creature Attack: DEX +2 vs. AC
Hit: 1[W] damage, Increase to damage to 2[W] at 21 st level.
Special: You must use a firearm with at least 3 shots per magazine.

Narrow Burst
<i>You can fire a burst of three projectiles in the hope of inflicting more damage on your target.</i>
At-Will * Martial, Weapon Standard Action Ranged weapon Target: One creature Attack: DEX -2 vs. AC
Hit: 2[W] damage, Increase to damage to 3[W] at 21 st level.
Special: You must use a firearm with at least 3 shots per magazine.

Full Auto Fire (a.k.a Mad Minute)

Auto-fire
<i>Your weapon will continue to fire for as long as you depress the trigger.</i>
At Will * Martial, Weapon Standard Action Ranged weapon Target: One creature Attack: DEX – Number of Volleys vs. AC
Hit: You can make any number of three round volleys you have enough ammunition remaining in your weapon to fire. For each volley you fire you scores 1[W] if the attack hits. You must fire at least two volleys.
Special: You must use a firearm that is loaded and capable of fully automatic fire.

Strafe
<i>Your weapon will continue to fire for as long as you depress the trigger. You use this ability to “hose down” an area.</i>
At Will * Martial, Weapon Standard Action Ranged weapon Target: One creature Attack: DEX – (Number of Volleys times 2) vs. AC

Hit: You can fire a 3 shot volley into a number of adjacent 5ft squares. You can make any number of three round volleys you have enough ammunition remaining in your weapon to fire. For each volley you fire you scores 1[W] if the attack hits a creature in the targeted square. You must fire at least two volleys.

Special: You must use a firearm that is loaded and capable of fully automatic fire.

Suppressing Fire

Your terrorize your opponents by firing a burst of round in their direction

At Will * Martial, Weapon, Fear

Standard Action **Ranged** weapon

Target: One creature

Attack: DEX – (Number of Volleys times 4) vs. AC

Hit: You can fire a 3 shot volley into a number of adjacent 5ft squares. You can make any number of three round volleys you have enough ammunition remaining in your weapon to fire. For each volley you fire you scores 1[W] if the attack hits a creature in the targeted square. You must fire at least two volleys.

Effect: Any creature occupying a square targeted by one of your volleys must make a Will save or suffer a -4 attack penalty to strike any of your allies until the start of your next turn.

Special: You must use a firearm that is fully loaded and capable of fully automatic fire.

Firearm Damage By Caliber of the Ammunition

Ammo Caliber	Recommended Maximum Damage			
	Handguns	Examples	Longarms	Examples
20 caliber (.22, .25, etc.)	4	D4, 2d2, 1d3+1	6	D6, 2d3, d4+2
30 caliber or 5.56 mm	6	D6, 2d3, d4+2	8	D8, 2d4, d6+2
9mm	10	D10, d8+2	12	D10, d8+2, 2d4
40 caliber or 7.62mm	12	D12, 2d6, 3d4, d10+2	14	1d10+1d4, 1d12+2, 2d6+2, 3d4+2
50 caliber or 10mm	14	1d10+1d4, 1d12+2, 2d6+2, 3d4+2	16	2d8, 1d12+1d4, 4d4, 2d6+4

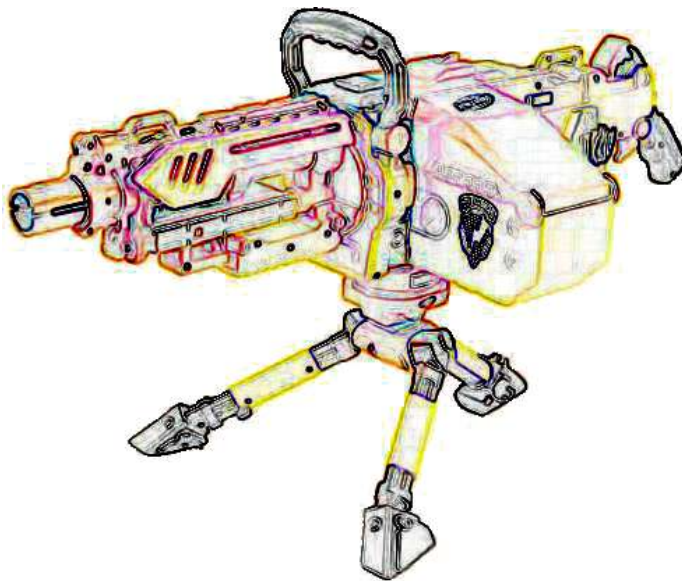
FIREARMS EXAMPLE:

ELECTRO MAGNETIC COIL DRIVEN N-STRIKE GUNS

Weapon	Prof.	Damage	Range	Cost	Wt.	Group	Properties
Secret Strike AS 1(.22)	+2	D4	10/20	30gp	1lbs.	Firearm (Simple)	Load Free (1 shot)

Nite Finder EX 3	+3	D6	40/80	40gp	2lbs.	Firearm (Simple)	Load Minor (3 shots), LED Lamp
Firefly REV 8 (9mm)	+2	1d12	50/100	240gp	8lbs	Firearm (Mil.)	Load Move (8 shots), Jams 1
Maverick Revolver (.44)	+2	2d6	20/40	80gp	4lbs	Firearm (Simple)	Load Move (6 shots)
Recon CS-6 (7.62mm)	+2	Pistol: 1d10+2 Rifle: 1d12+2	Pistol: 35/70 Rifle: 70/140	500gp	9lbs, Pistol: 3lbs.	Firearm (Mil.)	Modular Design: Pistol or Rifle, Load Standard (6 shots)
Longshot CS-6 (7.62mm)	+3	3d4+2	120/200	600gp	7lbs	Firearm (Superior)	Load Standard (6 shots)
Vulcan EBF-25 (.50)	+2	2d8	80/160	2500gp	62lbs.	MG (Superior)	Load Standard (25 shots). Must be braced before firing.

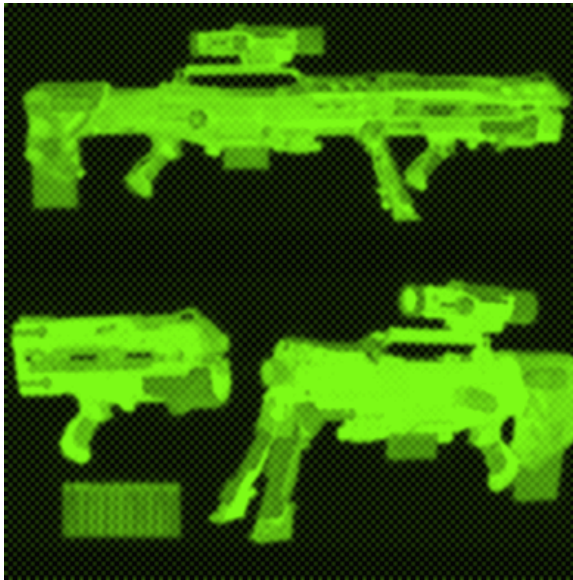
Vulcan EBF-25



The Vulcan EBF-25 is perhaps the most advanced steel EMC gun. It is a breech loaded automatic steel dart gun with [selective fire](#), powered by 6 DDD cell batteries. It is the only battery operated steel gun in the N-strike range as of Q3 2008. The Vulcan is visually modeled after a [tripod](#) mounted [Light Machine Gun](#) such as the [M249 Squad Automatic Weapon](#). The oversized range weapon is provided with a 25 round ammunition belt and Sonic Micro Darts. The Vulcan is also

compatible with the Streamline darts common to the CS-6 Recon and the CS-6 Longshot. The gun is fed from the left side with a solid nylon ammunition belt from either an unsupported loose belt, or enclosed in an ammunition box with a 25-round capacity attached to the base of the receiver. The belt is fed out to the right, falling loose when the gun cycles through it. The gun is capable of a maximum of 180rpm [Rate of fire](#) with fully charged batteries. This speed may drop as the power provided to the magnetic driving coil fails. The Vulcan features a Tactical Rail System which allows mounting of accessories. Orbsahi Guns sells spare ammunition belts and ammunition.

Longshot CS-6



The Longshot CS-6 is a manually cycled breech loading steel dart gun with collapsible stock visually modeled after a [sniper rifle](#), such as a [DSR-1](#). The firearm is fed from a 6 round [magazine](#). The gun includes a barrel extension that serves as a single shot muzzle loaded sidearm and foregrip. The top handle features a Tactical Rail System with detachable [scope](#) with crosshairs but no optical functionality. Additionally, the Longshot is built with an integral folding [bipod](#). The magazine release is located on the right side, and a load indicator window to the top rear. The gun is provided with a pair of magazines and twelve Streamline Darts. The blaster

was the first gun to require Streamline Darts, which have a modified tip shape to slide smoothly through the blaster's breech. The Longshot is unique among Steel blasters for its length of over three feet with the extension attached and stock extended.

Sharing its mechanism and ammunition with the later Recon CS-6, the Longshot is notable for its sophisticated operation. The gun operates with a manual charging lever extending from both sides. Pulling the lever back towards the stock cocks the electromagnetic coil, and opens the breech. Forward motion on the lever feeds a dart from the magazine, locking the breech. The magazine, breech, and charging lever is locked into place until the trigger is pulled and the gun discharged. The magazine release is only operable from an open breech with the charging lever pulled back. There is no manual decocker or safety.

Recon CS-6

The Recon CS-6 is a manually cycled breech loading steel dart gun with collapsible stock visually modeled as a hybrid between an [assault rifle](#) and semi automatic hand gun. Comprised of a modular system, the core of which is a [pistol](#) fed from a 6 dart magazine common with the Longshot CS-6. Packaged together is a barrel extension, detachable stock, flip-up sight, battery-powered flashlight, one magazine with six Streamline Darts. Like the Longshot, the Recon can only accept Streamline Darts. Sharing its internal mechanism with the Longshot, the Recon model also shares its complicated operation with minor differences. The magazine release is located on the right side, and a load indicator window to the top rear. Unlike the Longshot's charging lever, the Recon is cycled by pulling back on a upper section visually modeled after the slide of a semi-automatic hand gun. The top features a Tactical Rail System compatible



with the accessory rail of any N-Strike blaster. Its accessories can be used by other Steel guns.



Firefly REV-8

The Firefly Rev-8 combines elements of modern assault rifles, [revolvers](#), and even some of the characteristics of a 40 mm [grenade launcher](#), or the [FN P90](#). It is constructed in a unique [bullpup](#) configuration with a rotating ammo feed mechanism capable of carrying and advancing eight darts. The blaster is

intended for twilight gun fights; it flashes a bright [strobe light](#) as it fires and comes with eight phosphorescent tracer darts. An integral [ammo](#) rack can carry eight darts for later use, and it features an accessory rail.

While the Firefly has an impressive assault-rifle-like appearance and flashy features, it is surprisingly underpowered and has an ill-placed rail. Its rotating system makes common modifications like restrictor removal difficult, and its configuration is ill-suited for the additional strain required to cock upgraded magnetic driving coils.

Maverick REV-6



The Maverick is a muzzle loaded manually cycled single action revolver style steel dart gun, visually a hybrid of both a semiautomatic and [revolver](#) hand gun. The gun's cylinders double as the barrel, unlike real revolvers. The Maverick is a recognizable model in the N-Strike range, seen in media ranging from movies to webcomics^[1]. The gun package includes six cobalt-tipped Micro Darts and a marksmanship training target. Emulating a swing out revolver, the release on the left side releases the barrels for reloading. The electromagnetic coil is cocked by pulling back on the top slide. The cylinder is rotated counter clockwise or to the right of the shooter, and the spring released by the trigger pull. The blaster features an Tactical Rail System compatible with both CS-6 guns.

The earlier versions of the Maverick featured a blue body with a yellow cylinder. This has since been transitioned to its yellow body with black cylinder color scheme.

The Maverick has average range and accuracy, though it is best at short range. Without modification, the blaster's barrels don't fully release, making reloading difficult. The blaster can accept any dart, including Streamline Darts, Tagger Darts, and Sonic Screamer Darts, although the larger Tagger Darts tend to jam the rotating mechanism.

The surprisingly complicated mechanism used to advance the barrel is very difficult to modify and the rotating barrels are unsuitable for restrictor removal. A simple modification allows the barrels to fully release to ease reloading. By holding the side button, one can spin the blaster's barrels, a la [Clint Eastwood](#).

Nite Finder EX-3

The **Nite Finder EX-3** is the least modern iteration of Steel's classic pistol-like blaster that features an integrated battery-powered light painter ([LED](#)) (advertised as a "[laser sight](#)"). The blaster includes three Micro Darts, two of which fit into an integrated ammo holder, as well as a target recognition system. To cock the gun, the user pulls a cocking ring, which remains in position until the trigger is pulled. The Nite Finder can accept any type of Steel dart, including Tagger and Streamline Darts, and features a top-mounted accessory rail.



The Nite Finder boasts long range and good accuracy, as well as low price and simple operation. Its simple mechanism and inexpensive price makes it an excellent candidate for modifications, some of which can be performed without even disassembling the blaster. The blaster is quite loud to operate, and is even more so when modified, even though such modification only increases its range by a few feet.

Secret Strike AS-1



The Secret Strike AS-1 is a tiny pump-powered blaster. This minuscule blaster is one of only three members of the N-Strike range to use the classic voltaic charge pump system, and requires about ten pumps to fire a dart. It features a belt clip.

The Secret Strike's mini size and price hint at its short range. While it can't be compared to its full-size counterparts, it's a fun companion to other blasters and can surprise victims when pulled from a pocket. It can be modified like other compressed-gas blasters, although its tiny tank can easily fracture.

SHOTGUNS

Shotguns and Blunderbusses can work great as Burst weapons.

Example:

12 Gauge Sawed-Off Shotgun: Prof: +2, Damage: 4d4, RNG: Close Burst 3, Price: 180gp, Wt: 8lbs, Group: Firearm, Properties: Blast Attack (Dex vs. Reflex), Load Move (1 shot).

RAY GUNS

Ray Guns should be semi-automatic weapons, and use “DEX vs. Reflex” when used to perform basic ranged attacks. To create the F/X of these items I use enchanted weapons as guide for price and weapon effect. Use a hand crossbow for a “ray pistol”, a long bow for a “ray rifle”, and a short bow for a “ray carbine” but double the range. To fuel these weapons requires “power cells” that allow the near infinite firing of the weapon at the cost of 3000gp for 100 shots.

Example:

Blaster Rifle (4th LVL): PROF: +2, DAM: 1d10, RNG: 40/80, Price: 3,840gp, Wt: 6lbs, Prop: Thunder Burst +1

Blazer Pistol (5th LVL): PROF: +2, DAM: 1D6, RNG: 20/40 Price: 4,000gp, Wt: 2lbs Prop: Flaming +1

Chiller Carbine (3rd LVL): PROF: +2, DAM: 1D8, RNG: 30/60, Price: 3,680gp, Wt: 4lbs, Prop: Frost +1

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