

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.

This rules set allows you to introduce firearms into your campaign easily without disturbing balance. There are options to make firearms more powerful and compensate by limiting ammo.

This work is the result of collaboration with Aedh from ENworld.

Rules

New weapon classes: Two new classes of weapons exist, pistols and rifles.

Pistols: Any power that requires a crossbow can be used with a pistol instead.

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 use powers that require a melee weapon (such as a melee basic attack).

Rifles: Any power that requires a bow can be used with a rifle instead.

Rifles are less versatile than pistols but more powerful, and better at long range.

Proficiency: The weapons given below are all basic, military or superior, and proficiency with these weapons is determined by class as usual. Rogues are proficient with hidden pistols.

Templates: All firearms are based off the template weapons indicated below. They generally have increased damage and take longer to reload.

Cost:

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

Rifle Ammo (30): 1 gp

Pistol Ammo (20): 1 gp

Basic Weapons

Weapon	Template	Prof	Dam.	Class	Range	Special
Hidden Pistol	Hand Crsbw	+2	1d8	pistol	7/14	load minor, off hand
Sidearm Pistol	Crossbow	+2	1d10	pistol	10/20	load move, off hand

Military Weapons

Weapon	Template	Prof	Dam.	Class	Range	Special
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 Weapons

Weapon	Template	Prof	Dam.	Class	Range	Special
Greatshot rifle	Greatbow	+2	2d6	rifle	25/50	load minor
Small Grtst rifle	Greatbow	+2	1d12	rifle	20/40	load minor
Revolver	Superior crssbw	+3	1d12	pistol	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.

Hidden pistol: You may fire this weapon with one hand, but both hands are needed to reload. You may draw this weapon with part of the same action you use to fire it. You may stow this weapon as part of the same action you use to reload it. Any stealth check to hide this weapon gains a +2 bonus.

Many assassins and nobles carry these inconspicuous weapons for protection or far more devious means. They can be produced at a moment's notice and disappear just as quickly.

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.

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.

Alterations

Dwarf: You gain proficiency with short and long rifles.

Elf: You gain proficiency with short and long rifle.

Human: You gain proficiency with sidearm pistols.

Rogue: Rogues are proficient with hidden pistols.

Rogues can use pistols to make sneak attacks. They can use a pistol in place of a light blade for melee rogue powers.

Pistols make good offhand options for rogues. Many rogues spend a feat to gain access to sidearm pistols or revolvers.

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 a ranged or melee basic 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

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:

Automatic Hands:

You are a master at fighting with two pistols, or a weapon and a pistol. You can dismantle and rebuild firearms in your sleep.

Benefit: You may reload pistols with one hand. You treat hidden pistols as load free, sidearm pistols as load minor, and revolvers as load move.

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:

You are used to dashing around the battlefield as you reload your weapons.

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

Deep wound:

Extracting a bullet can be more painful than leaving it in.

Benefit: When you score a critical hit with a rifle, the target gains 2 ongoing damage in addition to any other effects. This amount increases to 3 at paragon tier and 4 at epic.

Staggering wound:

Three centimeters to the left and he would have been in a wheelchair for life.

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 (gunblade):

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

Prerequisites: Proficiency with a gunblade

Benefit: You may forgo your shield's bonus to AC and Ref to wield your gunblade in both hands until the beginning of your next turn without dropping your shield.

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 (gunblade):

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 (gunblade):

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 (gunblade):

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 (gunblade):

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 (gunblade):

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.

Optional Rules

The above rules are sufficient to introduce firearms to your campaign without disturbing balance. Some optional rules are presented below to spice up your campaign or make using firearms a special but occasional event.

Gunblades allow characters to wield a firearm and a melee weapon at the same time. They are balanced and can be introduced to your campaign without issue.

Clockwork upgrades allow you to make firearms more powerful than bows/crossbows, but within reason. Giving each weapon one such upgrade basically makes them as powerful as a 'bow/crossbow + 1 damage'. If your players do not bother with primitive weapons anymore and only use firearms, you can probably give all firearms one upgrade without disturbing balance. Players can quest or work for these upgrades to add flavor to the campaign. Credit goes to Aedh from ENworld for idea of using clockwork in a steampunk campaign setting.

Powerful firearms give you the option to make firearms spectacular weapons. It is suggested that ammo is hard to find in such a campaign world.

Powerful ammo is a variant on the 'powerful firearms' rule in which firearms deal normal damage with 'improvised' ammo that the players manufacture, but deal very high damage when using 'true' ammo which can only be found.

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.

Players are not going to invest money in magical firearms they can rarely use. Treat firearms as inherently magical with a +1 enhancement mod at level 1, +2 at 6, +3 at 11, +4 at 16, +5 at 21, +6 at 26.

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.

Firearms are the scavenged weapons of an ancient civilization. True ammunition is hard to find but people can manufacture ‘improvised ammunition’ at a decent price.

Players buy firearms, require proficiencies, and have them enchanted as usual. The ammo for firearms is now called ‘improvised ammo’. Occasionally they can find ‘true ammo’ in the ruins of ancient civilizations. This ammo deals much more damage when used in a firearm. Use the damage from revolvers from the **powerful firearms** section above for all pistols and the respective damage for greatshot rifles for all rifles.