

GUNS, BULLETS, AND BOMBS

RULES FOR 1800S ERA FIREARMS BY U/PLATINUMSKETCH

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FIREARMS

Classes and practice give way to skill with firearms, something that is likely to shape your character. There are many types of firearms, with the following detailing them and their rules; yet no matter the weapon, so long as you are proficient with them, you may prove yourself to be a better duelist.

CLASS PROFICIENCIES

Much as seen with the pre-existing weapons in 5e, classes, feats, and backgrounds may provide you with proficiency in a certain weapon type. In the case of firearms, often this proficiency involves pistols; but can involve the harder to use, but stronger firearms such as rifles or Gatling guns. The following is a list of the classes in the Player's Handbook for 5e and what firearm proficiencies they gain.

Barbarian. Given their propensity towards martial melee combat, Barbarians gain no firearm proficiencies.

Bard. Due to their tendency towards skill in everything, Bards gain proficiency with *Pistols* and *Revolvers*.

Cleric. Though religion may stand in the way of violence, most Clerics have no issue using force, though they are selective. Clerics are proficient with *Revolvers* and *Shotguns*.

Druid. Since they have a dislike of metal and all things mechanical and civilized, Druids gain no proficiency with firearms.

Fighter. Master of all weapons and fighting styles, even here. Fighters have proficiency with *Pistols*, *Revolvers*, *Rifles*, and *Shotguns*.

Monk. As hand-to-hand and melee combat specialists, monks do not gain proficiency with fire arms.

Paladin. Dispensers of holy justice, paladins tend to smite while in melee, yet they are capable warriors regardless. Paladins have proficiency with *Pistols* and *Revolvers*.

Ranger. Defenders of civilization and nature alike, what Rangers wield varies, but tends to be capable at a distance. Rangers are proficient with *Pistols* and *Rifles*.

Rogue. Assassins or just petty thieves, Rogues kill all the same, but prefer to do so silently or from a ways away. Rogues are proficient with *Pistols* and *Rifles*.

Sorcerer. Even though they wield inborn magic, Sorcerers tend to have a fail safe. Sorcerers are proficient with *Pistols*.

Warlock. Though they may have trained prior to gaining their powers, the gaining of such rarely leads to skill with more than basic firearms. Warlocks are proficient with *Pistols*.

Wizard. A majority of a Wizard's time rarely goes towards anything but studies and practice, leading them to have little more than a basic understanding on firearm use. Wizards are proficient with *Pistols*.

PROPERTIES

Given how extraordinarily different firearms are from swords, axes, bows, and other weapons seen in 5e, firearms have their own unique properties. The following is a list of the properties unique to firearms, with the property being listed next to the firearm that has it in the Firearms table. Additionally, these properties may be added to firearms via modifications. These properties assumes that firearms are muzzle loaded or tube fed, and semiautomatic.

Automatic. Unlike other firearms, which are assumed to be semi automatic, automatic firearms can fire multiple pieces of ammunition separately. By using your action and 5 bullets, you can force all creatures in a cone the size of the first range increment to make a Dexterity saving throw, with the save DC equal to 8 + your Dexterity modifier (+ your Proficiency bonus if proficient). On a success, no damage is taken, with the creature taking damage equal to the amount listed.

Breechloaded. A breechloaded gun is easier and quicker to load. A firearm with the *Breechloaded* property can be fully reloaded as a bonus action instead of an action.

Double. With two barrels, firearms with this property tend to fire faster. If a firearm with the *Double* property is fired using the Attack action, you can use your bonus action on the same turn to fire it again, so long as you have the necessary ammunition and it doesn't need to be reloaded.

Explosive. Items and weapons with the explosive property deal damage in a large area. The damage or effect of the explosion is determine by the weapon or item used, with the explosive property listing the radius of the Explosion next to the property, with an example being *Explosive (5ft)*; meaning that the attacks of this weapon have a radius of 5 feet. All creatures in the radius of the explosion must make a Dexterity saving throw or suffer the effects of the item, with the exact effects listed by the item. The save DC equal + your Dexterity modifier (+ your Proficiency bonus if proficient).

Concealed. Items with this property are often very small and easily hidden on your person. Items with the *Concealed* property can be hidden on your person over the course of a minute. If done so, it takes a DC 15 Perception check to notice the item. Alternatively, you can make a Dexterity *Sleight of Hand* check to hide it on your person, taking the number rolled as the Perception check DC necessary to notice the item.

Misfire. A unique feature to firearms, this represents the chance for the firearm to fail. All firearms have this property, with the number next to Misfire representing the number and all numbers lower than it. If the numbers listed are rolled, then the firearm is considered *Jammed* and can not be fired or loaded again until you spend a bonus action to fix the firearm.

Reload. Much as with the loading property, this means that a firearm has limited ammunition and an action must be spent to replenish it. Next to reload there is a number which represents the number of shots that can be fired before an action is needed to reload. Additionally, it only takes an action to reload a firearm when you are loading half or more of the ammunition. Otherwise it is a bonus action to reload.

Siege. More powerful than most other conventional weapons seen in 5e, weapons with the *Siege* property are meant to be used in large scale warfare. Weapons with the *Siege* property deal double damage to structures and objects that they hit. Additionally, weapons with the *Siege* property are complex, and have multiple stages to their use, those being *Load*, *Aim*, and *Fire*. *Load* replenishes ammunition, and need not be done until all ammunition is expended, though it requires a DC 12 Strength check to heave the ammunition and powder into position. *Aim* is not necessary to fire a weapon with the *Siege* property, however if it is not performed the attack roll is made at disadvantage. Finally, there is the *Fire* action, which acts as if taking the attack action with any other Firearm.

FIREARMS AND ARTILLERY

Name	Cost	Damage	Weight	Properties
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Artillery

Cannon	2000 gp	6d10 b.	850 lb.	Ammunition (range 300/3,000), Misfire (2), Reload (1), Siege
Coehorn	1800 gp	4d10 b.	60 lb.	Ammunition (range 150/5,000), Misfire (2), Reload (1), Siege, Special
Heavy Rocket	1500 gp	8d10 p.	200 lb.	Ammunition (range 600/2,000), Explosive (15), Siege, Special
Light Rocket	500 gp	4d10 p.	18 lb.	Ammunition (range 200/2,000), Explosive (5), Siege, Special
Medium Rocket	1000 gp	6d10 p.	42 lb.	Ammunition (range 400/2,000), Explosive (10), Siege, Special

Pistol

Pistol	5 gp	1d8 p.	2.5 lb.	Ammunition (range 60/240), Light, Misfire (2), Reload (8)
Pocket Pistol	3 gp	1d6 p.	2 lb.	Ammunition (range 20/80), Concealed, Light, Misfire (4), Reload (1)

Revolver

Revolver	8 gp	2d4 p.	2.5 lb.	Ammunition (range 80/320), Light, Misfire (3), Reload (6)
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Rifle

Carbine Rifle	12 gp	1d10 p.	8 lb.	Ammunition (range 80/320), Misfire (2), Reload (10), Two-Handed
Double Rifle	20 gp	1d10 p.	12 lb.	Ammunition (range 100/400), Double, Misfire (4), Reload (2), Two-Handed
Rifle	15 gp	1d10 p.	10 lb.	Ammunition (range 100/400), Misfire (3), Reload (10), Two-Handed
Sniper Rifle	50 gp	1d12 p.	12 lb.	Ammunition (range 1,000/4,000), Misfire (4), Reload (1), Two-Handed

Shotgun

Coach gun	15 gp	2d6 p.	6 lb.	Ammunition (range 20/60), Double, Misfire (4), Reload (2)
Shotgun	15 gp	2d6 p.	8 lb.	Ammunition (range 30/90), Misfire (3), Reload (4), Two-Handed

Special

Gatling gun	1000 gp	3d8 p.	160 lb.	Ammunition (range 30/120), Automatic (3d6), Misfire (4), Special
Hand Mortar	40 gp	—	8 lb.	Ammunition (range 40/160), Misfire (3), Reload (1), Special

SPECIAL FIREARMS AND ARTILLERY

Similar to the lance and net in that they do not follow the conventional rules, the following are weapons with the special property.

Coehorn. Small, basic mortars designed for sieging and artillery support, Coehorns are light and easy to carry, but become vulnerable as the enemy progresses forward. All attacks made within to first range increment of the Coehorn is made at disadvantage, with the second range increment requiring an *Aim* check or else be at disadvantage.

Double Rifle, Double Barrel Shotgun. Created with the intent to fire quicker than ordinary rifles and shotguns, Double Rifles and Double Barrel Shotguns have two barrels which can be fired in quick succession. When you take the attack action and fire either of these firearms, you can fire it again as a bonus action so long as you have the ammunition required and it need not be reloaded.

Gatling Gun. Designed to give constant, supporting fire, Gatling guns forgo many otherwise ordinary firearm actions. Gatling Guns have 400 bullets, with each action taken to fire the Gatling Gun taking 10 pieces of ammunition, and

Automatic fire taking 40 pieces.

Hand Mortar. As with all firearms, the Hand Mortar's ammunition varies. The Hand Mortar uses Grenades as ammunition, with the effects of the grenade occurring when it is fired. No matter the effect of the Grenade used, if the attack misses, it still lands within 5 feet of the chosen target, with all saves being made at advantage.

Heavy, Medium, Light Rockets. Unlike all other firearms and artillery pieces listed, Heavy, Medium, and Light Rockets can only be used once. However, you can attach up to 10 (multiplied by your proficiency bonus if proficient in artillery), with all of these rockets being able to be fired at once. If they are fired in such a way, all attacks are at disadvantage, but the damage is dealt to all creatures within a radius equal to the

MODIFICATIONS

A firearm can be modified in many ways, from the barrel to attached sights. Firearms may take multiple modifications, but can only have each modification applied once. Additionally, modifications can only be applied to Firearm Frames, which is listed alongside modifications below

FIREARM FRAMES

Name	Cost	Damage	Weight	Properties
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Pistol

Pistol	5 gp	1d8 p.	2.5 lb.	Ammunition (range 60/240), Light, Misfire (2), Reload (8)
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Pocket Pistol	3 gp	1d6 p.	2 lb.	Ammunition (range 20/80), Concealed, Light, Misfire (4), Reload (1)
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Revolver

Revolver	8 gp	2d4 p.	2.5 lb.	Ammunition (range 80/320), Light, Misfire (3), Reload (6)
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Rifle

Carbine Rifle	12 gp	1d10 p.	8 lb.	Ammunition (range 80/320), Misfire (2), Reload (10), Two-Handed
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Rifle	15 gp	1d10 p.	10 lb.	Ammunition (range 100/400), Misfire (3), Reload (10), Two-Handed
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Sniper Rifle	50 gp	1d12 p.	12 lb.	Ammunition (range 1,000/4,000), Misfire (4), Reload (1), Two-Handed
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Shotgun

Shotgun	15 gp	2d6 p.	8 lb.	Ammunition (range 20/60), Misfire (3), Reload (4), Two-Handed
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MODIFICATIONS

Name	Cost	Weight	Properties
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Barrel

Double Barrel	10 gp	3 lb.	The firearm gains the <i>Double</i> property and <i>Reload (2)</i> , Misfire increases by 1
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Long	10 gp	1 lb.	The firearm's range increases as follows (20/40), and Misfire increases by 1
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Short	10 gp	-1 lb.	The firearm's range decreases as follows (20/40), and Misfire decreases by 1
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<i>Enchantment</i>			<i>Enchanted firearm's attacks are magical</i>
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Arcane	500 gp	—	All attacks deal an extra 1d4 Force damage
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Autoeject	300 gp	—	Once per turn, you can fix a Jammed firearm as a free action
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Coldsnap	500 gp	—	All attacks deal an extra 1d4 Cold damage
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Dragonbreath	500 gp	—	All attacks deal an extra 1d4 Fire damage
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Repeater	350 gp	—	The firearm gains the <i>Automatic (2d6)</i> property
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Silent	350 gp	—	Shots that are missed do not reveal your position
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Sparkbolter	500 gp	—	All attacks deal an extra 1d4 Lightning damage
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Thunderblaster	500 gp	—	All attacks deal an extra 1d4 Thunder damage
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Waterproofed	300 gp		The firearm acts as if it were making attacks as it normally would when underwater
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Magazine

Breech Loaded	30 gp	—	The firearm gains the <i>Breechloaded</i> property
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Tube fed	40 gp	1 lb.	The firearm's reload is doubled, and Misfire increases by 1
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Sight

Iron Sights	10 gp	—	Attacks with this firearm ignore half cover out to the first range increment
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Scope	100 gp	1 lb.	Attacks with this firearm ignore half cover out to the second range increment
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FORCED FIRE

Firearms jam occasionally, but this doesn't mean they aren't usable. Ordinarily you would have to clear the jam first, however you can instead attempt to perform a *Forced Fire* attack. An attack made in such a way is at disadvantage, and requires an action to fully clear the firearm if you misfire again. However, if it hits it deals an additional die of damage. Furthermore, there are enchantments that play off of this called *Forced Enchantments*. These enchantments are more powerful than the base *Enchantment* modification, but force you to roll on the Arcane Misfire Table when you misfire, as the magic energy causes unintended consequences. You can only place a *Forced Enchantment* on a firearm if it has the *Enchantment* with the correlating damage type, with the *Forced Enchantment* replacing the *Enchantment* modification. For ease, Here is a quick reference on what replaces what:

- Dragonbreath replaces Firestarter
- Giantkiller replaces Thunderblaster
- Lightningcaster replaces Sparkbolter
- True Arcana replaces Arcane
- Wintergrasp replaces Coldsnap

FORCED ENCHANTMENTS

Name	Cost	Properties
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<i>Forced Enchantments</i>		<i>These increase a firearm's misfire score by 1 and cause their attacks to become magical</i>
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Dragonbreath	500 gp	All attacks deal an extra 1d6 Fire damage and light unoccupied objects on fire
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Giantkiller	500 gp	All attacks deal an extra 1d6 Thunder damage and knock enemies back 5 feet
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Lightningcaster	500 gp	All attacks deal an extra 1d6 Lightning damage and remove enemy reactions
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True Arcana	500 gp	All attacks deal an extra 1d6 Force damage and ignore the <i>Shield</i> spell
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Wintergrasp	500 gp	All attacks deal an extra 1d6 Cold damage and reduce enemy speed by 5 feet for 1 round
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ARCANE MISFIRE

Number	Effect
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1	Roll twice, ignoring this result both times.
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2	<i>Fireball</i> is casted at 3rd level centered on you, with a DC of 14
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3	You become invisible for the next minute, with this effect ending when you attack or cast a spell
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4	You gain advantage on your next attack roll made within the next minute and with the firearm that misfired
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5	A spectral bandolier of 30 bullets your firearm can use appear, which last 1 minute and don't need to be loaded
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6	You have disadvantage on your next spell saving throw
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7	You cast <i>Magic Missile</i> as a 3rd level spell
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8	Your bullets track enemies, ignoring long range penalties along with half and three quarters cover
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9	The firearm glows with arcane energy, shedding 10 feet of bright light and a further 10 feet of dim light
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10	Your firearm bursts into blue flame momentarily and you take 2d6 magical Fire damage
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11	Roll a d4, on an even you shout any time you speak, on an odd you whisper, either effect lasts for 1 minute
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12	Your firearm loses all enchantments until the end of your next turn
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13	You teleport to a spot of your choosing up to 30 feet away
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14	You have advantage on your next spell saving throw
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15	The firearm ejects all ammunition in one go, acting as if you made an attack with the <i>Automatic</i> property
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16	A strange, western tune plays for 1 minute
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17	If you are to die within the next 1 minute, you may instead drop to 1 hit point once
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18	You are juttet into the Ethereal plane until the end of your next turn
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19	For the next minute, small roses and grass grows where you walk
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20	Make an attack roll against one creature within your firearm's range, dealing 2d8 Force damage on hit
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AMMUNITION

As with crossbows and bows, there are several types of ammunition that a firearm may use; with types varying and the type a weapon can use changing as well. The caliber of ammo a firearm can use correlates with what type it is, for instance a Sniper Rifle would use Rifle ammunition because it is of the rifle typing. Outside of the calibers of ammo a gun may use, there are also different types of ammunition which have different effects. Below is a list of the different calibers of ammo, as well as the different types, in addition to a chart detailing their name, amount and cost.

Explosive Shot. Highly volatile and dangerous, Explosive shells deal an additional 2d8 Fire damage to all creatures within 10 feet of it.

Hollow Point. When they hit their target they expand, dealing an additional 1d4 Piercing damage.

Magic Bullets. As to be expected, these bullets count as *Magical*, and can come in four different varieties: Magical, +1, +2, and +3 Bullets.

Magic Shot. These are Shots that are magical, and similarly come in three varieties: Magical, +1, +2, and +3.

Pellet. Given that these rounds fire dozens of small pellets instead of a single shot, Pellet Shot rounds deal 1d6 damage to all creatures within 5 feet of the creature hit.

Pistol Ammo. These rounds can be used by Pistols and Pocket Pistols.

Poison Shot. Much like the Smoke Shells in that cloud of gas forms, the Poison Shell creates a 10 foot diameter cloud of poisonous gas, which forces all creatures inside to make a DC 12 Constitution save or else take 1d6 Poison damage and be Poisoned for the next minute. This cloud can be blown away by winds 10 miles per hour or stronger.

Revolver Ammo. These rounds can be used by Revolvers.

Rifle Ammo. These rounds can be used by Carbine Rifles, Double Rifles, Rifles, and Sniper Rifles.

Shotgun Ammo. These rounds can be used by Coach Shotguns and Shut Guns

Shrapnel Shot. Similar to Explosive shells in that they effect a larger radius, Shrapnel Shells deal the damage of an ordinary Cannon or Coehorn shot in a 5 foot radius.

Silver Bullets. These are silvered bullets, with them acting in the same way a Silvered Sword or Silvered Arrow would act.

Smoke Shot. Intended to give advancing armies cover and confuse enemies, Smoke shells explode into a 20 foot diameter cloud of smoke, which can be blown away by winds 10 miles per hour or stronger.

Artillery Shot. These shells can be used by Cannons and Coehorns.

Tracer Rounds. Infused with pyrotechnics, these rounds leave trails of smoke and light behind them, giving the user a bonus to hit equal to their proficiency modifier on their next attack against the same creature.

Wax Bullets. Tough, but not enough so to impact, Wax Bullets always deal a flat 1d6 + Dexterity modifier non lethal damage.

AMMUNITION

Name	Cost	Amount
Pistol Ammo	1 gp	40
Hollow Point	5 gp	8
Magic Bullet	10/50/150/300 gp	4
Pellet	5 gp	8
Silver Bullets	5 gp	16
Tracer Rounds	1 gp	8
Wax Bullets	5 sp	40
Revolver Ammo	2 gp	30
Hollow Point	10 gp	6
Magic Bullet	15/75/225/450	3
Pellet	10 gp	6
Silver Bullets	10 gp	12
Tracer Rounds	2 gp	6
Wax Bullet	1 gp	30
Rifle Ammo	5 gp	50
Hollow Point	25 gp	10
Magic Bullet	15/75/225/450	5
Pellet	25 gp	10
Silver Bullets	25 gp	20
Tracer Rounds	5 gp	10
Wax Bullet	2 gp 5 sp	50
Shotgun Ammo	1 gp	20
Hollow Point	5 gp	8
Magic Bullet	10/50/150/300	2
Pellet	5 gp	2
Silver Bullets	5 gp	8
Tracer Rounds	1 gp	8
Wax Bullets	5 sp	20
Artillery Shot	10 gp	5
Explosive Shot	50 gp	1
Magic Shot	10/50/150/300 gp	1
Poison Shot	15 gp	1
Shrapnel Shot	25 gp	1
Smoke Shot	2 gp	1

EXPLOSIVES AND GRENADES

Much like ammunition, there is a variety of explosives, ranging from flashbangs to smoke grenades. The following details

Anti-magic Grenade. Designed to counter casters, this grenade unleashes a burst of magic energy in a 5 foot radius that deals 3d6 Force damage and forces all casters in the radius to make concentration checks on spells that require it, with the DC always being 15 or higher.

Dynamite. Initially designed to clear rocks, Dynamite has proved to be an effective military weapon as well, as it forces all creatures in a 20 foot radius to make a DC 14 Dexterity saving throw or take 3d6 Fire damage.

Fire Bottle. A great rioting tool, the Fire Bottle shatters on contact, forcing a DC 12 Dexterity saving throw from all creatures within 10 feet of the impact, or they take 2d6 Fire damage. The fire it creates persists for an additional 1d6+1 rounds, dealing 1d6 Fire damage to a creature every time it enters or ends its turn the fire.

Flashbang. More so for utility than damage, a Flashbang forces all creatures within 30 feet of it to make a DC 14 Dexterity saving throw or be Blinded and Deafened for 1d4+1 rounds.

Grenade. Small and easily thrown, grenades are the basis for many of the other explosives, forcing the creature it hit and all other creatures within 10 feet of it to make a DC 12 Dexterity saving throw or take 2d6 Piercing damage.

Land Mines. Highly deadly traps, Land Mines are activated when a creature larger than Tiny walks over them, forcing that creature and all other creatures within a 10 foot radius of it to make a DC 14 Dexterity saving throw or take 2d6 Piercing and 2d6 Fire damage. Creatures can attempt to spot Land Mines by making a DC 15 Perception or Investigation check.

Smoke Grenade. Built to aid rather than hurt, Smoke Grenades release a 20 foot diameter cloud of smoke, which can be blown away by winds 10 miles per hour or stronger.

Tanglefoot Grenade. Though it deals no direct damage, the Tanglefoot Grenade is effective due to it forcing all creatures within 10 foot radius of the target to make a DC 14 Dexterity saving throw or be Restrained. This lasts until the targets successfully make a DC 12 Strength saving throw to escape the puddle of tar the Tanglefoot Grenade made. Additionally, for the next 8 hours the area the grenade landed in counts as difficult terrain.

Trip Wire This cordons off an area, placing a small wire over the course of 10 minutes that activates the trap when a creature enters its 5 foot by up to 20 foot space. When activated, it can either sound an alarm heard up to 500 feet away, or explode forcing a DC 14 Dexterity saving throw within a 5 foot radius of the spaces it occupies, or the creature takes 3d6 Fire damage.

TNT. Stronger, yet also more expensive, than Dynamite, TNT forces all creatures in a 30 foot radius to make a DC 14 Dexterity saving throw or take 5d6 Fire damage.

EXPLOSIVES AND GRENADES

Name	Cost	Weight	Range
Explosives			
Dynamite	10 gp	1 lb.	30/90
Fire Bottle	5 gp	2 lb.	20/60
Land Mines	10 gp	5 lb	10/30
Trip Wire	10 gp	5 lb	—
TNT	20 gp	1 lb	30/90
Grenades			
<i>Ammunition for the Hand Mortar</i>			
Anti-magic	10 gp	2 lb.	30/90
Flashbang	5 gp	2 lb.	30/90
Grenade	5 gp	3 lb.	30/90
Smoke Grenades	5 gp	3 lb.	30/90
Tanglefoot Grenade	5 gp	4 lb.	30/90

FEATS

Much as with any other weapon, there are certain features that may be covered by unique class features that other players want, or are simply unobtainable. That is, outside of feats. If your DM allows, the following is a list of feats meant to compliment the use of firearms in your game.

ARTILLERIST

You have practiced using artillery and explosives enough to become highly proficient in them, gaining the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- You are proficient with artillery, explosives, and grenades, adding your proficiency bonus to any rolls made to *Load*, *Aim*, or *Fire* a weapon with the siege property.
- You can perform the *Aim* action as a bonus action when using a weapon with the siege property.
- When you use an explosive or grenade, its explosion radius is increased by 5 feet and it deals an additional 1d6 Fire damage.

LONGARM EXPERT

By extensively training with long arms, you gain the following benefits:

- You can reload a two-handed firearm as a bonus action.
- You can attack a creature behind full cover, so long as the cover is no more than 6 inches thick. When doing so, the attack deals only half damage.
- You can use a bonus action to steady your firearm, granting yourself advantage on your next attack made with that firearm.

MARKSMAN

You are keen eyed and an expert marksman, gaining the following benefits:

- Both range increments of firearms you use are considered 10 feet longer.
- You ignore half and three quarters cover.
- You ignore the penalties imposed by firing at the second range increment of a firearm and those imposed by firing when within 5 feet of a hostile creature.

SIDEARM SLINGER

Through practice with the smaller sidearms that you often use, you gain the following benefits:

- You can reload two one-handed firearms as an action instead of one.
- You can clear two one-handed jammed weapons as a bonus action.
- You gain the benefits of this feat and two weapon fighting even when the one-handed firearms you are wielding aren't light
- You can draw or stow two one-handed firearms when you would normally be able to draw or stow only one.

OPTIONAL RULES

Though these firearms were designed with the intent to replicate how firearms in the 1800s would have worked, some might understandably want the firearms to be more fantastical, futuristic, or archaic. As such, the following is a list of optional rules you may implement to tailor how these firearms work to your tastes.

LASER GUNS

Designed to emulate how laser weapons may work, this optional rule changes the damage of all firearms to Radiant damage, with Reload instead acting as how often a laser firearm may be fired before it needs to cool down.

PERFECTED FIRE

Some players or DMs may not enjoy the Misfire property of firearms, and understandably so. As such, this optional rule declares that there are no Misfires, and a Natural 1 acts as a Misfire would.

QUICK LOADING

This optional rule causes the reload of firearms to act more like modern firearms, being clip fed in most cases. As such, Reload now takes a bonus action, and weapons with the Breechloaded property are loaded as a free action.

RECENT INVENTION

As assumed in a lot of fantasy worlds, with this rule in place firearms act as if they are recent inventions. The price of all firearms and ammunition is doubled, and the Misfire score of all firearms increases by 1.

TECH OVER MAGIC

In most cases magic rules over technology, this rule has it the other way around. All firearms and ammunition is considered magical for the purpose of overcoming resistances, as not even a spell can stop a speeding bullet.

CREDIT

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CHANGE LOG

6/6/19

- Fixed various grammatical and spelling errors.
- Shot gun's reload was given a score.
- The autoject, repeater, and waterproofed enchantments were added.
- Armor piercing rounds were replaced with silvered bullets, as they serve the same purpose.
- Forced Fire was introduced, alongside Forced Enchantments and the Arcane Misfire table.
- Feats were Introduced.
- Optional rules for a lighter and alternative versions of firearms were introduced.