

AK-47

martial weapon, two-handed, ranged

SPRAY N' PRAY

The AK-47 sprays bullets in a 600 feet long and 15 feet wide cone. You make a ranged attack against every creature in that cone. you can shoot up to 30 bullets per turn, dealing the number of bullets fired divided by 2 (rounded down) d4 damage. Failing an attack roll with the AK-47 does half as much damage. Firing the AK-47 requires ammunition. Aquiring this ammunition is up to the DM's discretion.

DUAL WIELDING

If you have 2 AK-47s you can use them both at the same time. This allows you to shoot up to 60 bullets per turn. Any ranged attack made while dual wielding has disatvantage.

RELOADING... PLEASE WAIT...

An AK-47 can hold up to 30 rounds. Refilling empty magazines requires a long or short rest. During a long rest you can refill up to $1d8 + \text{dex mod}$. During a short rest you can also refill up to 1d4 magazines.

