

# EXPANDED FIREARMS



**HOME BREW**

for the sharpshooter in your party

# READY. AIM. FIRE!



his guide is meant to outline, and improve on, the current rules for firearms in D&D 5th Edition under the Gunslinger Fighter archetype rules (not the DMG firearm rules). While the current firearm rules elevate them above being just louder bows with a bit more punch, there is still room to make them more

unique and allow more customization.

## PROPERTIES & FEATS

Firearms are a new and volatile technology, and as such bring their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below). Firearms are treated as ranged weapons.

### FIREARM PROPERTIES

**Reload.** The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

**Misfire.** Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinker's Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be mended out of combat. Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

**Explosive.** Upon a hit, everything within 5 ft of the target must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or suffer 1d8 fire damage. If the attack roll misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

**Burst Fire.** A weapon that has the burst fire property can make a normal single-target attack, or if it is fully loaded, it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must make a DC 15 Dexterity saving throw. A target takes full weapon damage on a failed save, or half as much on a successful one. This action uses all the loaded ammunition.

### AMMUNITION

All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, one can craft ammunition using Tinker's Tools at half the cost. Each firearm uses its own unique ammunition and is generally sold or crafted in batches listed below next to the price.

### REPAIR

From time to time a firearm may break, requiring it to be repaired. This counts as light activity for the purposes of resting. Repairing a firearm takes 1 hour and requires material at the cost of 1/4 of the listed price of the firearm.

### FIREARM FEATS

Below are feats that are relevant to a player interested in firearms. Most are modified version of existing feats with a few homebrew options as well.

### FIREARM SPECIALIST

You are adept at using guns effectively. You gain the following benefits:

- You gain proficiency with Firearms.
- If you roll a misfire on an attack with a firearm, you can use your reaction to roll a d20. If the number rolled is higher than the weapon's misfire score, the firearm does not misfire. You cannot use this feature of this feat again until you complete a short or long rest.

### FIREARMS

Name	Cost	Ammo	Damage	Weight	Range	Properties
Palm Pistol	50gp	2g (20)	1d8 piercing	1 lb.	(40/160)	Light, reload 1, misfire 1
Pistol	150gp	4g (20)	1d10 piercing	3 lb.	(60/240)	Reload 4, misfire 1
Pepperbox	250gp	4g (20)	1d10 piercing	5 lb.	(80/320)	Reload 6, misfire 2
Musket	300gp	5g (20)	1d12 piercing	10 lb.	(120/480)	Two-handed, reload 1, misfire 2
Blunderbuss	300gp	5g (5)	2d8 piercing	10 lb.	(15/60)	Reload 1, misfire 2
Long Gun	400gp	10g (5)	2d12 piercing	20 lb.	(200/800)	Two-handed, reload 1, misfire 3
Hand Cannon	450gp	10g (1)	1d6 bludgeoning + 2d8 fire	25 lb.	(30/60)	Reload 1, misfire 3, explosive



- When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded firearm with the light property you are holding.

## TWO HAND SHOOTER

You master fighting with a firearm in each hand, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate firearm in each hand.
- Your firearms do not need to have the light property to use two-weapon fighting.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one on a turn.

## TRICK SHOT ACE

You learn the art of trick shots, powerful maneuvers that can disable or damage your opponent. You gain the following benefits:

- You learn two trick shots of your choice from those available to the Gunslinger archetype in the fighter class. If a trick shot requires your target to make a saving throw to resist the trick shot's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- You gain 1 grit point. Grit is used to pull off your trick shots. You regain your grit point when you finish a short or long rest.

## DEADEYE

You have mastered the use of firearms and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your firearm attacks.
- Your firearm attacks ignore half cover and three-quarters cover.
- Before you make an attack with a firearm, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

## QUICKDRAW

*Prerequisite - proficiency with firearms*

You are a master in the art of gunplay. You gain the following benefits:

- You can reload two firearms using a single attack or attack action.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your firearm attacks.
- While wielding a firearm, creatures provoke opportunity attacks from you when they leave your melee reach, even if they take the Disengage action.

# FIREARM CUSTOMIZATION

There are 5 parts to a firearm that can be modified. They are: The Action, The Barrel, The Grip, The Muzzle, and The Sights. Each part can only have one modification applied at a time.

Crafting modifications requires time, materials, and skill. Crafting counts as light activity for the purposes of resting. A failure at an attempted modification wastes the time and materials but does not damage the firearm. A critical failure breaks the firearm, requiring it to be repaired.

Once a modification has been successfully crafted the weapon it is crafted on immediately gains the benefits of the modification. Modifications can be replaced during a long rest. The replaced modification remains in your inventory and can be used again.

A firearm user is not limited to only the modifications found here. Work with your DM on implementing any custom modification you come up with.

## THE ACTION

### RELOADER

A mechanism to automatically load the next bullet into the firearm. Such as a revolver cylinder or rifle magazine. If the firearm already has a reload score above 1 this modification expands and improves the existing mechanism. The firearm gains the following properties:

- The reload score is increased by 2.
- The misfire score is increased by 1.

Crafting this modification requires 1 hour, materials at the cost of 1/2 of the listed price of the firearm, and a tinker's tools check with a DC equal to 10 + the firearm's current reload score.

This modification can be applied up to three times. The crafting time increases by 1 hour each time.

### IMPROVED FIRING PIN

An improved and more reliable firing mechanism. The firearm gains the following properties:

- The misfire score is reduced by 1 (to a minimum of 1).

Crafting this modification requires 1 hour, materials at the cost of 1/2 of the listed price of the firearm, and a tinker's tools check with a DC equal to 10 + the firearm's current misfire score.

### BURST TRIGGER

*Prerequisite - firearm must have a reload score of 4 or higher*

A mechanism that can cause a bigger bang when needed. The firearm gains the following properties:

- The firearm can make single-target attacks as normal, or;
- When fully loaded it can spray a 10-foot-cube area within normal range with a burst of bullets. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses all the ammo in the firearm.
- The misfire score increases by 2 when using the burst trigger only. Single-target attacks retain the normal misfire score.

Crafting this modification requires 1 hour, materials at the cost of 3/4 of the listed price of the firearm, and a tinker's tools check with a DC equal to 10 + the firearm's current reload score.



## THE BARREL

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### DOUBLE BARREL

A second barrel and firing mechanism attached to the weapon. The firearm gains the following properties:

- The reload score is doubled.
- The misfire score is increased by 2.

*If taken with the Reloader total the reload score before doubling.*

Crafting this modification requires 2 hours, materials at the cost of 1/2 of the listed price of the firearm, and a tinker's tools check with a DC equal to 12 + the firearm's current reload score.

### FORGED BARREL

A hardened barrel that can reduce the chance of a backfire. The firearm gains the following properties:

- The misfire score is reduced by 1 (to a minimum of 1).

Crafting this modification requires 1 hour, materials at the cost of 1/4 of the listed price of the firearm, and a tinker's tools check with a DC equal to 10.

### RIFLED BARREL

A barrel with grooves on the interior of the barrel. The firearm gains the following properties:

- The normal range and long range are both increased by 40 ft.
- The firearm gains the two-handed property.
- The firearm loses the light property if present.

Crafting this modification requires 1 hour, materials at the cost of 1/2 of the listed price of the firearm, and a tinker's tools check with a DC equal to 10 + the firearm's current misfire score.

### SHORTENED BARREL

A shorter lighter barrel. The firearm gains the following properties:

- The firearm gains the light property
- The normal range is reduced by 10 ft.
- The long range is reduced by 20 ft.
- The misfire score is increased by 1.

Crafting this modification requires 1 hour, materials at the cost of 1/2 of the listed price of the firearm, and a tinker's tools check with a DC equal to 10 + the firearm's current misfire score.

## GRIP

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### LIGHTWEIGHT GRIP

A lighter but less robust grip. The firearm gains the following properties:

- The firearm gains the light property.
- The misfire score is increased by 2.

Crafting this modification requires 1 hour, materials at the cost of 1/4 of the listed price of the firearm, and a tinker's tools check with a DC equal to 10 + the firearm's current misfire score.

### MARKSMAN'S STOCK

A large, adjustable stock that can improve range and accuracy. The firearm gains the following properties:

- The firearm gains the two-handed property.
- The firearm loses the light property if present.
- The normal range and the long range are both increased by 20 ft.
- The character can use 1 attack, as part of the Attack Action, to grant advantage on their next attack with this firearm this turn.

Crafting this modification requires 2 hours, materials at the cost of 3/4 of the listed price of the firearm, and a tinker's tools check with a DC equal to 12 + the firearm's current misfire score.

### SHOULDER STOCK

A solid stock, increasing reliability. The firearm gains the following properties:

- The firearm gains the two-handed property.
- The firearm loses the light property if present.
- The misfire score is reduced by 1 (to a minimum of 1).

Crafting this modification requires 1 hour, materials at the cost of 1/4 of the listed price of the firearm, and a tinker's tools check with a DC equal to 10 + the firearm's current misfire score.

## MUZZLE

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### BAYONET

A small blade mounted to the front. The firearm gains the following properties:

- When you take the attack Action you can choose to use the bayonet for one of your attacks.
- The bayonet has a range of 5 ft. If the firearm has the light property, it deals 1d6 slashing damage. If it has the two-handed property, it deals 1d8 slashing damage.
- The bayonet can be used to make an attack of opportunity.
- The firearm ignores the misfire score when making attacks with the bayonet.

Crafting this modification requires 1 hour, materials at the cost of 1/4 of the listed price of the firearm, and a tinker's tools check with a DC equal to 12 + the firearm's current misfire score.

### COMPENSATOR

A device that reduces recoil. The firearm gains the following properties:

- The misfire score is increased by 1.
- Each consecutive ranged attack against the same target on your turn, whether it hits or not, grants a +1 bonus to your attack rolls against that target. This effect stacks, and lasts until the end of your turn.



Crafting this modification requires 1 hour, materials at the cost of 3/4 of the listed price of the firearm, and a tinker's tools check with a DC equal to 14 + the firearm's current misfire score.

### SUPPRESSOR

A device that reduces the sound of weapon. The firearm gains the following properties:

- When you make an attack while hidden, you may attempt to hide as a bonus action.
- Attacks from this firearm are no longer loud enough to alert creatures in another room or over 100ft away
- The long range is reduced by 30 ft.
- The misfire score is increased by 1.

Crafting this modification requires 1 hour, materials at the cost of the full listed price of the firearm, and a tinker's tools check with a DC equal to 14 + the firearm's current misfire score.

### SIGHTS

#### APERTURE SIGHT

An engraved glass crosshair attached to the barrel. The firearm gains the following properties:

- The normal range is increased by 20 ft.

Crafting this modification requires 1 hour, materials at the cost of 1/4 the listed price of the firearm, and a tinker's tools check with a DC equal to 12 + the firearm's current misfire score.

#### GLOW SIGHT

A sight coated in a luminous substance. The firearm gains the following properties:

- When attacking in darkness, you can see up to the normal range of the firearm as if it were dim light.

Crafting this modification requires 1 hour, materials at the cost of 3/4 the listed price of the firearm, and a tinker's tools check with a DC equal to 16 + the firearm's current misfire score.

#### TELESCOPIC SIGHT

A series of optical lenses attached to the barrel. The firearm gains the following properties:

- The long range is increased by 60 ft.
- If you do not move on your turn you can shoot up to the long range of the firearm without disadvantage.

Crafting this modification requires 1 hour, materials at the cost of 3/4 the listed price of the firearm, and a tinker's tools check with a DC equal to 14 + the firearm's current misfire score.

## SPECIAL AMMUNITION

Special ammunition can be crafted to improve the effectiveness of the shot or apply other effects to your enemies.

Here you'll find a collection of special ammo types that can be crafted. Most of these can be crafted for any type of firearm except for the Hand Cannon, which has a different set of special ammunition.

## FIREARM AMMUNITION

### ARMOR PIERCING

A hardened tipped round which penetrates armor effectively. This ammo has the following properties:

- Grants +1 bonus to attack rolls.
- Reduces damage dealt by -1.

Crafted in batches of 10 this ammo requires 1 hour, 4gp of materials, and a DC12 tinker's tools check.

### HOLLOW POINT

A hollow tipped round effective against unarmored foes. This ammo has the following properties:

- Grants +1 to damage.
- Reduces attack rolls by -1.

Crafted in batches of 10 this ammo requires 1 hour, 4gp of materials, and a DC12 tinker's tools check.

### POISON DART

A shell that ejects a needle of poison. This ammo has the following properties:

- Weapon damage becomes 1d4 piercing.
- On a hit the target must make a Constitution saving throw or become poisoned for 1 hour.

Crafted in batches of 10 this ammo requires 1 hour, 25gp of materials, and a DC14 alchemist's supplies check.

### EXPLOSIVE SHOT

A shell containing a small explosive charge. This ammo has the following properties:

- Gain the Explosive property.
- The misfire score is increased by 2.

Crafted in batches of 10 this ammo requires 1 hour, 32gp of materials, and a DC17 alchemist's supplies check.

### SCATTERSHOT

A shell loaded with many light pellets. This ammo has the following properties:

- The range becomes a 20 ft. cone.
- Instead of making a ranged attack roll, all creatures in the target area must make a Dexterity saving throw or take 2d4 piercing damage.

Crafted in batches of 10 this ammo requires 1 hour, 8gp of materials, and a DC14 tinker's tools check.

### DRAGON'S BREATH

A shell loaded with incendiary pellets. This ammo has the following properties:

- The range becomes a 15 ft. cone.



- Instead of making a ranged attack roll, all creatures in the target area must make a Dexterity saving throw or take 3d8 fire damage.

Crafted in batches of 10 this ammo requires 1 hour, 20gp of materials, and a DC18 alchemist's supplies check.

### **HEAVY SLUGS**

A round made with denser metal and more firepower. This ammo has the following properties:

- Weapon damage becomes 1d12.
- The long range is increased by 20 ft.

Crafted in batches of 10 this ammo requires 1 hour, 12gp of materials, and a DC14 tinker's tools check.

## **HAND CANNON AMMUNITION**

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### **BLUDGERS**

A hand cannon projectile with an extra thick exterior. This ammo has the following properties:

- Removes the explosive property.
- On a hit the target must make a Strength saving throw or be knocked prone.

Crafted in batches of 5 this ammo requires 1 hour, 20gp of materials, and a DC15 tinker's tools check.

### **HIGH EXPLOSIVES**

A more volatile version of the standard ammunition. This ammo has the following properties:

- The damage of the explosive property is increased to 3d8.
- The misfire score increases by 2.

Crafted in batches of 5 this ammo requires 1 hour, 40gp of materials, and a DC19 alchemist's supplies check.

### **SMOKERS**

A projectile that creates a large smoke cloud. This ammo has the following properties:

- Removes the explosive property.
- On a successful hit a 20 ft. radius cloud of smoke fills the area. The smoke spreads around corners and makes the area heavily obscured. It lasts for 1 minute or until a strong wind disperses it.

Crafted in batches of 5 this ammo requires 1 hour, 30gp of materials, and a DC17 alchemist's supplies check.



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