

THE GUN SHOP



HERE IS ALL THE COMPILED RESOURCES ON WHAT guns are available in the world, how much they cost, how you might modify them and everything else you could want to know.

Please see the big mechanics doc for gun rules and properties. As the game progresses these tables will expand with additional firearms. I have also included resources on how guns can be modified and improved on

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GUNLISTS

SIDEARMS

Name	Damage	Cost (gp)	Weight (lbs)	Properties
Colt Revolver	1d10 Piercing	20	2	9mm, range(40/100), Reload 6, Light
Magnum	2d6 piercing	30	3	9mm, range(60/120), Reload 8
Automatic Pistol	2d6 piercing	33	3	9mm, range(40/120), Reload 18, Light, Automatic (2d4)
Burst Pistol	1d10 piercing	40	3	9mm, range(30/90), Reload 15, Burst Fire (1d8)
Revolver	2d8 piercing	80	3	9mm, range(50/180), Light, Shell Loading 6
Hand Cannon	2d10 piercing	105	4	9mm, range(60/200), Heavy, Shell Loading 6
Automatic Hand Crossbow	1d6 piercing	250	2	Bolt, range(30/120), Light, Reload 4, Special

Automatic Hand Crossbow Special Property: When attacking with this crossbow from hidden, you may roll a disadvantage stealth check to remain hidden

LONGARMS

Name	Damage	Cost (gp)	Weight (lbs)	Properties
Level-Action Rifle	2d10 piercing	30	10	5.56mm, Range(100/200), Two-Handed, Long Load 6
Single-Shot Rifle	3d6 piercing	35	6	5.56mm, Range(150/300), Two-Handed, Reload 1
Automatic Crossbow	1d8 piercing	500	8	Bolt, Range(30/120), Heavy (12), Two-Handed, Automatic (1d6), Long Load 6, Special
Automatic Rifle	2d8 piercing	150	8	5.56mm, Range(90/300), Two-Handed, Reload 24, Automatic (1d8)
Burst Rifle	1d12 piercing	120	10	5.56mm, Range(90/300). Two-Handed, Reload 18, Burst Fire (1d12)
Rifleblade	3d10 piercing	1000	10	.50 cal, Range(90/300), Two-Handed, Bolt-Action, Reload 1, Bayonet (2d8), Special
Sniper Rifle	3d12 piercing	1500	12	7.76mm, Range(100/1200), Two-Handed, Long Load 3, Special

Automatic Crossbow Special Property: When attacking with this crossbow from hidden, you may roll a disadvantage stealth check to remain hidden.

Rifleblade Special Property: The rifleblade is designed for close quarters combat and as such does not roll with disadvantage when attacking in melee.

Sniper Rifle Special Property: Designed for long range, the sniper rifle attacks with disadvantage while the target is within normal range but does not attack with disadvantage when in long range. In addition, when firing the sniper rifle from prone you may use your dexterity or intelligence bonus instead of your strength modifier.

SHOTGUNS

Name	Damage	Cost (gp)	Weight (lbs)	Properties
Sawn-off Shotgun	3d4 bludgeoning	200	4	Buckshot, Range(20/40), Reload 2, Scatter (2d4)
Shotgun	2d8 bludgeoning	350	7	Buckshot, Range(30/60), Two-Handed, Scatter (1d8), Shell Loading 6
Double Barrel Shotgun	2d6 bludgeoning	250	11	Buckshot, Range(30/90), Two-Handed, Scatter (1d8), Shell Loading 2, Special

Double Barrel Shotgun Special Property: Double barrel shotguns can be fired twice per attack. When you make an attack roll with a double barrel shotgun, you can make two attack rolls at the same creature. The second attack roll is made with disadvantage, and on a hit, you do not add your ability score modifier to the damage of that attack, unless your modifier is negative.

HEAVY GUNS

Name	Damage	Cost (gp)	Weight (lbs)	Properties
Light Machine Gun	2d10 piercing	600	20	7.76mm, Range(40/120), Two-Handed, Heavy (15), Long Load 50, Automatic (1d10)
Rotary Cannon	3d10 piercing	1800	40	7.76mm, Range(60/200), Two-Handed, Heavy (18), Long Load 100, Automatic(2d10)

SPECIAL FIREARMS

Name	Damage	Cost (gp)	Weight (lbs)	Properties
Rangers Crossbow	1d10 piercing	800	4	Bolt, Range(30/120), Two-Handed, Reload 30, Automatic (1d10), Special
Bolter	2d10 piercing	1000	10	Rekha-case, Range(30/90), Two-Handed, Reload 4, Bolt-Action, Special
Vox Arcana	1d8 piercing	1200	2	9mm, Reload 4, Light, Special
Flamethrower	3d6 fire	1500	20	Gas Canister, Long Load 4, Special, Heavy (16)

Rangers Crossbow Special Property: When attacking with this crossbow from hidden, you may roll a disadvantage stealth check to remain hidden

Bolter Special Property: Bolters use explosive ammunition, when you kill a creature with an attack from the bolter all creatures must make a DC 12 Dexterity saving throw or take 2d6 fire damage. In addition on a critical hit you delimb the enemy.

Vox Arcana Special Property: The Vox Arcana can be used as a spellcasting focus for damage dealing cantrips which involve rolling to hit. When used in this way the Vox Arcana has the range of the cantrip and on a hit with the firearm deals an additional 1d8 piercing damage. Attacks with the firearm still use dexterity regardless of the class of the caster wielding it.

Flamethrower Special Property: The flamethrower deals damage in a 5ft wide 20ft line starting at the user. Each creature in the line must make a DC 15 Dexterity saving throw or take 3d6 fire damage and become alight, taking 1d6 fire damage at the start of its turn until it uses an action to extinguish the flames. Due to the massive bulk of this weapon you have disadvantage on dexterity checks and saving throws while wielding the weapon.

ATTACHMENTS

FIREARM ATTACHMENTS

Attachments are a great way to customise guns, each attachment can be made with a DC 8 + Cost/100 rounded down gunsmith tools check. Each gun has 1 top, 1 bottom, 2 sides and 1 barrel mounting. Each attachment can either be built into the firearm, or you can use the attachment rails for quick swapping in combat.

Name	Weight(lbs)	Placement	Useable With	Cost(gp)	Properties
Attachment Rails		Any		100	Firearms can now have attachments placed on the rail
Telescopic Sight	.25	Top		500	Increases the normal and maximum range of the firearm by 10 feet.
Longshot Sight	2	Top	Bulky, Rifles, Anti-Material Rifles	700	Increases the normal and maximum range of the firearm by 30 feet.
Glowing Dot Sight		Top		400	+1 to damage rolls at creatures within 30 feet
Foregrip		Bottom	Longarms	300	Advantage on ability checks to resist being disarmed/impose disadvantage on disarming strikes.
Bipod		Bottom/Barrel	Bulky, Rifles, Anti-Material Rifles	200	1 to attack rolls when prone or behind half-cover
Bayonet		Barrell		100	Adds a melee weapon to the barrel of the gun. You are not considered proficient in melee attacks made with this bayonet unless you are proficient with improvised weapons. You cannot have a Barrel or Bottom attachment when you have this attachment equipped.
Beam Marker		Sides, Bottom		700	You can use a bonus action to mark a creature with the beam and reroll 1s and 2s to all damage rolls until the end of your turn.
Glowtorch	1	Sides, Bottom		700	Adds a magic torch that can be turned on and off as a bonus action. It sheds bright light in a 30 foot cone and dim light in a 30 foot cone.
Canted Sights	0.5	Top		1000	Grants the benefits of a <i>Telescopic Sight</i> and a <i>Glowing Dot Sight</i> . You must switch between them as a bonus action to get each one's bonuses
Suppressor	0.25	Barrell		700	When you make an attack roll with this firearm while hidden, each creature in a 30 foot radius must make a Wisdom(Perception) check. The DC of this check is 10 + (attack roll result)/5. You are still considered hidden to any creature that fails the check, even if other creatures succeed.
Advanced Suppressor	0.25	Barrell		1300	Functions exactly like the Suppressor custom part, except the DC of the Wisdom(Perception)

MODIFICATIONS

FIREARM MODIFICATIONS

Modifications are another step up from attachments, changing the very structure of the gun to add or remove some special property. You can attempt to make any of these modifications without the help of a professional with a DC 8 + Cost/200 rounded down gunsmith tools check. Failing this check by 8 or more destroys the firearm. Compatibility with special weapons is on a case by case basis (DMs discretion)

Name	Weight	Usable with	Cost	Properties
Stock	.5 lbs	Longarms	1,000 gp	Advantage on the first attack roll you make within 30 feet of you if you use a bonus action to brace the firearm against your shoulder.
Pistol Grip	-	Sidearms	1,000 gp	+1 to attack rolls.
Heavy Barrel	2 lbs	Longarms	1,500 gp	Increases the normal range of the gun by 20 feet and the maximum range by 30 feet. This cannot be combined with <i>Light Barrel</i> .
Light Barrel	1 lb	Longarms	1,500 gp	Increases the normal range of the gun by 10 feet and the maximum range by 20 feet. This cannot be combined with <i>Heavy Barrel</i> .
Tight Choke Barrel	-	Shotguns	1,500 gp	Add your ability score modifier to your firearm's scatter damage. This cannot be combined with <i>Wide Choke Barrel</i> .
Wide Choke Barrel	-	Shotguns	1,500 gp	The range for your firearm's Scatter damage roll is now 10 feet around the original target. This cannot be combined with <i>Tight Choke Barrel</i> .
Sawn Off Barrel	(-3 lbs)	Shotguns	-	Removes the <i>two-handed</i> property from the shotgun and changes its classification to <i>sidearm</i> . Lowers the damage die and scatter damage die by one category. (For example, a d12 die lowers to a d10.) Reduces the shotgun's normal and maximum range by 10.
Magazine Capacity	.5 lbs	All firearms	2,000 gp	Increases the ammunition count of <i>longarms</i> by 6, and increases the reload count of <i>sidearms</i> by 8. If firearm has the <i>long load</i> property, it loses that property and gains the <i>reload</i> property instead. (6 rounds for longarms, 8 rounds for sidearms.)
Light Frame	-	All Firearms	2,000 gp	Reduces the firearms weight by half.
Burst Mechanism	-	Rifles	2,500 gp	Turns firearm into <i>Burst Rifle</i> .
Automatic Mechanism	-	Rifles, Pistols	2,500 gp	Turns the firearm into <i>Automatic Rifle</i> or <i>Automatic Pistol</i> .
Recoil Compensator	-	Firearms with the Automatic or Burst Fire Property	3,000 gp	You can add your Dexterity modifier to your Automatic and Burst Fire damage.
Grenade Launcher	1 lbs	Longarms, Heavy Guns	4,000gp	You can launch grenade ammunition as a bonus action on your turn. Incompatible with flamer integration.
Flamer Integration	5 lbs	Heavy Guns	5,000gp	You integrate a flamethrower fully into your firearm, allowing you to use your attack to either fire the gun or flamethrower without needing to switch weapons.

EXPLOSIVES

EXPLOSIVES

All the following come in three forms: grenades, mines and ammunition, each must be bought as that type and have their own properties. See below the table for the special properties of each grenade.

Name	Damage	Cost (gp)	Craft DC	Area
Blight	2d6 Necrotic	70	16	20 ft. Cube
Concussion	4d6 Thunder	100	18	20 ft. Sphere
Corrosive	2d6 Acid	60	14	10 ft. Cylinder
Drake	3d6 Fire	60	15	10 ft. Cube
Flash	4d6 Radiant	70	17	30 ft. Sphere
Frag	3d6 Piercing	40	12	20 ft. Cube
Frost	3d6 Cold	60	15	20 ft. Cube
Gas	2d8 Poison	70	16	20 ft. Sphere
Pressure	2d8 Force	90	18	10 ft. Cube
Shock	3d6 Lightning	100	20	20 ft. Sphere
Smoke	0	40	14	20 ft. Sphere

Blight. Creatures who fail their saving throw cannot regain hitpoints until the end of their next turn. This explosion deals double damage to plants.

Concussion. Any creature that fails their saving throw must also roll a DC 12 Constitution Saving throw or become stunned until the end of their next turn. This explosion deals double damage to structures and objects.

Corrosive. Any creature which fails their saving throw takes 1d6 Acid Damage at the start of their turn until they use an action to clean themselves.

Drake. Any creature which fails their saving throw takes 1d6 Fire Damage at the start of their turn until they use an action to douse the flames.

Flash. Any creature which fails their saving throw is blinded until the end of their next turn.

Frost. Any creature which fails their saving throw cannot take reactions until the start of their next turn and has their speed halved until the end of their next turn.

Gas. This effect remains stationary for two rounds or until a strong wind dispels it. Any creature entering the area for the first time or starting their turn there must make the saving throw.

Pressure. Any creature which fails this saving throw is pushed back 10 ft. and knocked prone, any creature which hits a wall or other object when pushed takes 2d8 bludgeoning damage. This explosion deals double damage to structures and objects.

Shock. Any creature which fails their saving throw has their movement halved, cannot take reactions and cannot take both an action and a bonus action until the end of their next turn.

Smoke. This effect lasts for two rounds or until a strong wind dispels it. While the effect is up, the area is heavily obscured.

MELEE WEAPONS

MELEE WEAPON LIST

Modern technology is not limited to firearms. Overall improvements in metalworking and engineering have created unique items even for those who shy away from guns.

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Garrote Wire	1 sp	1d4 slashing	-	Finesse, Light, Two-handed, Special
Riding Crop	15 sp	1d4 slashing	1 lb	Light
Sap	1 gp	1d4 bludgeoning	2 lbs	Finesse, Light, Hidden, Non-lethal
Cestus	5 gp	1d4 bludgeoning	1 lb	Finesse, Light, Special
Brass Knuckles	10 gp	1d4 bludgeoning	2 lb	Light, Hidden
Stiletto Knife	20 gp	1d4 piercing	1 lb	Finesse, Light, Hidden, Thrown (20/60)
Switch Blade	30 gp	1d6 piercing	1 lb	Light, Hidden
War Scythe	20 gp	1d10 slashing	6 lbs	Finesse, Heavy, Two-handed
Walking Cane	100 gp	1d8 bludgeoning	4 lbs	Hidden, Versatile (1d10), Special
Simple Ranged Weapons				
Bola	1 gp	1d4 bludgeoning	2 lbs	Light, Thrown (50/100), Special
Slingshot	5 sp	1d4 bludgeoning	1 lbs	Ammunition (30/90), two-handed
Martial Melee Weapons				
Buzzsaw	200 gp	2d6 slashing	15 lbs	Heavy, Two-handed, Special
Claw Glove	20 gp	1d6 slashing	2 lbs	Light
Cutlass	15 gp	1d8 slashing	3 lbs	Finesse, Light
Boot Knife	25 gp	1d4 piercing	1 lb	Hidden, Special
Ball & Chain	55 gp	1d8 bludgeoning	12 lb.	Heavy, Two-Handed, Reach, Special
Sabre	35 gp	1d8 slashing	3 lbs	Finesse
Estoc	35 gp	1d8 piercing	2 lbs	Finesse, Versatile (1d10)
Sawtooth Sword	50 gp	2d4 slashing	4 lbs	Light, Special
Chain Whip	100 gp	1d6 slashing	4 lbs	Light, Reach
Gauntlet Blade	150 gp	1d4 piercing	1 lb	Finesse, Light, Hidden, Special
Lightning Baton	300 gp	2d6 lightning	3 lbs	Non-lethal, Special
Chainsword	550 gp	1d8 Slashing	5lbs	Versatile (1d10), Special
Martial Ranged Weapons				
Chakram	200 gp	1d8 slashing	4 lbs	Thrown (20/60), Special

SPECIAL WEAPON PROPERTIES

Weapons with the *special* property, as well as items requiring explanation, are detailed below.

Bola. Consisting of a length of cord with weights on each end, this weapon can entangle a target. A Large or smaller creature hit by a bola must succeed on a DC 12 Dexterity saving throw or become grappled until it is freed. A bola has no effect on creatures that are formless, or creatures that are Huge or larger.

A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bola (AC 10) also frees the creature without harming it, ending the effect and destroying the bola.

Ball & Chain. This heavy metal chain is attached to a solid iron ball. It is swung through the air like a flail to

deal massive damage. For an additional 10 gp, the ball can be switched out for a blade (slashing) or spike (piercing).

Boot Knife. This spring-loaded blade is hidden on the sole of a heavy boot or shoe. Once you hit its hidden switch to deploy it (as a bonus action), it can be used as an off-hand weapon, even if you are carrying two weapons or a two-handed weapon. While it is deployed, walking is slightly difficult, and you treat normal terrain as difficult and difficult terrain as impassable. You can re-arm the blade as an action, pushing it back into your boot where it remains hidden.

Buzzsaw. Consisting of a circular sawblade attached to a handheld motor, this device is typically used to cut wooden planks or metal locks, but is just as effective on flesh.

However, using this weapon causes a great deal of noise; the spinning blade and roaring motor can be heard out to a distance of 60 feet if used outside.

This distance reduces to 30 feet if you use this weapon indoors.

Cestus. This is a heavy, padded glove that covers the wielder from mid-finger to mid-forearm. It is made of leather or thick cloth and reinforced with metal plates over the fingers.

A monk wielding a cestus can add its damage to thier unarmed strikes, and it counts as a monk weapon for them.

Chainsword. This weapon, a staple of the greater paladin orders is as fearsome as it is unsubtle. When used the roaring of the weapon can be heard for a distance of 60 feet in all directions.

In addition, when you hit on a roll of 19 or 20 to attack you inflict a bleeding wound, dealing 1d4 piercing damage to that creature at the start of each of its turns until it takes an action to stop the bleeding or recieves healing of any kind.

Chakram. This circular, sharp bladed disc is unique, even as far as uncommon weapons go. It can be used for melee attacks or thrown. When it is thrown, it returns to its thrower, and must be caught using a bonus action.

Garrote Wire. This length of thin, sharp wire can only be used on a Medium or Small creature while the user has advantage on the attack roll. On a hit, the target takes 1d4 slashing damage and is grappled. Until the grapple ends, the target cannot breathe, and allies has advantage on attack rolls against the target.

Gauntlet Blade. This weapon, invented by a secret organization, appears to be simple ornate leather bracer. However, when the wielder presses a secret switch, deploying a blade. The same switch retracts the blade, hiding it from view as a bonus action.

While the blade is deployed, you cannot hold anything in your hand.

Lightning Baton. This metal rod has two sharp prongs at its tip and is designed to subdue enemies without killing them. With the push of a button, electricity sparks across the tip of the rod.

If the rod is dropped into water at least ankle-high, each creature in the water must succeed a DC 13 Constituion saving throw or take damage as if critically hit by this weapon. This effect applies automatically if the target is wet.

Sawtooth Sword. This serrated blade causes grievous wounds when used correctly, as its jagged edge shreds and deepens cuts. When you make an attack with this weapon, if you roll a 19 or 20 and hit, the target begins bleeding out, taking 1d4 slashing damage at the beginning of each of its turns until it takes an action to stop the bleeding.

Stiletto Knife and Switch Blade. These are knives with spring-loaded blades. Small, easy to conceal... and illegal in many cities.

Walking Cane. This seemingly normal cane is actually a clever and elegant hidden sheath for a blade. The blade can be unsheathed as part of the action used to attack with this weapon. This blade functions as a mundane rapier or dagger (depending on the construction of the cane).

MODERN ARMOUR

ARMOURS

Armour Type/Cost	Armour Name	Armour Class (AC)	Strength	Stealth	Weight
Light Armour					
10gp	Heavy Coat	11 + Dex modifier	-	Disadvantage	6 lbs
20gp	Leather Jacket	11 + Dex modifier	-	-	4 lbs
60gp	Light Undercover Shirt	11 + Dex modifier (BR 3)	-	-	2 lbs
50gp	Sheet Metal Vest	12 + Dex modifier (BR 2)	-	-	8 lbs
70gp	Steel-Plated Coat	13 + Dex modifier (BR 2)	-	-	3 lbs
Medium Armour					
30gp	Multi-Layer Vest	13 + Dex modifier(max 2) (BR 3)	-	-	4 lbs
100gp	Light Duty Armour	14 + Dex modifier(max 2) (BR 3)	-	-	8 lbs
400gp	Tactical Armor	15 + Dex modifier(max 2) (BR 4)	Str 10	Disadvantage	10 lbs
Heavy Armour					
800gp	Special Response Armour	16(DR 5)	Str 10	Disadvantage	15 lbs
1,500gp	Land Warrior Armour	17(DR 5)	Str 13	Disadvantage	10 lbs
4000gp	Forced Entry Unit	18(DR 6)	Str 13	Disadvantage	20 lbs
Shields					
30gp	Shield	+2 AC(BR 2)	-	-	8 lbs
100gp	Tower Shield	+3 AC(DR 3)	Str 15	Disadvantage	12 lbs

PROSTHETICS

PROSTHETICS

Type	Cost	Description
Basic Prosthetics		
Blunt Fist	50 gp	A blunt fist is a solid ball of metal, or sometimes it is shaped like a fist or hammerhead. It is typically little more than a tool, as its construction is ill-suited for combat.
Blunt Foot	50 gp	A solid wooden sphere with the base shaved flat, the blunt foot increases its wearer's walking speed by 10 feet (though it is still reduced by half before this increase). The wearer's speed cannot be increased beyond this limit, either by abilities, feats, or magic. Additionally, the wearer can make a DC 15 Dexterity check to avoid falling prone after taking the Dash action.
Crow's Foot	60 gp	Y-shaped with built in stump grip, the wooden crow's foot returns the feel of a normal foot to the wearer, allowing Strength (Athletics) checks that would normally be made with disadvantage due to the missing foot to be made with a -2 penalty instead. In all other ways it is identical to the blunt foot.
Crutch	5 gp	A Y- or T-shaped implement of wood used to help support one's weight when one's leg cannot. A character's speed is reduced by 5 feet while using a crutch. The crutch can be used as a club, but attacks with it are made with disadvantage unless the wearer is proficient with improvised weapons.
Gaff Hand	25 gp	A simple metal gaff hook, like those used by sailors and longshoremen, mounted on a harness that fits over the character's stump. It is only capable of the crudest manipulation and does not have a grip. It is impossible to hold a tool or weapon with this hand, but it can be used for opening doors or loosely holding onto things. It is otherwise similar to a sculpted hand. A character wearing a gaff hand gets advantage on Charisma (Intimidation) checks so long as the hand is used as part of the intimidation.
Cosmetic Prosthetics		
Sculpted Foot /Sculpted Leg	80 gp	This prosthetic is a wooden or stone foot which resembles a real foot. Sculpted feet are often painted in flesh tones to match the skin of the character wearing them and can only be identified as a prosthetic with a successful DC 13 Wisdom (Perception) check. If the character is wearing socks, shoes or boots, no one can identify the prosthetic. The sculpted foot or leg is not at all fully functional. It is otherwise similar to a blunt foot.
Sculpted Hand /Sculpted Arm	80 gp	This prosthetic is a wooden or ceramic hand, usually in a generally relaxed pose, which looks real at first glance. Sculpted hands are often painted in flesh tones to match the skin of the character wearing it and can only be identified as a prosthetic with a successful DC 13 Wisdom (Perception) check. It can hold mundane objects weighing 10 pounds or less, such as cups and pouches, between its opened fingers, but cannot be used to wield weapons. Any Strength or Dexterity checks made that involve the prosthetic are made with disadvantage.
Ornate Arm	400 gp	An expertly crafted arm that is covered in finely curved goldenrods that engulf it with porcelain covering the base prosthetic. You can show off its fine craftsmanship to another person to gain advantage on a single Charisma check against that person. However, due to the nature of the prosthetic, any Strength or Dexterity checks made that involve the prosthetic are made with disadvantage.
Ornate Foot	350 gp	This is a porcelain foot covered in gold rodding. You can use it to gain advantage on a single Charisma check as with the Ornate Arm, but your movement speed is reduced by 10 feet (to a minimum of 10 feet) on difficult terrain.
Ornate Leg	500 gp	This elaborate prosthetic functions like the Ornate Foot.
Ornate Hand	300 gp	This prosthetic is a replacement hand, but otherwise functions like the Ornate Arm.

PROSTHETIC LIMBS, CONTINUED

Type	Cost	Description
Intermediate Prosthetics		
Hinged Calf	75 gp	This tight jointed prosthetic is made of leather and metal, and mimics the knee-to-ankle area of the leg. Ankle/foot prosthetics can be attached to its ankle end. The hinged calf improves mobility to the point that your speed is no longer halved, though you now walk with a limp (<i>see the Loss of Limb sidebar above</i>).
Hinged Forearm	75 gp	This tight jointed prosthetic mimics the elbow-to-wrist area of the arm. Wrist/hand prosthetics can be attached to its end. The hinged forearm is made of leather and metal. Strength and Dexterity checks involving the prosthetic are made normally, though with a -2 penalty.
Pocket Shaft	120 gp	A pocket shaft gives every impression of being nothing more than a hinged forearm without a wrist attachment. However, a pocket shaft actually contains a hidden repository. The pocket can hold as much as a belt pouch, and is padded to muffle the sound of items moving inside. Discovering the existence of the pocket shaft requires a DC 25 Wisdom (Perception) check. In all other ways it is identical to a hinged forearm.
Shin Sheath	120 gp	The distance between the knee and the ankle is exactly the same length as the average dagger. Resembling a hinged calf, the shin sheath is the dream of any rogue who has lost a leg. Finding a dagger hidden in a shin sheath requires a DC 25 Wisdom (Perception) check. In all other ways it is identical to a hinged calf.
Talon	65 gp	A modified fork or hook, with three metal digits that can open and close, allowing them to hold objects somewhat well. The claws are manipulated by using the muscles of the upper arm and turning the remnants of the limb. Some look like a set of simple metal hooks capable of pivoting, while others are more ornate, shaped to resemble the talons of predatory birds. The talon hand can be used as a weapon, delivering 1d6 points of slashing damage. It is treated as a light simple weapon. It is otherwise identical to a gaff hand.
Wooden Leg	95 gp	A simplified and not very life-like wooden leg which has a hinged knee and jointed ankle. The wooden leg allows the character to walk stiffly. It is otherwise similar to a hinged calf.
Mechanical Prosthetics		
Boneless Leg	1,200 gp	This prosthetic is made of high-impact, lightweight materials, allowing for greater freedom of movement. You do not suffer penalties to your speed with this prosthetic, and your movement speed increases by an additional 5 feet. However, a well-placed attack could break the prosthetic, as the material is more brittle than that of regular prosthetics.
Clamp	65 gp	A spring-loaded, metal, crab-like claw originally designed by gnomes to improve their grip. The clamp can hold items like a normal hand, though it cannot be used to wield a two-handed weapon. Strength and Dexterity checks involving the prosthetic that would normally have disadvantage are instead made normally with a -2 penalty. Additionally, the clamp can be used as an improvised club, which the wearer is proficient with.
Clockwork Arm	500 gp	The clockwork arm appears to be a normal arm sleeved in plate armor, but when one listens closely the sound of gears whirring and clicking can be heard whenever the arm moves. First perfected by gnomes, clockwork arms are now built by several master smiths. The clockwork arm provides a near-perfect semblance of full functionality, but is quite expensive. Wearing a clockwork arm negates the penalties from the wearer's missing limb and further grants a character a +2 bonus to Strength when determining lifting/carrying capacity, as well as for attacks and damage rolls for weapons wielded by the clockwork arm (the bonus does not apply to weapons wielded by the other arm, except for two-handed weapons), as well as for grappling.
Clockwork Leg	800 gp	Similar to the clockwork arm, the clockwork leg appears to be an armored leg that clicks and whirs as it moves. The clockwork leg was another gnomish invention. The leg provides a near-perfect return to full functionality and mobility for the wearer, but is very expensive. The clockwork leg negates the wearer's penalties for losing a leg at the knee.
Haft Lock	150 gp	A vice that provides a great deal of grip, but unlike the clamp, the haft lock must be adjusted manually to achieve the proper tension. As a prosthetic, it allows the wearer to wield a weapon two-handed. Adjusting a haft lock takes an action. It is otherwise identical to the clamp.
Iron Arm	2,500 gp	A very strong prosthetic and durable prosthetic made entirely of metal. It is hollow on the inside but its weight still the wearer to have a minimum Strength score of 14. While wearing this you get a +1 bonus to AC, but when in water deeper than your height you sink to the bottom and can't swim.
Rabbit's Foot	2,000 gp	This lightweight, durable leg prosthetic increases your the height of your high jump to a minimum of twice your current height.

PROSTHETIC LIMBS, CONTINUED

Type	Cost	Description
Combat		
Prosthetics		
Hook Hand	25 gp	This basic prosthetic deals 1d4 piercing damage when used in combat, and is considered a light simple weapon.
Bladed Arm	2,000 gp	The spring-loaded blade on this prosthetic is treated as a one-handed weapon with the <i>light</i> and <i>finesse</i> properties. It deals 1d8 slashing damage on a hit. While armed with this it can be put away and hidden slightly but not fully.
Bladed Leg	3,000 gp	The calf and foot of the missing leg is replaced with a heavy, yet sharp blade that you walk upon. You can make an off-hand attack with a bladed leg even if you are carrying an item in each hand. It deals 1d8 slashing damage and is considered a light martial weapon, but if you don't have martial weapon training it is considered an improvised weapon.
Crossbow Arm	1,100 gp	The crossbow arm is a light crossbow designed to be loaded and fired with one hand. The crossbow folds into the main body of the prosthetic when at rest. Bolts fired from the crossbow arm deal 1d6 piercing damage.
Dart Launcher	900 gp	The dart launcher is an arm prosthetic that fires standard darts (1d4 piercing; finesse, thrown (20/60)). This is considered a light simple weapon.
Spiked Limb	750 gp	The spiked limb is a solid piece of oak covered in metal spikes. An ever-present weapon, it deals 1d6 bludgeoning and piercing damage on a successful strike, and is treated as a light simple weapon. It is otherwise identical to a blunt hand.
Magical		
Prosthetics		
Brute's Arm	1,200 gp	When equipped with this enchanted limb your Strength score increases by 2, as does your maximum for that score. Additionally, your carrying capacity triples, as does the weight you can push, drag, or lift. It otherwise functions as a normal arm.
Dexterous Leg	1,100 gp	A leg prosthetic that increases your Dexterity score and its corresponding maximum by 2 and increases your movement speed by 10 feet, it otherwise functions as a normal leg..
Energy Palm, Cold	N/A	A glowing blue evocation rune is scribed onto the palm. While wearing this prosthetic, a nonmagical melee weapon wielded with that hand deals an additional 1d4 cold damage on a hit. You also learn the <i>frostbite</i> cantrip (save DC 13).
Energy Palm, Electricity	N/A	The glowing yellow rune scribed on the palm allows this prosthetic to function as <i>Energy Palm, Cold</i> , though the additional damage is lightning instead of cold, and you learn the <i>shocking grasp</i> cantrip. You cast this cantrip with an attack bonus of +5.
Energy Palm, Fire	N/A	The glowing red and orange rune scribed on the palm allows this prosthetic to function as <i>Energy Palm, Cold</i> , though the additional damage is fire instead of cold, and you learn the <i>produce flame</i> cantrip. If you attack with the flame from this cantrip, you do so with an attack bonus of +5.
Morphic Arm	N/A	This black, almost oily-looking prosthetic shifts and morphs at its wearer's will, allowing it to take the form of any one-handed melee weapon or simple tool the wearer is proficient with. Changing the form of the morphic arm takes one action.
Wizard's Hand	3,000 gp	Being made of a special and rare material, it is a prosthetic for magic users that lost a limb. When worn by a magic user, it serves as as their spellcasting focus. Additionally, it is a magic weapon that can be used to make a melee spell attack, dealing 1d8 bludgeoning damage on a hit.