

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

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

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.

WEAPON 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	Restrictions	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)

WEAPON MODIFICATIONS

Name	Weight(lbs)	Usable With	Cost	Properties
Stock	.5	Longarms	3,000gp	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	3,000gp	+1 to attack rolls.
Heavy Barrel	1	Rifles, Carbines	4,000gp	Increases the normal range of the gun by 20 feet and the maximum range by 20 feet. This cannot be combined with Light Barrel
Light Barrel	-1	Rifles, Carbines	4,000gp	Reduce the normal range of the gun by 5 feet and the maximum range by 10 feet. This cannot be combined with Heavy Barrel.
Tight Choke Barrel	-	Shotguns	4,000gp	Add your ability score modifier to your firearm's scatter damage. This cannot be combined with Wide Choke Barre
Wide Choke Barrel	-	Shotguns	4,000gp	The range for your firearm's Scatter damage roll is now 10 feet around the original target. This cannot be combined with Tight Choke Barrel
Sawn off Barrel	.3	Shotguns	-	Removes the two-handed property from the shotgun and changes its classification to sidearm. 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	All Firearms	7,000gp	Increases the ammunition count of longarms by 6, and increases the reload count of sidearms by 8. If firearm has the loading property, it loses that property and gains the reload property instead. (6 rounds for longarms, 8 rounds for sidearms.
Light Frame	-2	All Firearms	5,000gp	Gun's weight cannot decrease past 1 lb
Burst Mechanism	-	Rifles	10,000gp	Turns firearm into Burst Rifle
Automatic Mechanism	-	Rifles, Pistols	10,000gp	Turns the firearm into Automatic Rifle or Automatic Pistol.
Recoil Compensator	-	Firearms with Automatic or Burst Fire Property	12,000gp	You can add your Dexterity modifier to your Automatic and Burst Fire damage

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

The adventurer's life is not an easy one, and odds are that sooner or later, someone is going to be missing something. While magical healing is an amazing thing, the truth is that most parties aren't going to have a healer of sufficiently advanced level to cast regenerate and replace a missing limb, or even lesser regenerate to reattach one. At lower levels, the amount of money required for such healing may be unattainable. In short, there are going to be times when someone's going to need an artificial replacement for their own flesh and blood, at least in the short term.

There are many ways in which a character can lose a limb (not the least of which is the sever combat maneuver) but not all are described in detail. It is mentioned that someone who is turned to stone, damaged, and then turned back to flesh suffers the same "deformities" that were suffered while petrified.

Presumably this would mean a missing arm or leg. Others are more vague, but the description of the regenerate spell clearly states that it regenerates lost limbs, indicating that such a thing can happen. There are also products available from other companies, usually products that detail critical hits and fumbles, that specify the loss of limbs on occasion.

There are several different levels and types of replacements for a missing limb, from the incredibly basic, such as hook hands and peg legs, to mechanical and magical replacements that are nearly as capable as the genuine article

ARMOUR FOR PROSTHETICS

Armoured prosthetics are easily achieved by adding armor-grade leather or steel to a prosthetic. A character with funds to spend can choose to add mithril or adamantite armor to a prosthetic. Typically, only full-length prosthetic arms or legs are armored. Rather than granting an armor class bonus (as armor worn by a character would), armor for prosthetics instead increases the hit points of the prosthetic, making it less vulnerable to damage from an enemy's blade.

TYPES OF PROSTHETICS

Prosthetics come in two types: mundane and magical. Mundane prosthetics are further categorized into Basic, Cosmetic, Intermediate, Mechanical, and Combat.

Basic prosthetics, such as the gaff hand, peg leg or crutch, are very simple prosthetics that do not resemble the actual lost limb at all and have the most basic functionality. Basic prosthetics do grant a character some sense of wholeness and capability, however. Basic prosthetics are the least expensive of all prosthetics.

Cosmetic prosthetics are sculpted, high quality replacements that look life-like (at least at first glance) but aren't actually functional. In this sense, cosmetic prosthetics are not as functional even as basic prosthetics but do more for a character's self esteem and hide his injury from the eyes of others.

Intermediate prosthetics are partially functional replacements capable of grabbing and releasing objects, or allowing one to walk stiffly but at a reasonable pace. Intermediate prosthetics include hinged forearms and calves, to which other types of prosthetic can be attached.

Mechanical prosthetics are fully articulated prosthetics with multiple moving parts, such as clockwork arms and hands capable of grasping and holding most everyday objects, even up to and including weapons, or clockwork legs capable of walking and running. Other mechanical prosthetics include clamps and haft locks, which make holding and gripping things much easier. Mechanical prosthetics are often extremely expensive.

Combat prosthetics are technically a basic prosthetic in the form of a weapon, an artificial limb that sacrifices appearance and function for lethality.

Magical prosthetics are just that – a variety of prosthetic types that provide the full function of the missing limb, and sometimes more. Magical prosthetics are the most expensive of all prosthetics

EXAMPLE TABLE

Type of Prosthetics	Cost	Description
Basic Prosthetics		
Blunt Fist	50gp	A blunt fist is a type of combat prosthetic. It is a solid ball of metal, or sometimes it is shaped like a fist or hammerhead. It can be used as a tool, but it's most practical application is as a weapon. A blunt fist does 1d6 bludgeoning damage. It is considered a light simple weapon
Blunt Foot	60gp	A solid wooden sphere with the base shaved flat, the blunt foot allows its wearer to move at a normal rate. The wearer may not run, charge, bull rush, or overrun
Crow's Foot	5gp	Y-shaped with built in stump grip, the wooden crow's foot returns the feel of a normal foot to the wearer, negating the penalty to Climb skill checks. In all other ways it is identical to the blunt foot
Crutch	25gp	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 ft. while using a crutch. The crutch can be used as an improvised melee weapon, but without the Catch Off-Guard feat, wielders suffer a -4 penalty to attack rolls.
Gaff/Hand	25gp	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 hook hand deals 1d4 piercing damage when used in combat, and is considered a light simple weapon. The character wearing a gaff hand also receives a +5 circumstance bonus to Intimidate checks, if the hook is used as part of the intimidation. The gaff hand reduces the penalty to Climb, Craft, Open Lock, Sleight of Hand, and Use Magic Device checks from -5 to -2.
Cosmetic Prosthetics		
Intermediate Prosthetics		
Mechanical Prosthetics		
Combat Prosthetics		
Magical Prosthetics		