

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: As the crossbow is silent attacks with it do not provoke stealth checks to remain hidden by default.

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.

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: As the crossbow is silent attacks with it do not provoke stealth checks to remain hidden by default.

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.

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)