

Short Guide to Firearms



Many Isles



1 - RULES

Guns are a cool thing. Especially in D&D, they're a breath of fresh air, a completely new take on the traditionally medieval-magic setting. This handbook's purpose is to introduce you to firearms in 5eS, and also serves as reference whenever you need to look something up.

If you don't know what 5eS is yet, then you'd better look it up in the [Starter Guide](#). Or, if you don't have the time, make sure you've read the introduction on our site.

Please note that firearms are **overpowered**. They absolutely rip. If you introduce guns to your game, make sure you can regulate this OP stuff: limit ammo availability, for example, or allow only restricted progression in the gunmaster or gunslinger classes.

FOUNDATION OF 5eS

Remember that you will always need a clear overview and method on how to keep track of everything, due to the increased complicatedness of 5eS in general.

First off, use the official 5eS character sheet, and not the 5e one. The 5eS sheet has all the variations needed for a smooth game, such as the two AC scores, Heroism scores, and much space for notes, which you will need to do. Find it [here](#).

Second, make sure you know your d and h attack rolls by heart. This is essential for the good flow of the game.

Finally remember that 5eS is only a specification of 5e. If you have a 5e rule contradicting with one here, the 5eS one wins out. If you have a 5e rule that in no way contradicts 5eS material, then it's valid and applies.

FIREARM BASICS

Since you're playing 5eS, you'll likely be playing in the Many Isles setting. If that's the case, make sure your game takes place at a time *after* firearms were developed, which is about 10 OW. Also keep in mind that heavy restrictions exist on firearm produce due to the Holy Dwarven Empire's ban on guns, so there's only a short time span (about 2 centuries) in which you can base your game. In any case, the adventure *Spectre of Revolution* is a great way to introduce guns to your party, and to get a feel for just how fast these things can kill you.

Next, remember that hAC is basically useless against guns due to their very high automatic hit rate. This means armor should be a rarity, and most of the time, the only thing you'll have to worry about is dAC.

From a worldbuilding perspective, keep in mind that a society with firearms and machines will look different from the standard swords&magic. This is already taken care of for you in Many Isle modules, though, so all's fine.

USING A FIREARM

Contrary to many more standard weapons, you don't have disadvantage when firing a firearm without having proficiency. It's quite simple to aim a pistol and shoot it.

However, reloading can be a more difficult thing than shooting a loaded gun. For advanced firearms, and maybe some simple firearms if the DM rules so, you need proficiency to be able to load the weapon within normal loading time.

Furthermore, if you don't have proficiency with a weapon you shoot, you don't add any modifiers to the weapon's damage: you just deal the raw dice. You also can't profit to bonuses on attack rolls with them: you use your naked Dexterity modifier.

PROFICIENCIES AND GUNS

Note that firearms aren't included in standard proficiencies. "All ranged weapon" proficiency does *not* apply to firearms. For the sake of determining proficiency, firearms don't count as weapons.

You need to be specifically proficient in firearms to use your proficiency bonus with them.



WEAPON PROPERTIES

There are a number of weapon properties in 5eS. Notably, a couple of them apply almost specifically to firearms. These are listed and explained in more detail here.

- **Ammunition.** For simplicity's sake, the number of different ammunition pieces was kept to a minimum. Usually, bullets go with rifles, handgun bullets go with one-handed guns. Each time you fire a shot, you use a piece of ammunition. Since most firearms have magazines (see the *Shots* property), you'll be firing out of that: keep track how many bullets you have left over, and how many are stored in each of your weapons. If you want to go full-on realistic, you could also have a given number of clips, and to reload a weapon, you need a full clip available.
- **Auto-Chambering.** This property is used only for certain abilities, such as the gunslinger's *Speed Fire*. It tells you whether the gun automatically reloads each time it fires, or if it needs to be chambered manually each time. This time is usually included in the attack, but it would affect *Speed Fire*.

- **Crit.** Sometimes, a firearm is especially deadly. This is shown by the crit property. The value given reduces the minimal amount you have to roll on the d20 to score a critical hit.
- **Loading.** All firearms, once their clip is emptied, need to be loaded anew. Some need to be loaded on every shot. This is shown by the *Loading* property. A weapon with loading or loading 1 needs no special time to reload, but you reload only at the end of an Attack action. Loading 2 or more needs an action to reload, loading 3 needs 2, and so on.
- **Shots.** This shows how many bullets the weapon can store. If you filled its magazine completely, it shows how many times you can fire the weapon before needing to load again (as per the *Loading* property).
- **Shots/Turn.** Some firearms are automatic, which is represented by this property. When you take the Attack action with a weapon that has this property, you can fire a number of times up to the value given. You may roll separate attack rolls for each shot, or just roll a single one if you fired a large number of bullets. The *Shots/Turn* value is also the maximal amount of times you can fire a weapon on a turn, however. If the value were five and you fire five shots, that would be the equivalent of pressing the trigger for your entire turn. You can't fire more times than the given value on any of your turns. If you use a weapon with this property to make an attack through an ability that allows you to "make one attack", you may fire only one shot with that weapon.

If you aren't wearing armor that has an a reduction, you can increase your dAC by 4.

AUTOMATIC H ATTACKS

All firearms use a defined h attack roll. Instead of having a normal ab (armor-breaking) bonus, they have a pre-defined roll, given by ":x" instead of "+x". This is done because a bullet is always fired off with the same power, regardless of your own strength. You replace your h attack roll with this number.

FIREARM FEATS

There are a number of feats which are focused on firearms, enabling you to use them even if you aren't a gunslinger, gunmaster, or other firearm-oriented class.

You can find them all in our *Handbook of Feats*, but we've listed them here again just for your benefit.

FIREARM MASTER

You gain proficiency in a type of simple firearms of your choice.

HEAVY ARMS MASTER

Prerequisite: Proficiency with simple firearms

You gain proficiency with advanced firearms.

PRECISE SHOT

You can ignore hAC with ranged weapons if there are clear openings in your target's armor.

QUICKSHOT

You gain a +4 bonus to your d attack rolls made with ranged weapons.

SWIFT DEFENSE

2 - GUNS

Here's a gallery of some of the deadliest goodies the Many Isles has to offer. Enjoy blasting some monsters!

Please note we have removed a and d values, since they are 0 for all firearms.

SIMPLE FIREARMS

Name	Cost	ab	Dice	Properties	Weight
Magnum Pistol	3000 gp	:26	5d12	Range: 20/60ft, Ammunition (Magnum Bullets), 4 shots, loading 2, crit +5	4lb.
Musket	500 gp	:23	2d10	Range: 40/120ft, Ammunition (Bullets), loading 2, two-handed, crit +2	10lb.
Pistol	350 gp	:21	2d10	Range: 30/90ft, Ammunition (Handgun Bullets), 5 shots, loading 1	2lb.
Revolver, Armuria	2500 gp	:24	2d10	Range: 30/120ft, Ammunition (Handgun Bullets), 6 shots, loading 2, auto-chambering	2lb.
Revolver .50, Armuria	3500 gp	:24	4d12	Range: 30/120ft, Ammunition (Magnum Bullets), 6 shots, loading 2, crit +4, auto-chambering	2lb.
Rifle	600 gp	:25	2d12	Range: 80/240ft, Ammunition (Bullets), loading 2, 3 shots, two-handed, crit +2	4lb.

SAMPLE ADVANCED FIREARMS

Name	Cost	ab	Dice	Properties	Weight
High-Tier Pistol	6000 gp	:22	2d10	Range: 30/90ft, Ammunition (Handgun Bullets), 12 shots, auto-chambering, loading 2	2lb.
High-Tier Rifle	5000 gp	:30	4d12	Range: 300/900 ft, Ammunition (Bullets), 6 shots, loading 1, two-handed, crit +3	5lb.
HMG, Dwarven	3000 pp	:24	2d4	Range 100/300ft, two-handed, 15 shots/turn, 60 shots, reload 1, heavy, Ammunition (Automatic Bullets), auto-chambering	42lb.
LMG, Dwarven	2200 pp	:26	2d6	Range 80/360ft, two-handed, 8 shots/turn, 40 shots, reload 1, Ammunition (Automatic Bullets), auto-chambering	35lb.
Rifle, Dwarven	300 pp	:29	4d12	Range 90/300ft, two-handed, 5 shots, reload 1, Ammunition (Magnum Bullets), crit +3, auto-chambering	22lb.
Silurian Auto-Arrow	2000 pp	:21	1d10	Range 30/100ft, 20 shots/turn, 40 shots, reload 5, Ammunition (Arrows), auto-chambering	25lb.

AMMUNITION

Type	Price/piece	Usual Cartridge Size
Arrows	5 cp	20
Automatic Bullets	3 sp	20
Bolts	5 cp	15
Bullets	1 gp	5
Handgun Bullets	1 gp	6
Magnum Bullets	5 gp	4



THANKS TO YOU!!

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Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.

It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

Find us on the subreddit [/r/ManyIsles](https://www.reddit.com/r/ManyIsles), or for great RPG material on [Patreon](https://www.patreon.com/WorldAnvil), or even for worldbuilding on [WorldAnvil](https://www.worldanvil.com).

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