A 5E Primer To
Pistols

This e-book contains all the open game content from Zane's Guide to Pistols, a sourcebook of modern and magical pistols for Fifth Edition Games. Get the full guide for 25 magical pistols, new character options and, of course, Zane's eccentric commentary.

GUNS 101

MALFUNCTIONS

Due to the complex mechanical nature of firearms, there are a lot more things that can go wrong with them when compared to simpler ranged weapons like bows or crossbows. When an attack roll with a gun scores "1" on the d20, the weapon jams and will not work again until you have used an action to clear the jam.

RATE OF FIRE

Some guns may be able to shoot multiple rounds per attack. A weapon's Rate of Fire (RoF) shows the different modes under which it can operate. If more than one mode is listed, you have to select the one you wish to use before each attack.

SINGLE SHOT

The weapon fires one round of ammunition per attack.

BURST FIRE

The weapon can fire short bursts, improving its damage output. A burst consumes 3 rounds of ammo, but allows you to roll an additional damage die if the attack hits. For example, a gun with 2d4 damage will do 3d4 damage when firing a burst.

Burst fire is prone to jamming the gun: a malfunction occurs on a roll of 1-2.

FULL AUTO

Instead of attacking a single target, the weapon can spray a 10-foot cube within its long range with bullets. Every creature in that area must make a Dexterity saving throw with DC 8 + your Dexterity modifier (plus your proficiency bonus if you are proficient with the weapon) and suffers the attack's damage on a failed save, or no damage with a successful save. If the distance to the targeted area is beyond the weapon's normal range, targets have advantage on their saving throws.

A full auto attack consumes 10 rounds of ammo. Most weapons can only perform one full auto attack per round, even if you are capable of multiple attacks.

Full auto is more prone to jamming the gun: a malfunction occurs on a roll of 1-3.

AMMO AND RELOADING

A gun with no bullets is just an expensive club. Every firearm has an Ammo score showing how many rounds of ammunition it can hold in its magazine. Each attack will drain at least one round of ammo from the magazine, possibly more if the weapon fires in burst or full auto mode. Once all ammo has been used up, the weapon must be reloaded before it can be fired again. Reloading requires an action, as well as access to a suitable amount of fresh ammunition. You can also prematurely reload the weapon if you don't want to run out of ammo at an unfortunate moment.

Ammunition	Value	Weight
.357 bullets (50)	40 gp	2 lb.
.38 bullets (50)	30 gp	1.5 lb.
.454 bullets (50)	50 gp	3 lb.
.50 bullets (50)	100 gp	8 lb.
20-gauge shells (50)	40 gp	5 lb.
9mm bullets (50)	20 gp	1 lb.

CLASSIC GUNS

AUTOLOADER

Your standard semi-automatic pistol.

Type	Simple ranged
Damage	2d4 piercing
RoF	Single shot
Range	60/240
Ammo	12 (9mm bullets)
Weight	2 lb.
Cost	300 gp

Compact: This is a light weapon.

COMBAT MAGNUM

A heavy semi-automatic pistol firing a more powerful round.

Type	Simple ranged
Damage	2d6 piercing
RoF	Single shot
Range	80/320
Ammo	8 (.357 bullets)
Weight	4 lb.
Cost	450 gp

Heavy recoil: Requires Strength 14 or higher (12 or higher if held with both hands) to use effectively; a lower Strength inflicts disadvantage on attack rolls.

HAND CANNON

A really big revolver with lots of stopping power.

Type	Simple ranged
Damage	2d6 piercing
RoF	Single shot
Range	80/320
Ammo	5 (.454 bullets)
Weight	4 lb.
Cost	500 gp

Heavy recoil: Requires Strength 16 or higher (14 or higher if held with both hands) to use effectively; a lower Strength inflicts disadvantage on attack rolls.

Reliable: Does not suffer from malfunctions.

Slow reload: You can only move up to half of your normal speed while reloading.

Stopping power: After a shot hits you can choose to reroll one of the damage dice, keeping the new result.

MACHINE PISTOL

A fully automatic weapon in the small package of a pistol.

Type	Martial ranged
Damage	2d4 piercing
RoF	Single shot, burst fire or full auto
Range	60/240
Ammo	20 (9mm bullets)
Weight	3 lb.
Cost	600 gp

MINI-SHOTTY

A revolver firing buckshot shells.

Type	Simple ranged
Damage	3d4 piercing
RoF	Single shot
Range	30/120
Ammo	4 (20-gauge shells)
Weight	4 lb.
Cost	400 gp

CQB: Gains a +1 bonus to attack rolls up to 10 feet away.

Heavy recoil: Requires Strength 14 or higher (12 or higher if held with both hands) to use effectively; a lower Strength inflicts disadvantage on attack rolls.

Reliable: Does not suffer from malfunctions.

Scattershot: Does half damage at long range. When the d20 of an attack roll scores 15-20, you can immediately make a second attack against a creature within 5 feet of the target as long as you have line of sight to it. On the other hand, when the d20 rolls 1-2, you must immediately make another attack against an ally within 5 feet of the target, if there is one and you have line of sight to them. The extra attacks do not consume any ammo and cannot trigger another attack.

Slow reload: You can only move up to half of your normal speed while reloading.

ONE-SHOT EXPRESS

A break-action single-shot pistol that uses sniper rifle ammunition.

Type	Martial ranged
Damage	2d8 piercing
RoF	Single shot
Range	100/400
Ammo	1 (.50 bullet)
Weight	6 lb.
Cost	450 gp

Heavy recoil: Requires Strength 18 or higher (16 or higher if held with both hands) to use effectively; a lower Strength inflicts disadvantage on attack rolls.

Reliable: Does not suffer from malfunctions.

Stopping power: After a shot hits you can choose to reroll one damage die, keeping the new result.

SIX-SHOOTER

A traditional snub-nosed revolver.

Type	Simple ranged
Damage	2d4 piercing
RoF	Single shot
Range	60/240
Ammo	6 (.38 bullets)
Weight	2 lb.
Cost	300 gp

Compact: This is a light weapon.

Heavy recoil: Requires Strength 14 or higher (12 or higher if held with both hands) to use effectively; a lower Strength inflicts disadvantage on attack rolls.

Reliable: Does not suffer from malfunctions.

Slow reload: You can only move up to half of your normal speed while reloading.

Stopping power: After a shot hits you can choose to reroll one of the damage dice, keeping the new result.

PISTOLS AT A GLANCE

Weapon	Type	Damage	RoF	Range	Ammo	Weight	Cost	Keywords
Autoloader	Simple	2d4 P	S	60/240	12	2 lb.	300gp	Compact
Combat magnum	Simple	2d6 P	S	80/320	8	4 lb.	450gp	Heavy recoil
Hand cannon	Simple	2d6 P	S	80/320	5	4 lb.	500gp	Heavy recoil, Reliable, Slow reload, Stopping power
Machine pistol	Martial	2d4 P	S/B/F	60/240	20	3 lb.	600gp	
Mini-shotty	Simple	3d4 P	S	30/120	4	4 lb.	400gp	CQB, Heavy recoil, Reliable, Scattershot, Slow reload
One-shot express	Martial	2d8 P	S	100/400	1	6 lb.	450gp	Heavy recoil, Reliable, Stopping power
Six-shooter	Simple	2d4 P	S	60/240	6	2 lb.	300gp	Compact, Heavy recoil, Reliable, Slow reload, Stopping power

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