

SOBROS EXPANDED FIREARMS

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SOBROS FIREARM RULES

- Gunslinger as a separate class.** There is no gunslinger class, merely those who sling guns. Historically, guns are far easier to be trained in compared to earlier weapons, allowing for the training of more effective soldiers, faster. In this sense, a separate class that has special skills allowing them to use firearms is farcical. Proficiency is still required, though mostly for balance purposes, and in that way they are the same as any other weapon.
- Misfiring.** Many firearm systems also tend to have a misfire system. These usually punish multiple attacks, making them a bit of a headache to use, with the fear of wasting a turn, of breaking the weapon, or of it exploding in the user's face. As an answer to the misfire system, this document presents a "Jamming" system instead, designed to reward multiple attacks while still adding an air of uncertainty to such volatile weapons, and limiting the damage output a tad once reloading becomes negligible at higher levels.



FIREARMS

Firearms are special types of ranged weapons that fall into both the simple and martial weapon categories. They are modular and dynamic, containing many different working parts that make up the whole of the weapon. These parts come in two main categories, **Main Parts** and **Attachments**. Main parts are the minimum needed to create a working firearm, whereas attachments are entirely optional. The parts affect the firearm's properties like range, damage, weight, and so on.

FIREARM PROPERTIES

PROFICIENCIES

Firearms fall under both the simple and martial categories. For the purposes of becoming proficient with firearms, **matchlocks** and **flintlocks** are *simple* ranged weapons, while the rest (break-action, bolt-action, etc.) are *martial* ranged weapons. Characters with proficiency in **all** simple weapons are also proficient in simple firearms. Characters with proficiency in at least one martial **ranged** weapon are proficient in martial firearms.

AMMUNITION

All firearms have the *ammunition* property, and there are many types of ammunition used amongst the wide range of firearms. Generally, the ammunition a firearm shoots is denoted by both the firearm's **class** and **firing mechanism**, and the ammunition is destroyed upon firing.

RELOADING

Firearms are reloaded by taking the Reload action. For firearms that have a magazine size larger than 1, the Reload action will load a number of pieces of ammunition based on your proficiency bonus, depending on the **firearm class**. If a spell, ability or otherwise grants a character another action, such as *action surge* or *haste*, these actions may be used to take the Reload action.

MAGAZINE

Firearms that have the ability to hold multiple rounds of ammunition can fire numerous times without reloading. The size of a firearm's magazine is denoted by its **firing mechanism**. The firearm can be fired that many times before needing to be reloaded with more ammunition.

JAMMING

When a 1 is rolled on the d20 when making an attack roll with a firearm, the weapon becomes jammed, and the attack misses, but ammunition for this attack is not consumed.. Unjamming a weapon requires spending an amount of time needed to fully reload its magazine as you clear the jam. Unless stated otherwise, firearms have a **d4 misfire** die. Jammed weapons have a misfire score, which starts at 1. When making an attack roll with a jammed weapon, roll the firearm's misfire die. If you roll equal to or lower than the

firearm's current misfire score, it remains jammed. The attack is wasted and the misfire score increases by 1. If a number higher than the firearm's current misfire score is rolled, the firearm unjams itself, and the attack proceeds as normal.

When a firearm's misfire score reaches the maximum value of its misfire die, it becomes permanently jammed until it is manually unjammed by reloading it. A firearm's misfire score is reset back to 1 when it is unjammed.

WEIGHT

A firearm that is 5 lb. or less is *light*. A firearm that is 30 lb. or more is *heavy*, requires a STR score of 13 to use, and uses STR modifier instead of DEX modifier for the attack and damage rolls. For every 10 lb. after 30, the STR requirement increases by 1. For example, a firearm that weighs 50 lb. would require a STR score of 15 to use, and use the STR modifier for attack and damage rolls made with it.

Characters who lack the Strength score requirement for a firearm make all attacks using that firearm at disadvantage.

VALUE MODIFIERS

Some parts have a "mod." value for different values such as weight, cost, or range. These modifier values are multiplied by the value they are modifying.

RANGE

Range is calculated based on a combination of a firearm's parts. Some add bonuses or penalties to attack rolls for the firearm's normal range, long range, or both. These are denoted as a [±X] directly after the range number, such as:

Ammunition (60 [+1]/120 [-2] ft.)

If needed, round range values to the nearest multiple of 5.

FIREARM PARTS

MAIN PARTS

Main parts are critical to a working firearm. A firearm must have at least one of each type of main part in order to function. Main Parts consist of a firearm's **firing mechanism**, **class**, **body**, **barrel**, and **stock**.

CLASS

A firearm's class determines its damage, ammunition type, special properties, and weight modifier.

FIRING MECHANISM

A firearm's firing mechanism determines its ammunition type, magazine size, reload speed, other special properties, and cost modifier.

BODY

The body is the frame of the firearm, holding all the parts together. While many wood materials are listed, all firearms incorporate some metal parts to withstand the intense forces

BODY

The body material determines its *weight class* which, when multiplied by ten, determines the maximum weight that the material can support. Including attachments and parts added later, the firearm's total weight must be equal to or lower than its weight class times 10.

For example, the maximum weight of any firearm made out of *Cherry* wood is 30 lb.

The **body** material's cost and weight is multiplied by the cost and weight modifiers of the firearm's **firing mechanism** and **firearm class** to calculate the firearm's base weight and base cost. Thereafter, any part or attachment simply adds its weight and cost to the firearm's total.

This part combines with the chosen **class** and **firing mechanism** to create the most rudimentary form of a firearm. Once created, these parts cannot be separated from the **body**, holding everything together and protecting all the inner parts.

BARREL

The barrel of a firearm determines its range.

STOCK

Stocks affect attack bonuses at certain ranges, optimizing the firearm for certain engagements.

ATTACHMENTS

Attachments are parts that change the gun's statistics. Up to one of each type of attachment may be installed on a given firearm, unless stated otherwise. They count towards the total weight that the **Body Material** can support. They can be added to or removed from a firearm using *Tinkers' Tools*.

MODIFIERS

These attachments modify the **Main Part** of the firearm and generally add special abilities to it. They are innate to the main part and cannot be removed from it, nor can they be added to existing parts without the proper training and gunsmithing facilities. A **main part** may only have one modifier attached to it at a time.

OPTICS

Optics, or sometimes called sights, attach to the firearm and generally make it easier to aim. They improve the firearm's normal and/or long ranges.

BARREL-ENDS

Barrel-Ends attach to the end of the barrel and add special modifiers.

UNDERBARRELS

Underbarrels attach to the bottom of the barrel and add special abilities to the firearm.

BUILDING A FIREARM

To build a firearm, first pick a **firearm class**. This affects its damage, weight, and other traits. Next, pick a **firing mechanism**. This affects the type of ammunition it fires, its magazine size, and base cost. Then choose a **body material**. Multiply its weight by the weight modifier of the chosen **class** and multiply its cost by the cost modifier of the chosen **firing mechanism**. Finally, choose a **stock** and **barrel**, and add their weight and cost to the total.

For example, a classic revolver could be a *Pistol* class firearm with the *Cylinder-Action* firing mechanism. For a body material, we choose cedar. Cedar costs 50gp, weights 3 pounds, and can support a firearm that weights up to 10 pounds. To calculate the base weight and cost we multiply the modifier values by the values of our material.

: A *pistol* class firearm has a weight modifier

of 1/2, and a *cylinder-action* firearm has a cost modifier of 6x. Rounding down the weight, the revolver has a base weight and cost of 1lb., 300gp.

Our firearm is still not functional, however, and needs at least one of each **main part**. Let's add a *short barrel* and *no stock* to the pistol. The firearm's base weight and cost plus the weight and cost of, in this case, just the barrel, will give us our total. The *short barrel* weighs 2 pounds and costs 20gp. Adding this to the base values we get a total of 3 lb., 320gp for our revolver.

All of this back work is not necessary to everyday gameplay, however, as the parts simply inform the weapon's traits. It is a good idea to keep track of a firearm's parts though, so this revolver could be written something like this:

REVOLVER

cylinder-action, cedar, no stock, ammunition (30/60 ft.), magazine 6, light
320gp, 3lb.

MODIFYING FIREARMS

A firearm can be modified with *Tinkers' Tools*, so long as the user is proficient with them. **Attachments** can be removed or swapped out over a short rest, or over 10 minutes with a successful DC 15 skill check using *Tinkers' Tools*. **Main Parts** such as barrels can be swapped, removed, or added over a workweek minus a number of days equal to your Intelligence modifier, to a minimum of one workday.

FIREARM TABLES

MAIN PARTS

FIREARM CLASS

Class	Damage	Weight Mod.	Properties
Pistol	1d10 piercing	0.5x	One-Handed
Rifle	2d6 piercing	1x	Two-Handed
Blunderbuss	2d8 piercing	3x	Two-Handed, Range Mod. 0.75, shot/shell ammunition
Hand-Cannon	2d12 piercing	6x	Heavy, must be matchlock, no long range, hand-cannonball ammunition
Crank Gun	1d10 piercing	10x	Heavy, Special, must be cylinder-action, belt ammunition,

FIRING MECHANISM

Mechanism	Ammunition	Cost Mod.	Magazine Size	Properties	Reload
Matchlock	Musketball/Shot	1x	1	Fires at the end of the round. May change target with disadvantage. Cannot fire underwater or in heavy rain	1 action
Flintlock	Musketball/Shot	1.5x	1	Cannot fire underwater	1 action
Break-Action	Cartridge/Shell	2x	barrel amount	Can have multiple <i>barrel</i> parts	1 action or 2 bonus actions
Bolt-Action	Cartridge/Shell	3x	5	<i>loading</i> , must be Two-Handed	1 action loads pieces of ammunition = <i>Proficiency Bonus</i>
Lever-Action	Cartridge/Shell	4,5,6x	6,9,12	Must be Two-Handed	<i>PB</i> + 1
Cylinder-Action	Cartridge/Shell	6x	6	—	<i>PB</i> - 1

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3

BODY MATERIAL

Material	Weight Class	Weight	Cost
Cedar	1	3 lb.	50gp
Pine	2	3 lb.	70gp
Cherry	3	4 lb.	85gp
Mahogany	4	5 lb.	100gp
Walnut	5	6 lb.	125gp
Oak	6	8 lb.	140gp
Hickory	7	6 lb.	210gp
Iron	10	9 lb.	180gp
Steel	12	8 lb.	250gp
Mithral	13	5 lb.	5000gp
Adamantine	20	18 lb.	2000gp
Mechanus-Forged Copper	Enough	8 lb.	1000pp

BARRELS

Barrel	Range	Weight	Cost
Snub Barrel	15/40	1 lb.	15gp
Short Barrel	30/60	2 lb.	20gp
Normal Barrel	60/120	4 lb.	40gp
Long Barrel	70/200	6 lb.	80gp
Pole Barrel ¹	100/240	8 lb.	150gp

STOCKS

Stock	Effect	Weight	Cost
No Stock	-3 to attack rolls at long range. No disadvantage to attack rolls against creatures within 5ft.	-	-
Short Stock	+1 to attack rolls within normal range but -2 to attack rolls at long range.	2 lb.	10gp
Standard Stock	—	3 lb.	15gp
Wide Stock	+1 to attack rolls at long range, but -2 to attack rolls against creatures within 5ft.	4 lb.	25gp
Hydraulic Stock	+1 to attack rolls for every consecutive attack made on the same turn.	8 lb.	350gp

¹Bayonet attacks made with a firearm with this barrel have reach.

ATTACHMENTS

MODIFIERS

Attachment	Main Part	Effect	Weight	Cost
Rifling	Barrel	Doubles Barrel range.	-	3x Barrel
Barrel of Slipperiness	Barrel	This firearm cannot become jammed	-	820gp
Straightbolt	Firing Mechanism	Negates <i>loading</i> property of 1 shot per turn, requires <i>bolt-action</i> .	-	225gp
Swing-out Cylinder	Firing Mechanism	Allows use of speedloaders with cylinder-fed firearms, requires <i>cylinder</i> .	-	425gp
Elemental Reciever	Firing Mechanism	Changes damage type to fire, cold, lightning, poison, or acid.	-	2250gp

OPTICS

Optic	Effect	Weight	Cost
Pip Sight	+10ft. normal range	-	10gp
Ring Sight	range +10ft. with an additional +15ft. normal range	-	25gp
Glass Sight	range +30ft.	1 lb.	120gp
Tube Sight	range +30ft., +1 to attack rolls at long range.	2 lb.	450gp
Scope	range +100ft., +2 to attack rolls at long range.	3 lb.	1000gp
Ethereal Sight	Allows sight of creatures inside the Ethereal Plane, though checks made to spot them are made at disadvantage.	8 lb.	3200gp

BARREL-ENDS

Attachment	Effect	Weight	Cost
Barrel Extender	Adds 1/10 of the barrel's range to the firearm's range	2 lb.	120gp
Flash Hider	-10ft. range, prevents visual muzzle-flash	2 lb.	300gp
Suppressor	-20ft. range, silences shot to creatures outside firearm's range.	6 lb.	1500gp
Elemental Enhancer	Adds 1d6 fire, cold, lightning, poison, or acid damage	3 lb.	2000gp
Adjustable Elemental Enhancer	Adds 1d6 fire, cold, lightning, poison, or acid damage, adjustable with a bonus action.	3 lb.	6250gp
Ethereal Entangler	Can send the bullet into the ethereal plane, toggled on and off with a bonus action. Additionally, creatures with the <i>ethereality</i> or <i>incorporeal movement</i> traits are vulnerable to damage from this firearm (but other resistances still apply).	6 lb.	3250gp

UNDERBARRELS

Attachment	Effect	Weight	Cost
Gun-Legs	+50ft. long range while in half cover or prone.	4 lb.	100gp
Sling	You may draw or stow this firearm as a free action.	2 lb.	20gp
Bayonet	Firearm may be used to make melee a weapon attack, dealing 1d4 or 1d8 piercing damage.	1 or 2 lb.	15gp or 35gp

Art by [Daryl Mandryk](#)



AMMUNITION

Name	Type	Cost	Weight
Musketball (20)	Ammunition	2gp	.5 oz. each
Blunderbuss Shot (20)	Ammunition	5gp	1 oz. each
Pistol Cartridge (12)	Ammunition	4gp	.5 oz. each
Rifle Cartridge (12)	Ammunition	6gp	.5 oz. each
Shotgun Shell (12)	Ammunition	8gp	1 oz. each
Hand-Cannonball	Ammunition	5sp	4 lb.
Ammunition Belt	Crank Gun	10gp	20 lb.
Stripper-clip	Bolt/lever-action Loader	(2x size)gp	1 oz.
Speedloader	Break/cylinder-action Loader	(1x size)gp	1 oz.

PRE-MADE FIREARMS

SIMPLE FIREARMS

Name	Cost	Damage	Weight Properties
Matchlock Pistol	70gp	1d10 piercing	3 lb. ammunition (30/60 [-3] ft.), light, matchlock, cedar(1), no stock
Matchlock Rifle	105gp	2d6 piercing	10 lb. ammunition (60/120 ft.), two-handed, matchlock, cedar(1)
Matchlock Blunderbuss	125gp	2d8 piercing	16 lb. ammunition (45/90 ft.), two-handed, matchlock, pine(2),
Flintlock Pistol	95gp	1d10 piercing	4 lb. ammunition (30/60 [-3] ft.), light, flintlock, cedar(1), no stock
Flintlock Rifle	130gp	2d6 piercing	10 lb. ammunition (60/120 ft.), two-handed, flintlock, cedar(1)
Flintlock Spear Rifle	270gp	2d6 piercing	16 lb. ammunition (100/240 ft.), bayonet(1d8), reach, two-handed, flintlock, cedar(1), pole barrel
Flintlock Blunderbuss	160gp	2d8 piercing	16 lb. ammunition (45/90 ft.), two-handed, flintlock, pine(2)
Flintlock Fire Rifle	2380gp	2d6 fire	10 lb. ammunition (60/120 ft.), two-handed, flintlock, cedar(1), elemental receiver
Dwarven Blunderbuss	465gp	2d8 piercing	33 lb. ammunition (45/90 ft.), heavy, two-handed, STR 13, flintlock, steel(12)
Handcannon	155gp	2d12 piercing	37 lb. ammunition (60 ft.), bayonet(1d8), heavy, two-handed, STR 13, matchlock, mahogany(4),
Repurposed Ship Cannon	420gp	2d12 piercing	60 lb. ammunition (140 ft.), heavy, two-handed, STR 16, matchlock, iron(10), rifled long barrel, no stock

MARTIAL FIREARMS

Name	Cost	Damage	Weight Properties
Revolver	320gp	1d10 piercing	3 lb. ammunition (30/60 [-3] ft.), magazine 6, light, cylinder-action, cedar(1), no stock
Derringer	130gp	1d10 piercing	3 lb. ammunition (15/40 ft.), magazine 2, light, break-action, cedar(1), no stock, snub barrel
Double-Barreled Shotgun	235gp	2d8 piercing	20 lb. ammunition (45 [+1]/90 [-2] ft.), magazine 2, two-handed, break-action, pine(2), short barrel, short stock
Double-Barreled Sawed-off Shotgun	180gp	2d8 piercing	11 lb. ammunition (25/45 ft.), magazine 2, two-handed, break-action, pine(2)
Bolt-Action Rifle	155gp	2d6 Piercing	10 lb. ammunition (60/120 ft.), magazine 5, loading, two-handed, bolt-action, cedar(1)
Bolt-Action Sniper	1475gp	2d6 Piercing	16 lb. ammunition ([−2]/240/500 [+3] ft.), magazine 5, loading, two-handed, bolt-action, pine(2), rifled long barrel, wide stock, scope
Lever-action Rifle	255gp	2d6 piercing	10 lb. ammunition (60/120 ft.), magazine 6, two-handed, lever-action, cedar(1)
Lever-action Shotgun	335gp	2d8 piercing	16 lb. ammunition (45/90 ft.), magazine 6, two-handed, lever-action, pine(2)