

# 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

Certain firearm components have modifiers that alter their values such as weight, cost, or range.

Modifiers are applied to the **base weapon costs**, and do not apply to **attachments**.

This means that when calculating the cost or Weight your **Body Material**, **Barrel**, or **Stock** you increase their weight by the modifier you chose for your Firearm class, and their cost by the modifier of your chosen firing mechanism.

i.e A Bolt Action Iron Rifle (**Weight x1.5, Cost x3**) Becomes:  
Cherry (max 30lbs) - 6lb, 255gp. Normal Barrel (60/120ft) - 6lb, 120gp. Wide Stock (+1 to long range, -2 to 5ft) - 6lb, 75gp.  
Becomes total of 18lbs, 450gp for the base weapon.

### 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  $\pm X$  directly after the range number, such as:

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

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

# BASE 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. A firearm's "Base 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. 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.

\*Note, that as this forms part of your "Base Firearm" should you be making a rifle, the weight of the cherry wood body will be subject to the 2x multiplier, giving your cherry wood body a base weight of 8lbs to start with - this is something to keep in mind when trying to balance your weapon size with your body materials, as pushing them too far will potentially end up with an overweight weapon!

### 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, in addition to the base firearm weight. 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 you must create the "Base Weapon":

- Pick a **firearm class**: This affects your weapon's damage, weight, and if it's a 1h or 2h weapon.
- Next, pick a **firing mechanism**: This affects the type of ammunition it fires, its magazine size, cost modifier, and a few other factors that impact add-on choices later.
- Then choose a **body material**: Multiply its weight by the weight modifier of the chosen **class** and its cost by the cost modifier of the chosen **firing mechanism**. This forms the total weight and cost of the body, note that its "Weight Class" is 10x the value, so a Walnut body will give 50lbs total weight to work with, your body, barrel, and stock contributing that threshold.
- Finally, choose a **stock** and **barrel**, and add their modified weight and cost to the total.

Congrats, you've built a base firearm! Now, if you can afford it, at any time you can purchase additional "addons" for your weapon. These are detailed on the Attachments page. Note that these items are not subject to the weight or cost modifiers, and you can add these to your weapon *after* its built, unlike the base firearm which becomes somewhat permanent (I.e you cannot upgrade an existing firearms body material without remaking the base firearm entirely - you can however remove the attachments, and keep them for your next firearm.)

### REVOLVER

*Pistol / Cylinder-action / Cedar / Short Barrel / No stock 1d6 piercing, One Handed, Ammunition (30/60 ft.), Magazine 6, Light\**

420gp, 2.5lb.

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 work week minus a number of days equal to your Intelligence modifier, to a minimum of one workday. (This equates to a DT Value of 5DT per day (5x for a work week, minus intelligence mod) making this a minimum of 5DT, or a maximum of 25DT.

# FIREARM TABLES

## MAIN PARTS

### FIREARM CLASS

Class	Damage	Weight Mod.	Properties
Palm Pistol	1d6 piercing	0.3x	One-Handed
Pistol	1d10 piercing	0.5x	One-Handed
Arquebus	1d10 piercing	1x	Two-Handed
Iron Rifle	1d12 piercing	1.5x	Two-Handed
Rifle	2d6 piercing	2x	Two-Handed
Blunderbuss	2d8 piercing	3x	Two-Handed, Range Mod. 0.75, shot/shell 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 up to 3 barrel parts*	1 action or 2 bonus actions
Bolt-Action	Cartridge/Shell	3x	5	loading, must be Two-Handed	1 action loads pieces of ammunition = Proficiency Bonus
Lever-Action	Cartridge/Shell	4,5,6x	6,9,12	Must be Two-Handed	PB + 1
Cylinder-Action	Cartridge/Shell	6x	6	—	PB - 1

### 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

- Break-Action mechanisms allow several “Barrels” to be attached to the same body material.
- Weapons build with Break Action cannot have additional Modifiers or Optics, however *each* barrel can have its own Barrel-end and Underbarrel.
- Modifiers that attach to the Barrel Main Part *only apply to one barrel on the weapon*. i.e A rifle with a Pole Barrel and Short Barrel with the Rifling attachment only has its Pole Barrel range extended.

### 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 <sup>1</sup>	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

<sup>1</sup>Bayonet attacks made with a firearm with this barrel have reach.

# ATTACHMENTS

## MODIFIERS

Attachment	Main Part	Effect	THE SUN OF SOBROS:	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 lb.	1 or 2	15gp or 35gp

- Bayonets designed for *one-handed* firearms weigh 1lb., cost 15gp, and deal 1d4 damage.
- Those designed for *two-handed* firearms weigh 2lbs., cost 35gp and deal 1d8 damage.
- If the total weight of the firearm, including the bayonet, would still be considered *light*, then the bayonet attack is considered to have the *finesse* property.
- A *one-handed* bayonet may be attached to a *two-handed* firearm, but not vice-versa.

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.
Stripper-clip	Bolt/lever-action Loader	(2x mag size)gp	1 oz.
Speedloader	Break/cylinder-action Loader	(1x mag size)gp	1 oz.

## AMMO VARIANTS

Ammo	Replaces	Effect	Cost
Inscribed	any	Delivers spell via impact. Replaces damage.	Spell scroll cost
Round			
Aether Rounds	any	Additional 1d8 force damage in 5 ft. radius.	100gp each
Ceramic rounds	Musketball, Hand-Cannonball	Attack becomes 15ft. cone slashing damage, DC 12 Dex save for half damage.	2x
Slug	Shotgun Shell	Negates blunderbuss range penalty for close range only.	2x
Birdshot	Shotgun Shell	Change base damage to 4d4 piercing.	3x
Full Metal	Pistol, Rifle Cartridge	+2 to hit against targets wearing heavy armor, negates half cover.	3x
Jacket			
Hollow-Point	Pistol, Rifle Cartridge	1 additional damage die against targets with no armor.	3x
Dragon's Breath	Shotgun shell, Blunderbuss Shot	Attack becomes 15ft. cone for 2d6 fire damage, DC 14 Dex save for half damage.	50gp each

## PRE-MADE FIREARMS

PRE-MADE FIREARM EXAMPLES  
COMING SOON.

