Firearm Properties

Firearm. This weapon is considered a firearm for the sake of proficiencies. You fire a firearm in order to make a ranged weapon attack with it. Firearms, when fired, are very loud and can be heard from 5000 ft away.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Ammo. Firearms have the ammo property. A firearm must have 1 piece of ammunition loaded into it by a free hand before it can be fired. The drawing and loading of this ammunition requires no action.

Misfire. Whenever you make an attack roll with the firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses and further attacks with the weapon are made at disadvantage until an action is used to clear the weapon.

Scatter. Firearms with the scatter property have two types of damage, a regular damage roll and a scatter damage roll. When you target a creature with an attack using a firearm that has the scatter property, you may target another creature within 5ft of it. If the attack would hit the second creature, roll damage against them using the scatter damage. The second target benefits from cover as normal.

Bayonet. Over the course of a long or short rest, you can attach a melee weapon with the light property to the firearm. While holding this firearm, you are also holding the attached melee weapon and can make melee weapon attacks with it, but cannot use its thrown property. This melee weapon can be removed using an action while you are holding the firearm.

Simple Ranged Weapons

Name	Cost	Damage	Weight	Properties
Pistol	100 gp	1d10		Ammo, light, loading, misfire(1), range(60/120)

Martial Ranged Weapons

Name	Cost	Damage	Weight	Properties
Rifle	150 gp	1d12		Ammo, loading, misfire(1), two-handed, range(150/400)
Rifle (Bayonet)	150 gp	1d12		Ammo, bayonet, heavy, loading, misfire(1), two-handed, range(100/300)
Scattergun	150 gp	1d8		Ammo, heavy, loading, misfire(2), scatter(d6), two-handed, range(30/60)

Ammunition

Ammunition	Cost	Weight
Bullets (10)	1 gp	1 lbs

Additional weapons

Martial Melee Weapons

Name	Cost	Damage	Weight	Properties
Longsabre	25 gp	1d10 slashing	5 lb	Finesse, heavy, two-handed
Sabre	15 gp	1d8 slashing	3 lb	Finesse

Optional Rules

Variant: Two-Gun Fighting

You can use Two-Weapon Fighting even when the weapons you are holding aren't melee weapons. This effect extends the feat Dual Wielder and fighting style Two-weapon fighting, allowing you gain their benefits with non-melee weapons.

Variant: Pact Firearm

The Eldritch Invocation Improved Pact Weapon now allows the weapon you conjure to be a light firearm, too.