

Modern Firearms Over-hall

This supplement is intended to replace the firearm rules found in the DMG.

Firearms here are considered simple or martial weapons for the sake of proficiency.

I would recommend disallowing your players from selling these weapons as a part of character creation, but you may want to allow them to start with these firearms when given their usual choice of simple and martial weapons.

These weapons are intentionally much stronger than the already existing weapons available. Do not use these weapons in a game where traditional weapons are supposed to be viable,

Firearm Properties

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. You must have one free hand to fire a firearm with the loading property (if the firearm has the two-handed property, this can be one of the hands wielding the weapon when you fire).

Reload

The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. If you do not have a free hand, you must use an action to reload the firearm.

Ammo

Firearms have the ammo property. The ammunition type of the firearm is listed alongside this property. When you reload a firearm, you consume an amount of appropriate ammunition equal to the reload score. When you make a ranged weapon attack using a firearm without the reload property, you consume 1 piece of appropriate ammunition.

Sniping

When you make a ranged weapon attack with this firearm within the range listed in this property, the attack roll is made with disadvantage. Additionally, while attacking with this weapon while prone, your ranged weapons attacks are effected by neither advantage nor disadvantage.

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 that doesn't have full cover from you. If the attack would hit the second creature, roll damage against them using the scatter damage.

Splash

Firearms with the splash property have two types of damage, a regular damage roll and a splash damage roll. When you hit a creature with splash weapon, everything within 5ft of the target takes splash damage (do not apply modifiers) if they fail a Dexterity saving throw (DC = 8 + your proficiency bonus + the ability modifier you used for the attack) or half on a successful save. If an attack made with a splash weapon misses a medium or smaller creature, the attack will hit the next object along the line the attack was made in (or the splash will effect an empty space at the end of the range). Alternatively, against a large or larger creature, the splash will take effect centred on the creature as if it were hit. Critical hits do not affect splash damage. Objects take double damage from this.

Burst

When you make your first attack with a weapon that has the burst property as part of an action or bonus action, you can choose to take a -4 to all attack rolls you make as part of that action in order to make an additional attack with that action. You must use the same weapon for all attacks in that action.

Attachment

Weapons with this property may gain additional properties of your choice from the attachments table up to the attachment value of the weapon. You choose these attachments when you purchase the weapon.

Simple Ranged Weapons

Name	Cost	Damage	Weight	Properties
Breach Shotgun	150 gp	2d8 piercing	7 lbs	Ammo(Shell), range(20/80), two-handed, loading, scatter(d8)
Breach Rifle	150 gp	2d10 piercing	8 lbs	Ammo(Heavy), range(120/480), heavy, two-handed, loading, attachment(1), sniping(10)
Pistol, light	100 gp	2d4 piercing	2 lbs	Ammo(Light), range(80/320), light, reload(7)
Automatic rifle, hand	250 gp	d6 piercing	3 lbs	Ammo(Light), range(30/120), light, reload(25), burst

Martial Ranged Weapons

Name	Cost	Damage	Weight	Properties
Automatic Rifle	300 gp	1d12 piercing	8 lbs	Ammo(Medium), range(80/320), heavy, two-handed, reload(30), burst, attachment(1)
Automatic Rifle, light	300 gp	d10 piercing	5 lbs	Ammo(Medium), range(60/180), reload(25), burst
Automatic Shotgun	350 gp	2d8 bludgeoning	8 lbs	Ammo(Shell), range(20/80), heavy, two-handed, reload(12), burst, scatter(d6)
Grenade Launcher	350 gp	d4 bludgeoning	7 lbs	Ammo(Explosive), range(40/160), two-handed, reload(6), splash(2d8), attachment(1)
Grenade Launcher, hand	350 gp	d4 bludgeoning	5 lbs	Ammo(Explosive), range(40/120), loading, splash(2d6)
Pistol, hand	250 gp	2d6 piercing	4 lbs	Ammo(Medium), range(100/400), reload(10)
Pistol, heavy	300 gp	2d8 piercing	5 lbs	Ammo(Heavy), range(100/400), two-handed, reload(6), attachment(1)
Rocket Launcher	400 gp	2d10 bludgeoning	18lbs	Ammo(Explosive), range(30/120), heavy, two-handed, reload(1), splash(d12), attachment(1)
Sawn-Off Shotgun	250 gp	2d8 piercing	6 lbs	Ammo(Shell), range(30/90), light, reload(2), scatter(2d8)
Semi-Automatic Shotgun	300 gp	2d8 piercing	7 lbs	Ammo(Shell), range(30/120), reload(8), scatter(d10), attachment(1)
Sniper Rifle	350 gp	3d8 piercing	12 lbs	Ammo(Heavy), range(200/800), heavy, two-handed, reload(4), sniping(20), attachment(2)

Ammunition Types

Ammunition	Cost	Weight
Light (20)	1 gp	1 lb
Medium (20)	2 gp	2 lb
Heavy (10)	2 gp	2 lbs

Shell (20)	2 gp	2 lbs
Explosive (5)	2 gp	10 lbs

Attachments

Name	Effect
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.
Bi-pod	You gain a +1 to ranged attack rolls with this weapon while prone if you haven't moved on this turn.
Flash light	As an object interaction, you can activate or deactivate the flash light. While the flash-light is active, it sheds bright light in a 20-foot radius around the weapon and dim light for an additional 20 feet.
Laser Sight	Your attack rolls with this weapon are not made with disadvantage due to a creature being heavily obscured by darkness or fog from nonmagical sources.
Additional Optics	Increases the short and long range of the firearm by 10ft each.

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, allowing you gain its 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.