FIREARMS

Weapon	Size	CL	Cost	Damage	Critical	Range	Wt	Type	Load	Acc.	Pen
Pistol	S	9	250 gp	1d10	18-20, x2	30 ft	3 lb	P	1 R	+0	2
* Pellets, Pistol (10)	--	3+	3 gp	--	--	--	2 lb	--	--	--	--
Horse Pistol (long)	S	9	350 gp	1d10+1	18-20, x2	50 ft	4 lb	P	1 R	+1	3
* Pellets, Pistol (10)	--	3+	3 gp	--	--	--	2 lb	--	--	--	--
Rapier, Parthian	M	9	350 gp	1d6	18-20/ x2	--	5 lb	P	--	--	--
* Pistol grip	--	--	--	1d10	18-20, x2	30 ft	--	P	1 R	+-0	2
Musket	L	8+	500 gp	2d10	18-20, x2	150 ft	10 lb	P	2 R	+2*	5
* Pellet, Musket (10)	--	3+	3 gp	--	--	--	2 lb	--	--	--	--

* = Special rules, see description

Misfires

Firearms have several unusual characteristics. First of all, they are subject to misfires. Modern tests have shown that primitive firearms probably misfired as often as once every four shots. While firearms in the D&D game do have chances of misfiring, they are not quite that bad.

- All guns naturally misfire on a 1 or a 2 if properly and carefully loaded.
- Masterwork guns reduce misfire chances by 1.
- Under wet or damp conditions, the misfire chance increases by 2. Note that no gun can fire if the powder is wet. Wet and damp conditions refer to the environment (**Ex:** just rained, lots of fog, things are clammy to the touch).

When a character's attack roll falls in the misfire range, the DM should roll 2d6 and consult the following table:

2d6   **Misfire Result**
2–3   Explosion
4–7   Fouled barrel
8–12+ *   Hang fire
* Wet conditions add 2 to the misfire roll

An explosion inflicts the gun's damage on the character holding the gun, or ½ if a Reflex saving throw of DC 20 is successful. The gun is destroyed by the misfire. A fouled barrel ruins the shot and renders the gun useless until it is carefully cleaned—a process that will take a good 1d6 minutes (10-60 rounds). A hang fire goes off 1d3 rounds later than it should. If the user keeps the gun trained on its target, he can make a normal attack when it fires.

Armor Penetration

The second unusual characteristic of firearms is their ability to ignore armor. The Penetration number in the table is how much armor (natural or worn) is ignored at the first range increment. Penetration drops by 1 for each range category. Thus a horse pistol firing at a target 110 feet away would have a penetration of 1.

Accuracy

The bullet fired from a gun travels far faster than an arrow, sling stone, crossbow bolt, or hurled knife. In comparison to these weapons, it has less need to "lead" a target (i.e. aim in front of it) at long ranges. To all practical means, a bullet is invisible because of its speed and moves so fast as to be nigh impossible to dodge. It is easy to aim and capable of precise targeting at relatively long ranges. Wind, rain, and other environmental effects do less to spoil its trajectory than in comparison to more primitive weapons. However, unlike conventional firearms, black powder guns were notoriously inaccurate. Thus, the accuracy bonuses are quite small. The Accuracy rating is the bonus to hit with the gun.

Rapid Reload Feat

Pistols may be reloaded as a move-equivalent, and muskets as 1 full-round action. However, the misfire chance is 2. This is cumulative with penalties for wet conditions, so a pistol that was reloaded using the feat would have a misfire chance of 1-4, and in wet conditions it would rise to 1-6.

Detailed Gun Statistics

The following statistics are for completion purposes. They are listed here for those interested in full descriptions or for those using the Firearm Mechanics rules by Kenneth S. Hood.

Black Powder Pistol

Weapon type: Exotic Weapon: Pistol
Light propellant, medium caliber
Cost: 250 gp
Accuracy: +0
Damage: 1d10
Critical: 18-20 (x2)
Range Increment: 30 ft
Penetration: 2
Recoil: 4
Rate of Fire: 1 shot (Full-Round reload)
Ammunition: 1 oz powder & 10 mm pellet (.38 inch)
Weight: 3 lb

Horse Pistol (Long pistol)

Weapon type: Exotic Weapon: Pistol
Light propellant, medium caliber
Cost: 350 gp
Accuracy: +1
Damage: 1d10+1
Critical: 18-20 (x2)
Range Increment: 50 ft
Penetration: 3
Recoil: 4
Rate of Fire: 1 shot (Full-Round reload)
Ammunition: 1 oz powder & 10 mm pellet (.38 inch)
Weight: 4 lb

Notes: The extended barrel length helps reduce recoil, increases armor penetration, and provides a small boost to accuracy and damage (see Kenneth Hood's discussions on barrel lengths). It also makes the gun harder to conceal, giving a –2 to such attempts.

Parthian Rapier (pistol grip)

Weapon type: Exotic Weapon: Pistol
Light propellant, medium caliber
Accuracy: +0
Damage: 1d10
Critical: 18-20 (x2)
Range Increment: 30 ft
Penetration: 2
Recoil: 4
Rate of Fire: 1 shot (Full-Round reload)
Ammunition: 1 oz powder & 10 mm pellet (.38 inch)
Weight: 5 lb

Notes: The Pistol part of a Parthian rapier is identical to the standard Black Powder Pistol.

Musket (Long rifle)

Weapon type: Exotic Weapon: Rifle
Light propellant, heavy caliber
Cost: 350 gp
Accuracy: +2 (+0 at 5- 30 ft, +1 at 30-60ft)
Damage: 2d10
Critical: 18-20 (x2)
Range Increment: 150 ft
Penetration: 5
Recoil: 3
Rate of Fire: 1 shot (2 Full-Rounds reload)
Ammunition: 2 oz powder & 13 mm pellet (.50 inch)
Weight: 10 lb

Notes: The Musket's barrel length gives it better penetration, accuracy, and less recoil (which also affects accuracy). However, it's weight and length make it difficult to aim at quickly moving targets. At point blank range the accuracy drops to +0, and at 30-60 ft, it is only +1.

Notice that the Musket uses 2 oz of powder, and a different sized pellet.