

Black Powder Firearms PLUMBOT FONTS **VE**

Early firearms were straightforward but effective black powder weapons that fire lead balls (identical to sling bullet ammunition). They require little training to use. All powers, feats, and rules applicable to “crossbow” also apply to firearms.

Black Powder Firearms Table

Weapon	P	D	R	\$	W	H	Training	Type	Group	Properties
Smoothbore Horse Pistol	+2	d6	10/20	20gp	3 lb.	1H	Simple	Ranged	Firearm	Load: Move
Smoothbore Musket	+2	d10	15/30	30gp	10 lb.	2H	Simple	Ranged	Firearm	Load: Move
Dueling Pistol	+2	d6	15/30	40gp	3 lb.	1H	Military	Ranged	Firearm	Load: Move
Carbine	+2	d8	15/30	25gp	8 lb.	2H	Military	Ranged	Firearm	Load: Move, Small
Rifle	+2	d10	20/40	60gp	10 lb.	2H	Military	Ranged	Firearm	Load: Move
Bombard	+0	2d6	40/80	100gp	30 lb.	2H	Military	Ranged	Artillery	Load: 2 Standard
Big Bore Rifle	+3	d12	40/80	90gp	3 lb.	1H	Superior	Ranged	Firearm	Load: Move, Overlong
Blunderbuss	+3	d10	10	30gp	8 lb.	2H	Superior	Ranged	Firearm	Load: Move, Scatter, Brutal 2

WEAPON DESCRIPTIONS

Big Bore Rifle

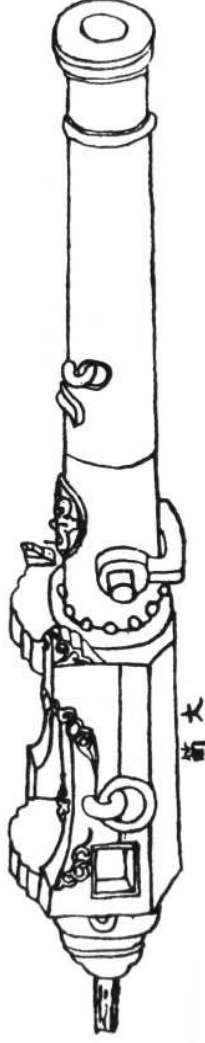
The big bore rifle is exceptionally long version of the military long rifle. It fires massive brass spheres (double the cost and weight of ordinary lead bullets) that are warped into the rifle grooves inside the barrel a spun for superior range and accuracy. Unlike a normal rifle this “overlong” weapon must be braced against the ground before firing or the shooter loses any weapon proficiency bonus. Fortunately, it is equipped with a built in swine feather (a long metal rod) that can be planted on the ground as a “minor action” before firing. It requires superior training and is only used by snipers.

Blunderbuss

The blunderbuss is a two-handed firearm with a wide, sometimes flared barrel. It is can be loaded lead shot, nails, or even coins. The wide disbursement pattern of shot increases the chance of multiple strikes on a target. Treat attacks from this weapon as area attacks against swarms (Scatter effect). The funnel mouth make these weapons quick to reload, but adversely affect the weapon’s range.

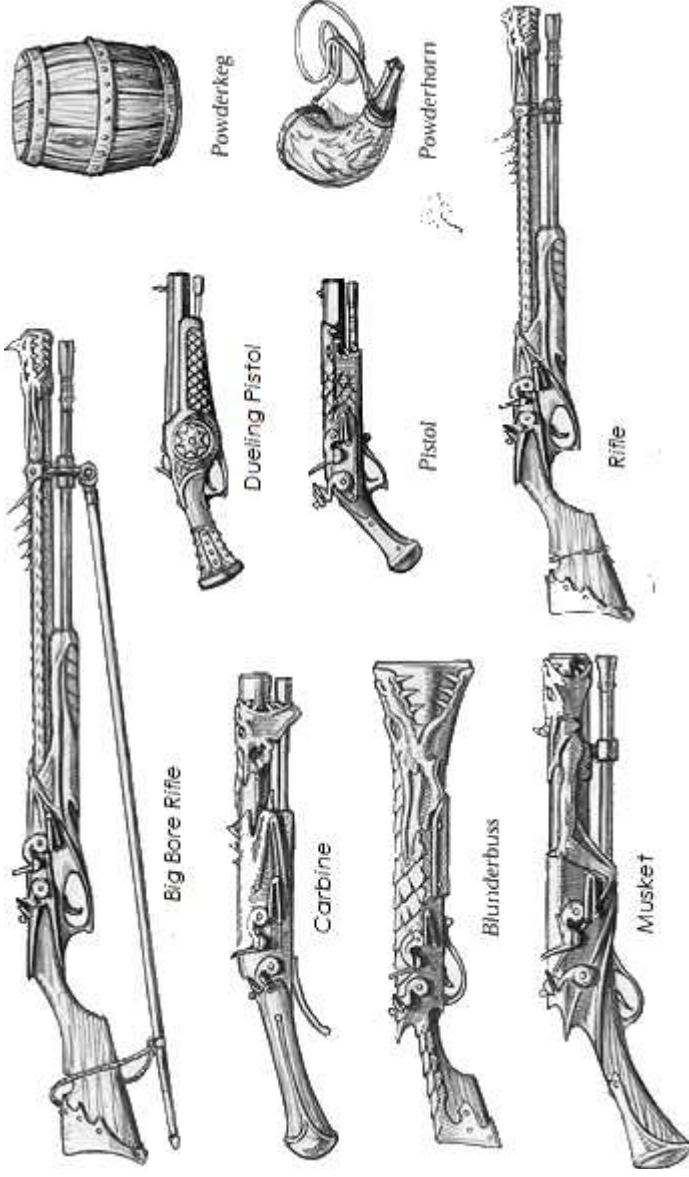
Hand Bombard

A bombard is a brass smoothbore cannon used to hurl cast iron cannon balls or river stones of up to one pound in weight.



Carbine

A carbine is a short muzzle-loaded, black powder rifle. Cavalry prefers this weapon over the musket because its compact size. It can be used by a “small” character two handed.



Dueling pistol

A dueling pistol is superior to a smoothbore horse pistol due to its rifled barrel and improved sights, which gives it greater accuracy and improved range.

Musket

A musket is a muzzle-loaded, smoothbore black powder handgun, which is intended to be fired from the shoulder.

Pistol

A pistol is a simple black powder weapon fired by a spring mechanism. It is about one to two feet in length and can only be hidden under a robe, greatcoat or

similarly voluminous garments.

Rifle

The rifle has longer range and greater accuracy than an ordinary handgun. It requires more training and maintenance, and is mostly used by hunters and elite military units.

Firearm Ammunition:

Lead Balls

Lead bullets have the same cost and weight as sling bullets.

Powder Horn

A powder horn is water tight and carries enough loose black powder for ten pistol shots, five musket/rifle shots, and one bombard shot.

Powder Keg

A powder keg is a water tight barrel filled with black powder. It has enough loose powder to fill 10 powder horns or fire a bombard ten times. Black powder burns fiercely when dry and produces thick smoke, but is only explosive when packed tightly.

Firearm Enhancements

A firearm can utilize any magical enchantment available to the “crossbow” weapon group. In addition, there is several enchantments available only to firearms.

Double Barrel Firearm- Level 2+

This firearm has a pair of barrels and triggers. The barrels are either side-to-side or over-under.

Level 2: +1 = 520gp

Level 12: +3 = 13,000gp

Level 23: +5 = 325,000gp

Level 7: +2 = 2600gp

Level 18: +4 = 65,000gp

Level 28: +6 = 1,625,000gp

Weapon: Firearms

Enhancement: Attack and Damage Rolls

Critical: +1d6 damage per plus

Property: You can fire twice before reloading this gun.

Smoking Barrel Firearm - Level 2+

When you fire this weapon, you release a cloud of dense smoke on the battlefield.

Level 2: +1 = 680gp

Level 12: +3 = 17,000gp

Level 23: +5 = 425,000gp

Level 7: +2 = 3,400gp

Level 18: +4 = 85,000gp

Level 28: +6 = 2,125,000gp

Weapon: Firearms

Enhancement: Attack and Damage Rolls

Critical: +1d8 per plus

Power (Encounter - Firearm): Standard Action. Make one basic ranged attack against the target's AC and Reflex (whichever is lower). Regardless of success, until the end of your next turn, an “obscuring” cloud is released (burst 1 area centered). The smoke

grants concealment against attacks at any square within the burst 1 area or any attacks directed through the smoke burst.

Clover Barrel Firearm - Item Level 3+

These firearms are designed to fire multiple barrels at once when triggered. A pepperbox, a duck footed pistol, a volley gun, and a quad-iron are all examples of this weapon enhancement.

Level 2: +1 = 680gp

Level 12: +3 = 17,000gp

Level 23: +5 = 425,000gp

Level 7: +2 = 3,400gp

Level 18: +4 = 85,000gp

Level 28: +6 = 2,125,000gp

Weapon: Firearms

Enhancement: Attack and Damage Rolls

Critical: +1d8 per plus

Property: You gain a +2 on Intimidation checks while holding this weapon.

Power (Encounter - Firearm): Standard Action. Make two basic ranged attacks, attacking two adjacent targets. Each attack is resolved against the target's AC or Reflex (whichever is lowest). Only one attack per target.

Level Advancement: At Level 14 and 18 you can make up to three basic ranged attacks at 3 adjacent targets. At Level 24 and 29 you can make up to four basic attacks at four adjacent targets.

Fowling Piece Firearm - Item Level 4+

The lead shot loaded into this firearm spreads covering a wider area with metal pellets. What this weapon lacks in range it compensates for with kill radius.

Level 4: +1 = 840gp;

Level 9: +2 = 3,400gp

Level 14: +3 = 21,000gp

Level 19: +4 = 85,000gp

Level 23: +5 = 525,000gp

Level 28: +6 = 2,625,000gp

Weapon: Firearm

Enhancement: Attack and Damage Rolls

Critical: +1d10 per plus

Property: Gains the "Scatter" (see Blunderbuss) weapon trait and ignores concealment penalties. Unfortunately, the firearm is also limited to short ranged attacks only.

Power (Encounter - Firearm): Standard Action. Make a basic attack against all targets in a Burst 1. The attack is made against the lower of the target's AC and Reflex defense scores.

Level Advancement: At Level 14 and 19; Burst 2, At Level 24 and 29; Burst 3

Belt-Fed Firearm - Item Level 5+

The ammunition for this firearm is preloaded on an “ammo belt” is chambered and fired as the shooter turns a crank mounted on the weapon. The barrel of this gun is modified into a six barrel rotating ring (i.e. Gatling Gun).

Level 5: +1 = 1,000gp

Level 10: +2 = 5,000gp

Level 15: +3 = 25,000gp

Level 20: +4 = 125,000gp

Level 25: +5 = 625,000gp

Level 30: +6 = 3,125,000gp

Weapon: Firearms

Enhancement: Attack and Damage Rolls

Critical: +1d8 per plus

Property: This firearm reloads as a free action. The shooter needs two free hands to fire this weapon.

Power (Encounter - Firearm): Standard Action. Make a basic attack against all targets in a Area Burst 1 within range. The attack is made against the target's AC or Reflex (whichever is lower).

Level Advancement: At Level 14 and 19: Area Burst 2, At Level 24 and 29: Area Burst 3