



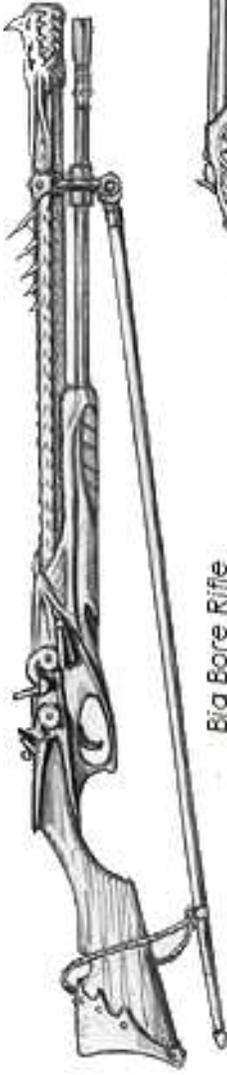
## STEAM PUNK FIREARMS 'E

The origin of firearms is a fantasy campaign is a mysterious and controversial matter. Some credit dwarves, others blame the kobolds, while many consider them infernal devices. Many races have adopted firearms into their armies with grave results in war. The boom of cannon and rattle of rifle fire are now as common as the clash of metal and twang of bowstring on the battlefield.

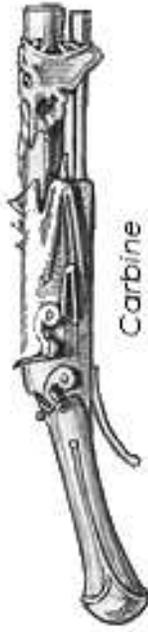
Weapon	P	D	R	\$	W	H	Training	Type	Group	Properties
<b>SIMPLE</b>										
Blunderbuss	+2	d8	10/20	30gp	6 lb.	2H	Simple	Ranged	Firearm	Load: Move, Scatter, Small
Musket	+2	d10	15/30	40gp	9 lb.	2H	Simple	Ranged	Firearm	Load: Move
Pistol	+2	d8	10/20	30gp	3 lb.	1H	Simple	Ranged	Firearm	Load: Move
<b>MILITARY</b>										
Carbine	+2	d10	15/30	75gp	6 lb.	2H	Military	Ranged	Firearm	Load: Move, Small
Dueling Pistol	+3	d8	15/30	60gp	3 lb.	1H	Military	Ranged	Firearm	Load: Move
Rifle	+3	d10	20/40	80gp	9 lb.	2H	Military	Ranged	Firearm	Load: Move
<b>SUPERIOR</b>										
Hand Cannon	+2	2d6	20/40	100gp	25 lb.	2H	Superior	Ranged	Firearm	Min STR: 14 Load: Move
Holdout Pistol	+2	d6	5/10	30gp	2 lb.	1H	Superior	Ranged	Firearm	Off-Hand, Load: Move, Special
Big Bore Rifle	+3	d12	25/50	90gp	12 lb.	1H	Superior	Ranged	Firearm	Load: Move, Overlong

**Firearm (Group):** This group includes all weapons that use gunpowder to fire a projectile other than artillery pieces. Simple firearms are smoothbore. Military firearms are rifled. As a proficient user, you are able to maintain your firearm, clear jams, and aim properly. For simplicity, all firearm bullets are interchangeable (except for the BB Rifle and Hand Cannon). Any shooter not proficient in the firearm you are using takes a STANDARD action to reload. Anyone with the alchemy feat can make gunpowder. Firearms perform slightly better than bows and crossbows, but are heavier, more difficult to reload, and more expensive to use. All powers, feats, and rules applicable to "crossbows" also apply to firearms. Simple firearms are class weapons for rogues.

# WEAPON DESCRIPTIONS



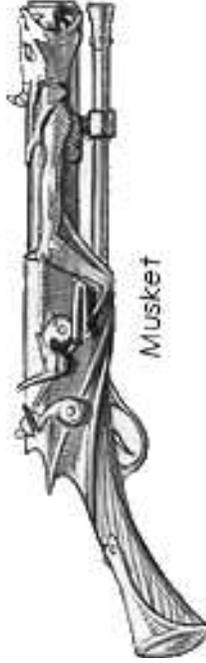
Big Bore Rifle



Carbine



Blunderbuss



Musket



Powderkeg



Powderhorn



Dueling Pistol



Pistol



Rifle

## 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 big game hunters and military 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 all ranged attacks from this weapon as if they are AREA ATTACKS (Scatter effect). The funnel mouth makes buckshot easier to load, but adversely affect the weapon 's range.

**Hand Cannon**

A hand cannon is a brass smoothbore cannon used to hurl cast iron cannon balls or round stones of up to one pound in weight and fired from the hip (illustrated on title page). It requires a minimum strength of 14 to fire with proficiency bonus.

**Carbine**

A carbine is a short muzzle-loaded, black powder rifle. Cavalry prefers this weapon over the rifle for its compact size and weight. It can be used by a "small" character two handed.

**Dueling pistol**

A dueling pistol is superior to a smoothbore pistol due to its rifled barrel and improved iron sights, which gives it greater accuracy and improved range. Dueling pistols are generally sold in pairs due to their intended purpose, duels of honor.

**Musket**

A musket is a muzzle-loaded, smoothbore black powder handgun, which is intended to be fired with two hands.

**Pistol**

A pistol is a simple black powder weapon fired by a spring flintlock mechanism. It is about one to two feet in length and can only be hidden under a robe, greatcoat or similarly voluminous garments. It can also be used as a simple club.

**Pistol, Holdout**

A holdout pistol is a miniaturized version of a normal pistol. It has reduced range and damage, but can be easily concealed in ordinary clothing and can be fired in your off-hand. In addition, if it is used in a ranged "sneak attack" it does not provoke an opportunity attack from an adjacent target.

**Rifle**

The rifle has longer range and greater accuracy than a musket due to the grooves inside the barrel that spin the lead bullet. A rifle requires more training and maintenance than a musket, and is mostly used by hunters and elite military units. A rifle can be converted into a simple spear by screwing a dagger, hilt first, into the rifle's muzzle (standard action to add/remove).

**FIREARM AMMUNITION****Lead Bullets**

Firearm bullets have the same cost and weight as sling bullets. Cost: 1gp for 20. Weight: 5lbs

**Powder Horn**

A powder horn is water tight and carries enough loose black powder for ten pistol shots, five musket/rifle shots, and one hand cannon shot. Cost: 5gp per horn. Weight: 2lbs when full.

**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 hand cannon ten times. Black powder burns fiercely when dry and produces thick smoke, but is only explosive when packed tightly. Cost: 50gp per keg. Weight: 20lbs when full.

**Alchemical Ammunition:**

Instead of altering the bullet, an alchemical gunpowder charge provides an alchemical effect. Creating this special gunpowder doubles the cost of an ordinary alchemical compound. Alchemical firearm ammunition is usually packaged in sealed wax paper envelope with enough powder for one shot.

## MAGICAL 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.

### Gun Blade - Level 1+

*This pistol is fused with a sword. The barrel of the firearm is parallel with the metal blade*

Level 1: +1 = 400gp

Level 11: +3 = 10,000gp

Level 21: +5 = 240,000gp

Level 6: +2 = 2000gp

Level 26: +6 = 3,200,000gp

**Weapon:** Firearms (Pistols Only)

**Enhancement:** Attack and Damage Rolls

**Critical:** +1d6 damage per plus

**Property:** Your pistol can also be used as a sword. Any light or heavy blade is available except for thrown weapons (daggers, shuriken, etc.). Both weapons suffer a -1 penalty to attack rolls due to the odd balance of the weapon. The magic enhancement bonus applies to both firearm ranged attacks and blade melee attacks.

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

**Weapon:** Firearms

**Enhancement:** Attack and Damage Rolls

**Critical:** +1d8 per plus

**Power (At Will - Firearm):** Standard Action. Make one basic ranged attack against the target's AC. Regardless of success, until the end of your next turn, an "obscuring" cloud is released (burst 1 area centered on shooter). The smoke grants full 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 up to three basic ranged attacks, attacking three adjacent targets (i.e. a crooked line of targets). Each attack is resolved against the target's AC or Reflex (whichever is lowest). Only one attack per target.

**Level Advancement:** At Level 12 and 18 you can make up to four basic ranged attacks at 4 adjacent targets. At Level 23 and 28 you can make up to five basic attacks at five adjacent targets.

### **Fowl Shot Firearm - Item Level 4+**

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

Level 4: +1 = 840gp;      Level 14: +3 = 21,000gp

Level 23: +5 = 525,000gp

Level 9: +2 = 3,400gp      Level 19: +4 = 85,000gp

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 23 and 28: Burst 3

### **Belt-Fed Firearm - Item Level 5+**

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

Level 5: +1 = 1,000gp      Level 15: +3 = 25,000gp

Level 10: +2 = 5,000gp      Level 20: +4 = 125,000gp

**Weapon:** Firearms or Repeating Crossbow

**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. The weight of the weapon is the firearm plus whatever is loaded in the ammo belt hopper.

**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 15 and 20: Area Burst 2, At Level 25 and 30: Area Burst 3

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