

ARCANE ARTILLERY

EXPANDED FIREARM LIST



Disclaimer

The following guns in this document are meant primarily for settings where guns are prominent enough to replace most melee weapons. If you are going to include these weapons alongside the classic fantasy set, make some buffed melee weapons to compensate.

GENERAL RULES

These are universal rules for every gun found in this book.

Akimbo. If you are proficient with firearms or ranged weapons and are wielding two *light* firearms or ranged weapons, after you fire one, you can use a bonus action to attack with another *light* firearm you are holding. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

Misfire (Optional Rule). This rule is made only for games where firearms are prominent, and you wish to emphasize inferiority of Primitive Firearms. These rules only apply to them in this instance.

If you make an attack roll and the roll matches or is lower than a firearm's misfire number, (such as 2, for example), your gun jams. You cannot make an attack with it again until you spend an action to clear the chamber. Your firearm's misfire number then goes up by 1, to a maximum of 10. You can spend 1 minute and make a DC 10 + your gun's misfire number Dexterity(Tinker's tools) or Intelligence(Tinker's tools) check to reduce your gun's misfire number by 1, to a minimum of its original misfire number.

Primitive Guns (Optional Rule). In games where firearms are prominent, you can use this optional rule. Primitive Firearms with the *loading* property are not properly built for combat. If you make more than two attacks with these weapons, the firearm's misfire number goes up by 1, to a maximum of 10.

Reload & Long Load. Some ranged weapons can be fired a number of times before they must be reloaded. Ranged weapons with the *reload* property take a bonus action to reload its ammunition. Ranged weapons with the *long load* property take an action to reload its ammunition.

If you wield two *light* ranged weapons with the *reload* property, you can reload them both at once as an action during your turn.

If you are wielding a *light* ranged weapon with the *reload* property in one hand and have your hand occupied by something other than another *light* ranged weapon with the *reload* property, the ranged weapon takes an action to reload.

Shell Loading. Firearms with the *shell loading* property require you to reload your gun by inserting each piece of ammunition in at a time. As a bonus action, you can reload three pieces of ammunition into the weapon on your turn. Alternatively, you can spend an action during your turn to reload every piece of ammunition into the gun at once.

MUNDANE AMMO TYPES

Name	Cost	Usable with	Weight Properties	
Round	2gp(20)	Muskets, Flintlock Pistols, Pepperboxes, Arquebuses, Wheellock Guns	1 lb	Piercing
Rifled Round	3gp(10)	Rifles, Carbines, Pistols	1 lb	Piercing
Scatter Round	2gp(20)	Shotguns, Blunderbusses	2 lbs	Bludgeoning
Slug Round	3gp(10)	Shotguns	3 lbs	Removes the <i>scatter</i> property. functions like a Rifled Round.

FIREARM PROPERTIES

The following properties will not be featured universally on every firearm and will vary from gun to gun.

Automatic. Automatic firearms can make a separate attack that releases a salvo of bullets per pull of the trigger. As an action, you can force any creatures of your choice in a 25-foot square centered on a point within your gun's maximum range to make a Dexterity saving throw, taking the gun's automatic damage (listed in parenthesis) on a failed save, and half that damage on a success. This action subtracts rounds from your gun equal to the number of creatures affected.

Additionally, guns with the automatic property always expend six rounds per attack.

Automatic Save DC (Not Proficient) = 12

Automatic Save DC (Proficient) = 8 + Dexterity + Proficiency Bonus

Burst Fire. Burst fire firearms are able to make a special attack that releases a stream of multiple bullets. As an action, you can force up to 6 creatures of your choice in a 15-foot square centered on a point within your gun's maximum range to make a Dexterity saving throw, taking your gun's burst fire damage (listed in parenthesis) on a failed save, and half that damage on a success. This action subtracts rounds from your gun equal to the number of creatures affected, to a maximum of 6.

Additionally, guns with the burst fire property always expend 3 rounds per attack.

Burst Fire Save DC (Not Proficient) = 12

Burst Fire Save DC (Proficient) = 8 + Dexterity + Proficiency Bonus

Bulky. Firearms and ranged weapons with the *bulky* property have to be made stable in order to be fired effectively due to their weight and the damage they can put out with a single shot. You cannot attack more than once during your turn while wielding a *bulky* firearm.

Scatter. Firearms with the *scatter* property have two types of damage, a regular damage roll and a scatter damage roll. When you make an attack roll with one of these guns against a creature, compare your attack roll to the AC of all creatures within 5 feet of the target. If your attack would hit them, deal the firearm's scatter damage roll to the creatures. You do not add your ability score modifier to the damage of this attack, unless that modifier is negative.

PROFICIENCY WITH FIREARMS

Firearms are not typical weapons. The nature of their construction and the complexity of their use and care make a special kind of training required to become proficient with them. Unless otherwise specified by the DM, firearms count as a separate proficiency from martial and simple weapons. There are two types of proficiencies associated with firearms. Longarms, which include *Two-Handed* firearms, and Sidearms, which include every other kind of firearm. Sidearms can be wielded in one hand.

PRIMITIVE FIREARMS

Name	Damage	Cost	Weight	Properties
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Sidearms

Flintlock Pistol	d6 piercing	250gp	3 lbs	Ammunition (range 30/90), Loading, Light, Misfire 3
Dragoon	d8 bludgeoning	300gp	4 lbs	Ammunition (range 10/30), Loading, Scatter (1d4), Misfire 3
Pepperbox	d8 piercing	800gp	4 lbs	Ammunition (range 40/120), Reload 4, Shell Loading, Misfire 1
Howdah Pistol	d4 piercing	600gp	4 lbs	Ammunition (range 20/80), Loading, Multi-Shot (4), Misfire 3

Longarms

Musket	d12 piercing	500gp	10 lbs	Ammunition (range 70/200), Two-Handed, Loading, Misfire 2
Arquebus	3d4 piercing	200gp	13 lbs	Ammunition (range 50/150), Two-Handed, Loading, Bulky, Heavy, Misfire 4
Blunderbuss	d12 bludgeoning	900gp	7 lbs	Ammunition (range 15/45), Two-Handed, Loading, Scatter (1d6), Misfire 3
Wheellock Gun	d10 piercing	400gp	5 lbs	Ammunition (range 40/160), Two-Handed, Loading, Misfire 2
Matchlock Rifle	d12 piercing	600gp	10 lbs	Ammunition (range 80/230), Two-Handed, Loading, Misfire 2

ADVANCED FIREARMS (GUNSMITH DC 8 + MAX DAMAGE/2)

Name	Damage	Cost	Weight	Properties
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Sidearms

Pistol	d6 piercing	1,000gp	2 lbs	Ammunition (range 40/120), Reload 8, Light
Heavy Pistol	d8 piercing	1,150gp	3 lbs	Ammunition (range 40/140), Reload 8
Sawn-Off Shotgun	2d4 bludgeoning	1,200gp	4 lbs	Ammunition (range 20/40), Reload 4, Scatter (1d4)

Longarms

Rifle	d12 piercing	1,500gp	10 lbs	Ammunition (range 90/300), Two-Handed, Reload 6
Carbine	d10 piercing	1,350gp	6 lbs	Ammunition (range 40/160), Two-Handed, Reload 6
Shotgun	d12 bludgeoning	2,000gp	7 lbs	Ammunition (range 30/60), Two-Handed, Scatter(1d6), Shell Loading 6
Bulky Rifle	3d8 piercing	2,900gp	18 lbs	Ammunition (range 200/1,000), Two-Handed, Long Load 4, Heavy, Bulky

FOR YOU TECHNOPHOBIC PLEBS, HERE'S SOME CROSSBOW VARIANTS OR WHATEVER

Name	Damage	Cost	Weight	Properties
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Simple Ranged Weapons

Repeating Light Crossbow	d8 piercing	100gp	7 lbs	Ammunition (range 100/400), Heavy, Two-Handed, Long Load 6
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Martial Ranged Weapons

Repeating Heavy Crossbow	d10 piercing	100gp	18 lbs	Ammunition (range 100/400), Heavy, Two-Handed, Long Load 6
Automatic Crossbow	d12 piercing	200gp	19 lbs	Ammunition (range 100/400), Heavy, Two-Handed, Automatic (2d12), Long Load 4
Reloading Hand Crossbow	d6 piercing	350gp	3 lbs	Ammunition (range 30/120), Light, Reload 4

SPECIAL FIREARM EXAMPLES (GUNSMITH DC 8 + MAX DAMAGE)

Name	Damage	Cost	Weight	Properties
<i>Sidearms</i>				
Automatic Pistol	2d4 Piercing	2,100gp	3 lbs	Ammunition (range 40/120), Light, Reload 24, Automatic(6d4)
Burst Pistol	d8 Piercing	2,100gp	3 lbs	Ammunition (range 30/90), Light, Reload 24, Burst Fire(3d8)
Derringer	d4 Piercing	2,500gp	1 lbs	Ammunition (range 20/60), Light, Loading, Special
Revolver	d8 Piercing	2,200gp	3 lbs	Ammunition (range 50/180), Light, Shell Loading 6
Hand Cannon	d10 Piercing	2,700gp	4 lbs	Ammunition (range 60/200), Shell Loading 6
Pistolblade	d6 Piercing	4,000gp	5 lbs	Ammunition (range 40/120), Reload 8, Bayonet(1d6 Piercing/Slashing)
<i>Longarms</i>				
Submachine Gun	d10 Piercing	3,500gp	6 lbs	Ammunition (range 40/160), Two-Handed, Reload 30, Automatic(3d10)
Automatic Rifle	2d6 Piercing	3,500gp	8 lbs	Ammunition (range 90/300), Two-Handed, Reload 30, Automatic(6d6)
Burst Rifle	d12 Piercing	3,500gp	8 lbs	Ammunition (range 90/300), Two-Handed, Reload 24, Burst Fire(3d12)
Personal Minigun	2d8 Piercing	5,000gp	25 lbs	Ammunition (range 100/500), Two-Handed, Reload 60, Heavy, Automatic(6d8)
Double Barrel Shotgun	2d6 bludgeoning	2,400gp	11 lbs	Ammunition (range 90/300), Two-Handed, Scatter (1d8) Loading, Special
Anti-Material Rifle	3d12 Piercing	4,500gp	18 lbs	Ammunition (range 300/1,800), Two-Handed, Long Load 4, Bolt-Action, Heavy, Bulky
Shoulder Cannon	4d10 Bludgeoning	6,500gp	30 lbs	Ammunition (range 60/200), Two-Handed, Loading, Bulky, Special
Rifleblade	d12 Piercing	5,000gp	10 lbs	Ammunition (range 90/300), Two-Handed, Reload 6, Bayonet(1d6 Piercing/Slashing)
Gunlance	2d6 Piercing	6,000gp	16 lbs	Ammunition (range 70/230), Two-Handed, Long Load 6, Bayonet(1d12 Piercing, Reach), Special
Nock Gun	d12 Piercing	5,500gp	20 lbs	Ammunition (range 70/210), Two-Handed, Shell Loading 7, Bulky, Special

DERRINGER SPECIAL RULES

You have advantage on checks made to conceal this weapon on your person. If you make an attack with this weapon while a hostile creature is within 5 feet of you, you do not get disadvantage on the attack roll.

SHOULDER CANNON SPECIAL RULES

You can make a special attack with a Shoulder Cannon that targets any creature within a 5 wide foot line out to their maximum range. Any target in the path of this special attack must succeed a DC (8 + your Dexterity modifier + your proficiency bonus) Strength saving throw or take it's damage roll and be knocked prone. They take half damage on a success and are not knocked prone. Shoulder Cannons are considered siege weapons for the purposes of damage.

NOCK GUN SPECIAL RULES

You can use your action to fire all 7 barrels of this gun at once. Make an attack roll with disadvantage. If you succeed, roll 7d12 piercing damage. This attack deals 7d4 bludgeoning damage to you and forces you to make a DC 10 Strength saving throw or be knocked prone.

GUNLANCE SPECIAL RULES

You have disadvantage when you use the lance to attack a target within 5 feet of you. You can wield the lance one handed when mounted.

DOUBLE BARREL SHOTGUN SPECIAL RULES

Double Barrel shotguns can be fired twice per attack. When you make an attack roll with a double barrel shotgun, you can make two attack rolls at the same creature. The second attack roll is made with disadvantage, and on a hit, you do not add your ability score modifier to the damage of that attack, unless your modifier is negative.

ATTACHMENT RAIL PLACEMENT CHART

Gun	Rail Placement
Primitive Firearms	Top, Sides (1) Barrel
Advanced and Special Firearms	Top, Bottom, Sides (2), Barrel
Crossbows	Top, Bottom
Rifleblades, Gunlances	Top, Sides (2)

REMOVING AND PLACING ATTACHMENTS

You can remove any attachment from its rail as an action during your turn, and you can place one as a bonus action.

ATTACHMENTS (GUNSMITH DC 8 + COST/100, ROUNDED DOWN)

Name	Weight	Placement	Restrictions	Cost	Properties
Attachment Rails	-	Any	-	100gp	Firearms can now have attachments placed on the rail.
Telescopic Sight	.25 lbs	Top	-	500gp	Increases the normal and maximum range of the firearm by 10 feet.
Longshot Sight	2 lbs	Top	Bulky Rifles, Anti-Material Rifles	700gp	Increases the normal and maximum range of the firearm by 30 feet.
Glowing Dot Sight	-	Top	-	400gp	+1 to damage rolls at creatures within 30 feet.
Foregrip	-	Bottom	Longarms	300gp	Advantage on ability checks to resist being disarmed/impose disadvantage on disarming strikes.
Bipod	-	Bottom/Barrel	Bulky Rifles, Anti-Material Rifles	200gp	+1 to attack rolls when prone or behind half-cover.
Bayonet	+ 1/2 the melee weapon's weight	Barrel	-	100gp	Adds a melee weapon to the barrel of the gun. You are not considered proficient in melee attacks made with this bayonet unless you are proficient with improvised weapons. You cannot have a <i>Barrel</i> or <i>Bottom</i> attachment when you have this attachment equipped.
Beam Marker	-	Sides, Bottom	-	700gp	You can use a bonus action to mark a creature with the beam and reroll 1s and 2s to all damage rolls until the end of your turn.
Glowtorch	1 lb	Sides, Bottom	-	500gp	Adds a magic torch that can be turned on and off as a bonus action. It sheds bright light in a 30 foot cone and dim light in a 30 foot cone.
Canted Sights	.5 lbs	Top	-	1,000gp	Grants the benefits of a <i>Telescopic Sight</i> and a <i>Glowing Dot Sight</i> . You must switch between them as a bonus action to get each one's bonuses.
Suppressor	.25 lbs	Barrel	-	700gp	When you make an attack roll with this firearm while hidden, each creature in a 30 foot radius must make a Wisdom(Perception) check. The DC of this check is 10 + (attack roll result) / 5. You are still considered hidden to any creature that fails the check, even if other creatures succeed.
Advanced Suppressor	.25 lbs	Barrel	-	1,300gp	Functions exactly like the <i>Suppressor</i> custom part, except the DC of the Wisdom(Perception) check is 10 + (attack roll result) / 2, and the radius is 10 feet.

CUSTOM PARTS LIST (GUNSMITH DC 8 + Cost/1000, ROUNDED DOWN)

APPLYING AND REMOVING CUSTOM PARTS

Any firearm can only have two custom parts at one time. You must build a custom part onto the weapon in order to use it. Doing so takes 1 week of work (8 hours per day) and 500gp of raw materials. Dismantling a custom part takes one day of work (8 hours) and 10gp of raw materials. You must dismantle a custom part to build another onto it if your gun is already at its custom part limit.

Name	Weight Usable with	Cost	Properties
Stock	.5 lbs Longarms	3,000gp	Advantage on the first attack roll you make within 30 feet of you if you use a bonus action to brace the firearm against your shoulder.
Pistol Grip	- Siderarms	3,000gp	+1 to attack rolls.
Heavy Barrel	1 lbs Rifles, Carbines	4,000gp	Increases the normal range of the gun by 20 feet and the maximum range by 20 feet. This cannot be combined with <i>Light Barrel</i> .
Light Barrel	-1 lb Rifles, Carbines	4,000gp	Reduce the normal range of the gun by 5 feet and the maximum range by 10 feet. This cannot be combined with <i>Heavy Barrel</i> .
Tight Choke Barrel	- Shotguns	4,000gp	Add your ability score modifier to your firearm's scatter damage. This cannot be combined with <i>Wide Choke Barrel</i> .
Wide Choke Barrel	- Shotguns	4,000gp	The range for your firearm's Scatter damage roll is now 10 feet around the original target. This cannot be combined with <i>Tight Choke Barrel</i> .
Sawn Off Barrel	-3 lbs Shotguns	-	Removes the <i>two-handed</i> property from the shotgun and changes its classification to <i>sidearm</i> . Lowers the damage die and scatter damage die by one category. (For example, a d12 die lowers to a d10.) Reduces the shotgun's normal and maximum range by 10.
Magazine Capacity	.5 lbs All firearms	7,000gp	Increases the ammunition count of <i>longarms</i> by 6, and increases the reload count of <i>sidearms</i> by 8. If firearm has the <i>loading</i> property, it loses that property and gains the <i>reload</i> property instead. (6 rounds for longarms, 8 rounds for sidearms.)
Rifling	- Muskets, Flintlock Pistols, Arquebuses, Wheellock Guns	3,000gp	+30 normal range, +10 max range. Weapon now uses rifled bullets instead of round bullets. Some firearms have this built in inherently.
Light Frame	-2 All Firearms	5,000gp	Gun's weight cannot decrease past 1 lb.
Burst Mechanism	- Rifles	10,000gp	Turns firearm into <i>Burst Rifle</i> .
Automatic Mechanism	- Rifles, Pistols	10,000gp	Turns the firearm into <i>Automatic Rifle</i> or <i>Automatic Pistol</i> .
Recoil Compensator	- Firearms with the Automatic or Burst Fire Property	12,000gp	You can add your Dexterity modifier to your Automatic and Burst Fire damage.

A NOTE ABOUT ATTACHMENTS & CUSTOM PARTS

Custom Parts and Attachments are primarily for games where guns are both advanced and commonplace in your worlds. They're made to explicitly make them superior to more primitive weapons. If every character in your current game is not holding at least one gun and they are not a Barbarian or Druid, or something equivalent, then it is wise to keep them out or just give those who don't wield guns more magic items and armor to compensate.

SIEGE EQUIPMENT

This is an expanded list of siege equipment for use in games.

PRIMITIVE SIEGE EQUIPMENT

These are weapons to be used in a setting where firearms and gunpowder are not prominent. Anything more advanced will be contained in the other category.

CRANK GUN

Medium object

Armor Class: 16

Hit Points: 70

Damage Immunities: poison, psychic

Crank guns are miniature weapons that use gunpowder and a turning mechanism to fire a mass of bullets. Compared to cannons, they're far lighter and easier to move around, generally being supported by a small wheeled chassis or tripod mount. It's typically used as an antipersonnel tool rather than a weapon to assault castles.

Before it can be fired, a crank gun must be loaded and aimed. It takes an action to load the weapon, a bonus action to aim it, and an action to fire it. A crank gun has a total of 60 rounds in it, and each shot expends 6 rounds.

Gunfire. *Ranged Weapon Attack:* +6 to hit, range 200/1,000 ft., one target. *Hit:* 33 (6d10) piercing damage.

Automatic Fire. You can force any creatures of your choice in a 30-foot square centered on a point within your gun's maximum range to make a DC 14 Dexterity saving throw, taking 50(10d10) piercing damage on a failed save, and half that damage on a success. This action subtracts rounds from your gun equal to the number of creatures affected.

HEAVY CANNON

Huge object

Armor Class: 20

Hit Points: 150

Damage Immunities: poison, psychic

A heavy cannon is a much larger device that uses gunpower to propel heavy balls of cast iron through the air at devastating speeds.

A heavy cannon requires a much wider support system to move it. Before a heavy cannon can be fired, it must be loaded and aimed. It takes two actions to load the weapon, one action to aim it, and one action to fire it.

Heavy Cannon Ball. *Ranged Weapon Attack:* +7 to hit, range 800/3,000 ft., one target. *Hit:* 55 (10d10) bludgeoning damage.

ADVANCED SIEGE EQUIPMENT

DRAGON'S MAW

Gargantuan object.

Armor Class: 22

Hit Points: 300

Damage Immunities: fire, poison, psychic

The Dragon's maw is one of the most fearsome weapons to be used on the battlefield when sieging large fortifications. It is a large, metallic boiler in the shape of a dragon, and is either remotely piloted by a creature or latched onto a wheeled support. In order to fire this weapon, it must be loaded first. It takes three actions to load it and one action to fire it. It shoots out a large burning rock in 500 foot line that is 15 feet long. Creatures within the line must succeed a DC 15 Dexterity saving throw, taking 10d6 fire and 10d6 bludgeoning damage on a failed save, and half as much damage on a successful save.

HOWITZER

Large object

Armor Class: 20

Hit Points: 250

Damage Immunities: poison, psychic

A howitzer is a siege implement that fires huge shells in a large arc that explode upon landing. These implements are perfect for bombing fortifications, designed to have their rounds travel over high walls and cover. It's typically built into a stationary battery or on a metallic wheeled chassis.

Before it can be fired, a howitzer must be loaded by two creatures and aimed by two others. It takes two actions to load it, two actions to aim it, and one action to fire it.

Howitzer Shell. *Ranged Weapon Attack:* +6 to hit, ignores cover, range 1,000/6,000 ft., one target. *Hit:* 20d6 bludgeoning damage and all creatures within an 60 foot radius sphere centered on the target must succeed a DC 15 Dexterity saving throw, taking 36 (8d8) fire damage on a failed saving throw, and half as much damage on a successful save.

MORTAR

Small object

Armor Class: 15

Hit Points: 60

Damage Immunities: poison, psychic

Mortars are relatively small weapons that are designed to fire explosive shells in a wide arc into enemy fortifications, and is designed to go behind cover. These things are small and easy enough to be carried by a single creature.



In order to fire this weapon, it must be aimed first. It takes a bonus action to aim, and an action or bonus action (player's choice) to fire it. Once it is aimed, it does not need to be aimed a second time unless it is moved.

Mortar Shell. *Ranged Weapon Attack.* +6 to hit, ignores cover, range 500/2,000 ft., one target. *Hit:* 21(6d6) bludgeoning damage and all creatures within a 10 foot radius sphere must succeed a DC 14 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, and half as much damage on a successful save.

HEAVY MORTAR

Medium object

Armor Class: 17

Hit Points: 75

Damage Immunities: poison, psychic

Heavy mortars are larger mortars that function exactly like their smaller counterparts, but deal more damage.

In order to fire this weapon, it must be aimed first. It takes an action to aim, and an action or bonus action (player's choice) to fire it. Once it is aimed, it does not need to be aimed a second time unless it is moved.

Mortar Shell. *Ranged Weapon Attack.* +6 to hit, ignores cover, range 800/3,000 ft., one target. *Hit:* 28(8d6) bludgeoning damage and all creatures within a 10 foot radius sphere must succeed a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, and half as much damage on a successful save.

MINIGUN

Medium object

Armor Class: 16

Hit Points: 55

Damage Immunities: poison, psychic

Miniguns are mounted weapons that fire a constant stream of bullets towards creatures. They tend to be anti-personnel weapons rather than being used to take down castle walls. They can even unleash a hail of bullets at concentrated swarms of enemies to cut them down.

Before it can be fired, a minigun must be loaded first. It takes an action to load the weapon, and an action to fire it. A minigun has a total of 500 rounds inside it, and each shot expends 10 rounds.

Gunfire. *Ranged Weapon Attack:* +6 to hit, range 500/2,000 ft., one target. *Hit:* 50 (10d10) piercing damage.

Automatic Fire. You can force any creatures of your choice in a 30-foot square centered on a point within your gun's maximum range to make a DC 14 Dexterity saving throw, taking 77 (14d10) piercing damage on a failed save, and half that damage on a success. This action subtracts rounds from your gun equal to the number of creatures affected.



HIGH-TECH FIREARMS

Name	Damage	Cost Weight Properties
<i>Sidearms</i>		
Gauss Pistol	2d4 piercing	- 3 lbs Ammunition (range 60/230), Reload 12, Light
Smart Gun	d8 piercing	- 2 lbs Ammunition (range 50/200), Reload 8, Special
Pulse Pistol	d10 plasma	- 3 lbs Ammunition (range 60/240), Recharge 40
Beam Pistol	d12 plasma	- 3 lbs Ammunition (range 40/160), Recharge 60
<i>Longarms</i>		
Pulse Rifle	3d6 plasma	- 9 lbs Ammunition (range 100/600), Two-Handed, Recharge 100
Beam Rifle	2d12 plasma	- 12 lbs Ammunition (range 80/500), Two-Handed, Recharge 120
Pulse Carbine	2d6 plasma	- 6 lbs Ammunition (range 50/200), Two-Handed, Recharge 80
Arc Rifle	3d8 lightning	- 10 lbs Ammunition (range 90/300), Two-Handed, Recharge 70, Special
Railgun	2d12 piercing, 2d12 lightning	- 19 lbs Ammunition (range 800/8,000), Two-Handed, Heavy, Loading
Mass Driver Rifle	3d12 piercing, 3d12 lightning	- 19 lbs Ammunition (range 1,000/9,000), Two-Handed, Heavy, Loading
Gungnir Laser	5d10 plasma, 5d10 radiant	- 24 lbs Ammunition (range 900/8,500), Two-Handed, Heavy, Recharge 100, Special

ALIEN FIREARMS

Name	Damage	Cost Weight Properties
<i>Sidearms</i>		
Disintegrator	6d8 necrotic	- 5 lbs Ammunition (range 30/150), Recharge 10, Special
Ray Gun	4d6 force	- 3 lbs Ammunition (range 40/200), Recharge 50
Gamma Gun	3d8 fire	- 6 lbs Ammunition (range 10/30), Recharge 30
<i>Longarms</i>		
Ion Laser	6d6 force	- 11 lbs Ammunition (range 90/300), Two-Handed, Recharge 80
Microwave Cannon	6d12 fire	- 20 lbs Ammunition (range 20/60), Two-Handed, Heavy, Recharge 60
Particle Rifle	d12 piercing, d12 plasma	- 18 lbs Ammunition (range 250/2,000), Two-Handed, Heavy, Recharge 100, Special

HIGH-TECH & ALIEN FIREARMS

These properties are used for the more advanced guns you include in your games.

Recharge. Guns with the Recharge property have a charge that they expend with each pull of the trigger. Every attack made with these weapons expends 5 rounds. Once the recharge count reaches 0, you must replace or recharge the battery to use it again. You use an action to replace batteries. Recharging a battery requires attaching it to a power source for at least 12 hours.

Smart Gun. As long as you do not make an attack roll at long range, attacks with this weapon are made with advantage. If you roll a critical hit, the target has disadvantage on attack rolls and saving throws until the end of your next turn.

Arc Rifle. When you succeed an attack with this weapon, creatures within 5 feet of the target take 1d8 lightning damage.

Gungnir Laser. You can make a special attack with this laser. Creatures within the gun's range must succeed a DC 8 + your proficiency bonus + your Dexterity modifier Dexterity saving throw, taking the gun's damage on a failed save, and half as much damage on a successful save.

Disintegrator. If damage from this gun brings a creature to 9 hit points, it disintegrates into a pile of ash, and can only be brought back with a *wish* or *true resurrection* spell, or equally powerful magic.

Particle Rifle. You can attack creatures behind total cover with this weapon if you are aware of them. These attacks are made with disadvantage. Your attacks with this weapon ignore half and three-quarters cover.