

GUNSMITH'S KIT

You are on the cutting edge of technology, a fearsome presence of fire and thunder. The gods had made man, and your weapon has made them equal.

GUNSMITH'S KIT

Gunsmith's Kit include a variety of small hand tools, a rotary tool, metal files, a vial of oil, and a hammer.

Gunsmith's Kits weigh 10 lbs and cost 50 gp.

BUILDING FIREARMS

With your kit, you have the ability to craft weapons out of raw materials and to push your creations out into the world. These firearms can take the form of muskets, pistols, revolvers or even grenades.

To create your firearm, you must first decide what firearm you wish to build and gather the required raw materials, this is abstracted out into a gold value. After spending the required gold, you must then begin working on your firearm. To make progress on your firearm, you must spend at least 4 hours working on it. After the required amount of time to produce the firearm is completed, you must then succeed on a Gunsmith's Kit (Intelligence) check against the DC of the firearm you are creating.

On a successful check, the firearm is complete and ready to be used so long as you have ammunition available. On a failed check, you must spend time on repairs, see the **Repairs** section for more information.

CLEANING AND MAINTENANCE

At the end of every day that you fired a firearm, you must spend 30 minutes cleaning and maintaining the weapon and you must have your gunsmith's kit on you. If you are unable to do this, the DM may decide that your gun is jammed if you roll a 1 on the attack roll and you are unable to use that firearm until you are able to spend time to maintain and clean it. You must do this for every firearm that you fired that day. This can be done over the course of a long or short rest, though maintaining and cleaning multiple firearms may take you too long to gain the benefits of a long rest.

CREATING AMMUNITION

In order for your firearm to work properly, you must produce your own ammunition for the weapon. Upon a piece of ammunition being fired, it is destroyed.

REPAIRS

If your weapon is ever broken, or you are using the variant rules for Misfiring, you must spend time and gold to fix the weapon. You must spend a quarter of the time it takes to build the weapon and spend a quarter of the firearm's cost in repairs.

After you finish this time and spend the required gold, you must then make an Intelligence (Gunsmith's Kit) check against the DC of the firearm. On a successful check, the firearm is fixed and ready to be used. On a failed check, you must repeat this process by spending the required time and gold to make repairs to the firearm.

SMOKEPOWDER

Smokepowder, also known as gunpowder, is a volatile substance used in the creation of ammunition and grenades. You must have access to smokepowder or be unable to produce ammunition.

WHAT IS SMOKEPOWDER?

If you don't want blackpowder or gunpowder in your world and wish to keep firearms magical in nature, you might consider using smokepowder.

This white powder is the remains of slain Fire Elementals. When a Fire Elemental is killed, it leaves behind a goo known as pyrejelly that burns like slow embers, though it is notoriously sticky and can cause problems for any who try to handle it. It burns for days after the elemental is killed until the last of the fuel sputters out and all that remains is a black hunk of rock. Alchemist are then able to that blackened rock and mix it with certain chemicals, removing any impurities, and produce a pure white substance known as Smokepowder.

NEW WEAPON PROPERTIES

Firearms have special properties related to their use along with requiring special ammunition.

Ammunition. All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Gunsmith's Kit. Each firearm uses its own unique ammunition and is destroyed upon being used.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice). You must have one free hand to reload a firearm.

EXPLOSIVES

SMOKEPOWDER KEG / POWDER HORN

Setting fire to a container full of smokepowder can cause it to explode, dealing fire damage to creatures within 10 feet of it (3d6 for a powder horn, 7d6 for a keg). A successful DC 12 Dexterity saving throw halves the damage. Setting fire to an ounce of smokepowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

GRENADES

As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 120 feet away. Each creature within 20 feet of an exploding fragmentation grenade must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

One round after a smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

FIREARMS

Item	Cost	Damage	Weight	DC	Time	Properties
Early Era Martial Ranged Weapons						
Pistol	250 gp	1d10 piercing	3 lb.	12	24 hours	Ammunition (range 30/90), loading
Musket	500 gp	1d12 piercing	10 lb.	15	28 hours	Ammunition (range 40/120), loading, two-handed
Early Era Ammunition						
Bullets (10)	3 gp	-	2 lb.	5	1 hour	
Developed Era Martial Ranged Weapons						
Palm Pistol	50 gp	1d8 piercing	1 lb.	10	20 hours	Ammunition (range 40/160), loading
Pistol	150 gp	1d10 piercing	3 lb.	12	28 hours	Ammunition (range 60/240), loading, reload 4
Musket	300 gp	1d12 piercing	10 lb.	15	28 hours	Ammunition (range 120/480), loading, two-handed
Revolver	250 gp	1d10 piercing	5 lb.	15	30 hours	Ammunition (range 80/320), loading, reload 6
Blunderbuss	300 gp	2d8 piercing	10 lb.	18	36 hours	Ammunition (range 15/60), loading
Developed Era Ammunition						
Palm Pistol Bullets (20)	2 gp	-	2 lb.	5	1 hour	
Pistol Bullets (20)	4 gp	-	2 lb.	7	1 hour	
Musket Bullets (20)	5 gp	-	2 lb.	10	1 hour	
Revolver Bullets (20)	4 gp	-	2 lb.	10	1 hour	
Blunderbuss Bullets (5)	5 gp	-	2 lb.	13	1 hour	
Special Ammunition						
Hollow Bullets	+20 gp	-	2 lb.	+3	+2 hour	
Non-lethal Bullets	+5 gp	-	2 lb.	+1	+1 hour	
Tracer Bullets	+30 gp	-	5 lb.	+5	+3 hour	
Explosives						
Grenade, fragmentation	30 gp	-	1 lb.	15	12 hours	
Grenade, smoke	15 gp	-	2 lb.	13	12 hours	
Grenade launcher	100 gp	-	7 lb.	15	20 hours	Ammunition (range 120), loading, two-handed

WHAT ERA?

Depending on the development of firearms in your world, you may allow access to *Early Era* firearms or also allow *Developed Era* firearms. Prices are created with the idea that guns exist in that era only. If you are in a *Developed Era*, you may consider reducing the cost of *Early Era* firearms by half or more.

Special ammunition and explosives are assumed you are in the *Developed Era*, though characters in the *Early Era* can craft them but the cost is doubled for them.

SPECIAL AMMUNITION

Regular bullets don't always cut it when it comes to fighting off the hordes threatening the world. To construct these bullets, you create ammunition like normal but the cost, time, and DC is increased based on the special ammunition.

HOLLOW BULLETS

These bullets deal normal damage, and on a hit the target must make a Constitution saving throw DC 12 or begin bleeding at the start of their turn. At the start of every turn, they take 1d4 bleeding damage. This effect lasts until they use an action to staunch the wound or they are healed magically. If you hit a creature with multiple hollow bullets, the damage dealt at the beginning of their turn increases by +1 per bullet.

NON-LETHAL BULLETS

These bullets are designed to deal bludgeoning damage instead of piercing damage. Every time you fire these bullets and knock a creature to 0 hit points, you knock them unconscious instead of killing them.

TRACER BULLETS

These bullets can easily be seen as they flash across the battlefield. On a hit, a creature is illuminated by glowing light and they are easier to be seen. The next attack against them gains advantage and if the creature was invisible, they are visible until the next attack against them.

VARIANT RULES

ALIEN FIREARMS

If you wish to include alien weaponry in your campaign, these weapons fire lasers and rely on energy cells for its ammunition. These weapons are typically far to advanced for a character to create them.

Item	Damage	Weight
<i>Martial Ranged Weapons</i>		
Laser pistol	3d6 radiant	2 lb.
Antimatter rifle	6d8 necrotic	10 lb.
Laser rifle	3d8 radiant	7 lb.
<i>Ammunition</i>		
Energy cell	-	5 oz.

EXOTIC MATERIALS

Firearms could be crafted from obscure and arcane materials to really make them feel special and unique. A few examples are provided below.

DRAGON BONE STOCK

By combining portions of a mighty dragon to your weapon, you can choose to infuse your bullets with elemental energy based on the type of dragon bone used. Once per day as a bonus action, you can cause the magic of the dragon bone to crackle around your barrel. For the next minute, all ammunition fired from your weapon is considered magical and instead of dealing piercing damage, deals an elemental damage appropriate for the dragon bone used.

ELEMENTAL POWDER

Every elemental is different and just as a fire elemental produces smokepowder, other elementals produce their own type of powder. Water Elementals produce a volatile substance that can only fire if submersed in water, allowing you to fire your firearm freely underwater with no penalties. The powder from an air elemental ejects bullets as faster speeds and they travel twice as far as normal, while Earth Elementals produce a powder that causes bullets to deal an additional 1d4 thunder damage on a successful hit.

DEAD MAN'S TRIGGER

You've taken the essence of a powerful undead and transferred its undead cruelty into your trigger. Once per day, if you are knocked to 0 hit points, you can immediately fire your firearm at the creature who attacked you. You then fall prone and drop whatever you were holding.

MISFIRE

If you would prefer to express the chaotic nature of early firearms by providing a chance for a gun to Misfire regularly, you can assign a Misfire chance to the weapon.

Misfire. Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Dexterity (Gunsmith's Kit) check, DC equal to 8 + misfire score. If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

MISFIRE SCORE

Item	Property
Pistols	Misfire 1
Muskets	Misfire 2
Revolvers	Misfire 2
Blunderbuss	Misfire 2
Grenades	Misfire 3
Special Ammunition	+1 Misfire