

FIREARMS

BANG



ADASTRA

GEAR BOOSTER PACK

Fearless Goblin Games

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Produced by Freelance Illuminati Productions

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For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide, Player's Handbook 2, Monster Manual 2, Adventurer's Vault, and the D&D 4E Game System License, available from Wizards of the Coast LLC.

CHAPTER 1 ~ PROLOGUE

***"Speak softly and carry a big stick."
-Theodore Roosevelt***

This is a Booster Pack for the ADASTRA setting. Booster Packs are self contained and holds only the information needed to play the item contained within.

In this case it is firearms.

FIREARMS IN YOUR CAMPAIGN

Firearms are powerful pieces of equipment. Like bows and slings, they provide range to your attacks; however, they provide a lot of range. Their damage dealing ability is also great. Integrating them into your campaign is fairly easy

EQUIPMENT AND LEVEL

The level of the equipment represents the approximant power of the item itself. This is similar to magic item levels. There is no minimum level requirement to use the equipment.

You can upgrade a weapon by paying the difference in the cost between levels.

SPECIAL RULES

Firearms are complex machines in many of their designs.

Ablation

A projectile striking a hard surface, such as chainmail, scale, or plate armor, has only two options: it can penetrate it or disintegrate. Because of this, the projectile ablates or is otherwise destroyed unless it penetrates the armor.

If a target is wearing *heavy* hard armor such as chain, scale, or plate, the energy of the bullet is going to dissipate into the armor first. Hard armor provides a damage reduction equal to its bonus to AC. This is due to the combination of energy being displaced into the armor and the fact that the armor is causing damage to the bullet itself as it passes through.

Enchanting

Firearms can be enchanted, but the enchant costs 10 times what it would on an ordinary weapon, as it has multiple moving parts.

Melee with Firearms

Your firearm can be used in melee, but only as a melee basic attack; this attack has a +2 proficiency bonus if you are proficient in all simple melee weapons. Damage is determined as if it were an improvised weapon. Whenever you make a successful attack in this fashion, roll a death saving throw for your firearm. If, at any point, a firearm has three or more failed death saving throws, it cannot fire until it has been repaired.

MORE ON ABLATION

Third Option: While it was stated that a bullet can do one of two things, there is actually a third option. It could impact and stick. For rules simplification we didn't add this fact into it because while bullets can impact hard armor and stick, an arrow can also pierce armor and stay in place. For ease, we rather just allow the bullet through it or to ablate on its surface.

Why not Arrows and Bolts? It isn't really an issue with the projectile more that it's an issue of speed and how much damage the projectile can handle. Arrows and bolts move at high speeds, but not high enough that impact with armor can destroy it. A bullet moving faster than the speed of sound is carrying so much energy that contact with a hard surface will cause it to deform. Ablation, in this sense, is how much that bullet would deform and take away from its ability to deal damage.

FEATS

You can become proficient using firearms by using the same feat as any other weapon. Feats and firearms do not change such as weapon focus and the like.

CHAPTER 2 ~ EXTRA

With new weapons, comes new possibilities.

With the creation of new weapons comes the creation of new weapon groups and properties.

GROUPS

There are two weapon groups that firearms fall under, the handgun and the longarm.

Handgun: Any power that will allow the use of a crossbow will allow the use of a handgun.

Longarm: Any power that will allow the use of a crossbow will allow the use of a longarm. Longarms are two-handed firearms.

NEW PROPERTIES

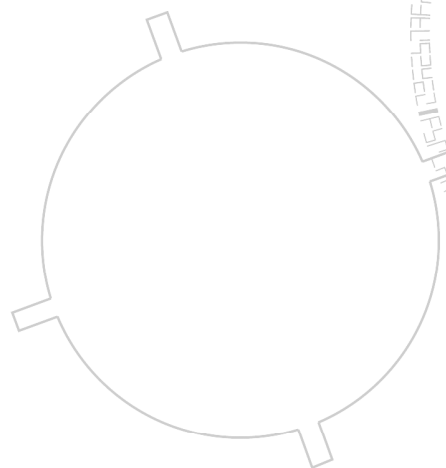
The new properties common for firearms.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. The box magazine value is the number of shots it can hold. The load property indicates what action is needed to replace the magazine.

Cylinder: The weapon keeps its ammunition in a cylinder, which is part of the weapon and also serves as the firing chamber for each shot. Unlike box magazines, cylinders cannot be removed and they must be reloaded by hand. The cylinder value is the number of shots in the cylinder can hold.

Internal: Some weapons keep their ammunition in an internal space which must be loaded by hand. The internal value is the number of shots it can hold. The load property indicates what action is needed to replace all the cartridges at once. Anyone wielding an internal weapon may also use a move action to reload one cartridge.

Linked: Some machine guns use linked ammunition. The shots are chained together with small metal clips forming a belt. In military units, the gunner fires while an assistant clips new ammunition belts together, keeping the weapon fed. The load property replaces the link that is loaded into the weapon. Without assistance, a creature may only carry enough linked ammunition to fire for a number of rounds equal to their Strength and Constitution modifiers combined.



CHAPTER 3 ~ FIREARMS

"This weapon is perfect save one flaw. It is the same flaw that is inherent to all weapons, its operator."

-The Weaponers

FIREARMS							
Name	Prof	Range	Dmg	Load	Ammo	Weight	Cost
LONGARM GROUP							
Assault Rifle	+2	12/120	1d10	Minor	B Cart.	5lb	150g
Mini-Gun	+1	7/70	2d10	Move	B Cart.	20lb	500g
Shotgun	+2	4/40	1d12	Standard	C Cart.	3lb	125g
Sniper Rifle	+3	40/400	2d12	Standard	D Cart.	5lb	200g
Submachine Gun	+1	6/60	1d10	Minor	A Cart.	4lb	125g
HANDGUN GROUP							
Machine Pistol	+1	6/60	1d8	Minor	A Cart.	2lb	100g
Revolver	+1	6/60	1d8	Minor	A Cart.	2lb	50g
Semiautomatic Pistol	+1	8/80	1d8	Free	A Cart.	2lb	75g

ASSAULT RIFLE FIREARM

This longarm has many shapes but they all have a selector switch near the thumb to quickly change it from semiautomatic to full automatic fire.

Lvl 1	+0	150g	Lvl 20	+4	5,859g
Lvl 5	+1	375g	Lvl 25	+5	14,648g
Lvl 10	+2	937g	Lvl 30	+6	36,621g
Lvl 15	+3	2,343g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +2 **Damage:** 1d10
Ranged: 12/120 **Load:** Minor
Ammunition: B Cartridge **Magazine:** Box (30)
Property: Brutal 1 **Weight:** 5lb

Fire Modes: This weapon has three fire modes. It takes a minor action to switch between modes.

Semiautomatic Fire: This weapon can fire one cartridge at a time and automatically load the next cartridge available.

Burst Fire: The firearm loads the next cartridge if able. The use of this power expends 5 cartridges of ammunition. If you have less than 5 cartridges remaining, the attack has a -1 penalty for each cartridge below 5 that is not present. This attack used as a ranged basic attack deals 1[W]+Dexterity modifier damage against a single target.

Automatic Fire: The firearm loads the next cartridge if able. The use of this power expends 10 cartridges of ammunition. If you have less than 10 cartridges remaining, the attack has a -1 penalty for each cartridge below 10 that is not present. As a ranged basic attack with two secondary targets adjacent to the primary target dealing 1[W] to each.

MACHINE PISTOL			FIREARM		
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Compact like a handgun, but fires like a submachine gun.

Lvl 1	+0	100g	Lvl 20	+4	3,906g
Lvl 5	+1	250g	Lvl 25	+5	9,765g
Lvl 10	+2	625g	Lvl 30	+6	24,414g
Lvl 15	+3	1,562g			

Group: Handgun **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 1d8
Ranged: 6/60 **Load:** Minor
Ammunition: A Cartridge **Magazine:** Box (30)
Property: Brutal 1 **Weight:** 2lb

Fire Modes: This weapon has two fire modes. It takes a minor action to switch between modes.

Semiautomatic Fire: This weapon can fire one cartridge at a time and automatically load the next cartridge available.

Automatic Fire: The firearm loads the next cartridge if able. The use of this power expends 10 cartridges of ammunition. If you have less than 10 cartridges remaining, the attack has a -1 penalty for each cartridge below 10 that is not present. As a ranged basic attack with two secondary targets adjacent to the primary target dealing 1[W] to each.

MINI-GUN			FIREARM		
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With rotating barrels, it can fire many cartridges very quickly.

Lvl 1	+0	500g	Lvl 20	+4	19,531g
Lvl 5	+1	1,250g	Lvl 25	+5	48,828g
Lvl 10	+2	3,125g	Lvl 30	+6	122,070g
Lvl 15	+3	7,812g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 2d10
Ranged: 7/70 **Load:** Move
Ammunition: C Cartridge **Magazine:** Linked
Property: Brutal 1 **Weight:** 20lb

Automatic Fire: The firearm loads the next cartridge if able. The use of this power expends 10 cartridges of ammunition. If you have less than 10 cartridges remaining, the attack has a -1 penalty for each cartridge below 10 that is not present. As a ranged basic attack with two secondary targets adjacent to the primary target dealing 1[W] to each.

REVOLVER			FIREARM		
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A pistol holding six shots in a cylinder.

Lvl 1	+0	50g	Lvl 20	+4	1,953g
Lvl 5	+1	125g	Lvl 25	+5	4,882g
Lvl 10	+2	312g	Lvl 30	+6	12,207g
Lvl 15	+3	781g			

Group: Handgun **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 1d8
Ranged: 6/60 **Load:** Minor
Ammunition: A Cartridge **Magazine:** Cylinder (6)
Property: Brutal 1 **Weight:** 1lb

Semiautomatic Fire: This weapon can fire one cartridge at a time and automatically load the next cartridge available.

SEMI-AUTOMATIC PISTOL			FIREARM		
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Using the energy of the pistol's recoil to load the next cartridge.

Lvl 1	+0	75g	Lvl 20	+4	2,929g
Lvl 5	+1	187g	Lvl 25	+5	7,324g
Lvl 10	+2	468g	Lvl 30	+6	18,310g
Lvl 15	+3	1,171g			

Group: Handgun **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 1d8
Ranged: 8/80 **Load:** Free
Ammunition: A Cartridge **Magazine:** Box (8)
Property: Brutal 1 **Weight:** 2lb

Semiautomatic Fire: This weapon can fire one cartridge at a time and automatically load the next cartridge available.

SHOTGUN **FIREARM**

Like a small cannon, it fires a large slug or a bunch of pellets

Lvl 1	+0	125g	Lvl 20	+4	4,882g
Lvl 5	+1	312g	Lvl 25	+5	12,207g
Lvl 10	+2	781g	Lvl 30	+6	30,517g
Lvl 15	+3	1,953g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +2 **Damage:** 1d12
Ranged: 4/40 **Load:** Standard
Ammunition: C Cartridge **Magazine:** Internal (8)
Property: Brutal 1 **Weight:** 3lb

Pump Action: This weapon requires you to spend a minor action to load the next cartridge to fire.

Ranged Melee: This weapon does not provoke opportunity attacks when making ranged attacks while in melee. This weapon deals double damage against targets within 1 square of you.

SNIPER RIFLE **FIREARM**

This longarm makes powerful shots at incredible range.

Lvl 1	+0	200g	Lvl 20	+4	7,812g
Lvl 5	+1	500g	Lvl 25	+5	19,531g
Lvl 10	+2	1,250g	Lvl 30	+6	48,828g
Lvl 15	+3	3125g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +3 **Damage:** 2d12
Ranged: 40/400 **Load:** Standard
Ammunition: D Cartridge **Magazine:** Internal (4)
Property: Brutal 1 **Weight:** 5lb

Bolt Action: This weapon requires you to spend a move action to load the next cartridge to fire.

Scope: This weapon extends the vision of a character to 500 squares.

SUB-MACHINEGUN **FIREARM**

Firing in only full automatic, it can fill the air with cartridges.

Lvl 1	+0	125g	Lvl 20	+4	4,882g
Lvl 5	+1	312g	Lvl 25	+5	12,207g
Lvl 10	+2	781g	Lvl 30	+6	30,517g
Lvl 15	+3	1,953g			

Group: Longarm **Enhancement:** Attack and damage
Proficiency: +1 **Damage:** 1d10
Ranged: 6/60 **Load:** Minor
Ammunition: A Cartridge **Magazine:** Box (100)
Property: Brutal 1 **Weight:** 4lb

Automatic Fire: The firearm loads the next cartridge if able. The use of this power expends 10 cartridges of ammunition. If you have less than 10 cartridges remaining, the attack has a -1 penalty for each cartridge below 10 that is not present. As a ranged basic attack with two secondary targets adjacent to the primary target dealing 1[W] to each.

AMMUNITION

The ammunition for the weapons presented here comes in cartridges which is a self contained metal casing with a propellant capped with a projectile. Cartridges are normally classified by the barrel diameter they have to fit in as well as the overall size of the cartage.

AMMUNITION			
	Type	Quantity per Box	Cost
CARTRIDGE			
	A	100	25g
	B	100	50g
	C	50	50g
	D	50	75g

Special Cartridges

Armor Piercing cartridges have either bullets that are specially hardened and shaped to penetrate hardened armor, or they have a softer outer part with a hardened core.

Either way, they have an Armor Piercing value and this value is how much Ablation the round ignores from the *hard* armor. These price totals are added to the price of the cartridge itself above.

Armor Piercing	Additional Cost
1	+10g
2	+20g
3	+30g
4	+60g
5	+90g
6	+150g
7	+240g
8	+390g

