

MODERN
MEDIÆVAL

GUNPOWDER PLOTS



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Gunpowder Plots

For a standard, fantasy d20 campaign, gunpowder weapons may at first seem overpowered in regards to size, damage and accessibility. However, as in the real world, the great limiting factor of the early firearm is the long reload time. For an arquebus, that reload time consists of 7 full rounds, which is quite quick by real world standards (being only 42 seconds), but in game terms, this allows the potency of the firearm to be countered and allow it to remain balanced as a weapon. Though a Snaphaunce Belt Pistol might be more attractive, even then, it can only be used once every two rounds and has the chance of misfire, something that is not a consideration for a shortbow or crossbow.

There is a much wider variety of gunpowder firearms than what has been presented here. These are basic, common types of firearms that one might find between the High Middle Ages up to the Age of Enlightenment and beyond. Flintlock weapons were still in use at the time of the Industrial Revolution. Also, while new technologies provided more efficient and safer mechanisms, they did not completely supplant previous technologies. In the early seventeenth century, the time of the Three Musketeers, one might find a wheellock or even a snaphaunce pistol while armies were still mostly equipped with matchlock muskets. The types of firearms available and the cost of the available firearms can be altered to suit the campaign world's flavor. Perhaps only Matchlock weapons are available, or perhaps the campaign world has progressed to Snaphaunce technology and Matchlocks are relegated to country bumpkins who use them to scare off rodents.

The damage for firearms in this supplement follows the format of damage delivered in the d20 Modern Roleplaying Game, based on two dice. While using the two dice standard is not important for damage adjustments—as none of the weapons listed could be used for a Double Tap, Burst, or Autofire—it does allow for a distinctive, characteristic style of damage. It also allows firearms to deliver potent, but short range attacks.

Firearms are simple weapons. The training required to use a firearm effectively is minimal when compared to the amount of training required to use a longsword or a bow. This is one aspect of gunpowder weapons that allowed them to propagate across Europe so quickly.

Gunpowder Weapons Table

Size: This size is based on weapon sizes as per standard d20 rules used in fantasy campaigns: 2H is two-handed, 1H is one-handed and, L is light. If using the d20 Modern Roleplaying Game. For fantasy d20 rules, all two-handed weapons are Large, all one-handed weapons are Medium, and all light weapons are Small.

Range: The weapons listed have 10 range increments. For each increment beyond the first, the attack roll incurs a -2 penalty. Gunpowder weapons receive a +1 bonus to damage within the first range increment. This stacks with Point Blank Shot.

Type: All firearms are listed as Piercing weapons. This is for

use with the d20 rules. If one is running a game using the d20 Modern Roleplaying Game, the Type would be Ballistic.

Charge: This indicates the number of standard gunpowder charges required to fire the gun. Adding more than a single charge increases the chance for a misfire by one. Putting one charge less than required lowers the range by one-half.

Reload: This is the number of full round actions required to reload a gun (see crossbow, heavy for details).

Misfire: The gunpowder weapons listed here have a tendency to misfire. This may be due to poor maintenance, bad powder, or poorly forged barrels. The number in the misfire column is the attack roll die number. If this roll equals the range in the Misfire column, the attack does not succeed, and the player must roll the die or dice listed and compare the roll against the table below. If there is damaged indicated, the character must make a Reflex save against DC 15. Success results in half damage, and failure indicates the character takes damage as indicated.

Roll	Misfire	Result
1-3	Explosion	The weapon explodes, inflicting 2d6 damage on the character and 1d6 damage on any character within 5 ft. All affected characters are allowed a reflex save as above.
4-8	Fouled Barrel	While the weapon discharges, the barrel is fouled. The attack is an automatic failure and the weapon must be cleaned before it can be used again. Cleaning takes 30 minutes.
9-12	Hang Fire	The gunpowder is slow to ignite. This hangfire inflicts a -3 circumstance penalty on the attack roll.

Gunpowder Weapons

Arquebus: Also known as the harquebus, this is a gunpowder longarm. It should not be termed a rifle. While the term



Table: Gunpowder Weapons

Weapon	Cost (gp)	Size	Damage	Range	Weight (lbs.)	Type	Charge	Reload	Misfire	Critical
Matchlock										
Arquebus	45	2H	2d6	30	14	P	2	7	1-3, 1d4	X2
Blunderbuss	30	2H	2d4	5	10	P	3	6	1-3, 1d4	X2
Caliver	55	2H	2d6	25	10	P	2	6	1-3, 1d4	X2
Musketeer	50	2H	2d6	40	20	P	3	7	1-3, 1d4	X3
Wheellock										
Belt Pistol	175	L	2d4	20	5	P	1	3	1-3, 1d8	19-20, X2
Horse Pistol	215	1H	2d6	30	7	P	1	3	1-3, 1d8	19-20, X2
Fowling Piece	280	2H	2d6	40	9	P	2	5	1-3, 1d8	19-20, X2
Snaphaunce/ Flintlock										
Belt Pistol	225	L	2d4	20	4	P	1	2	1-2, 2d6	19-20, X3
Horse Pistol	275	1H	2d6	30	6	P	1	2	1-2, 2d6	19-20, X3
Blunderbuss	300	2H	2d6	5	10	P	2	4	1-2, 2d6	X2
Musket	380	2H	2d8	55	14	P	2	4	1-2, 2d6	19-20, X3

rifle usually denotes a modern longarm, it properly refers to a longarm with a rifled barrel. The arquebus is smaller than a musket and uses a matchlock trigger mechanism. Even when matchlock technology was superseded by the wheellock and snaphaunce mechanisms, arquebuses were still common in the military, as they were cheap and easy to manufacture.

The arquebus receives a +3 modifier to attack rolls against armored opponents or opponents with natural armor.

Belt Pistol: A belt pistol is a pistol of a size smaller than a horse pistol. It is a lighter weapon that can be carried on one's person and can also be concealed with relative ease.

The belt pistol receives a +1 modifier to attack rolls against armored opponents or opponents with natural armor.

Blunderbuss: The Blunderbuss is a precursor to the shotgun. It was designed not to attack a single target, but a group or cluster of targets. As such, when a blunderbuss is fired, the wielder makes an attack against DC 10. The target must make a Reflex save against a DC equal to the attack roll or take the weapon's damage. If the target of the attack is within 30 feet, all individuals within 5 feet of the target must make a Reflex save against a DC equal to the attack roll or take the weapon's damage. A confirmed critical is only applied to the target of the attack.

Caliver: The caliver is a longarm, less bulky than a musket or an arquebus. These were no longer common after the arrival of the snaphaunce, after which muskets became manageable. Calivers receive a +2 modifier to attack rolls against armored opponents or opponents with natural armor.

Flintlock: The Flintlock replaced the snaphaunce. Flintlock weapons use a piece of flint striking steel which creates sparks to ignite the primer gunpowder, which then ignites the gunpowder charge. The difference between a snaphaunce and

flintlock trigger mechanism is based on the the separate pan cover and steel of the snaphaunce and the combined cover and steel of the flintlock.

Fowling Piece: A small, light longarm, designed for hunting birds and small game. This was one of the more common types of Wheellock longarms.

The fowling piece receives a +2 modifier to attack rolls against armored opponents or opponents with natural armor.

Horse Pistol: A horse pistol is a large, long pistol designed for use from horseback. These pistols could be used by cavalry in place of lances. Usually, horsemen would carry at least a pair of horse pistols—a brace of pistols—but often carried three or four due to the time required to reload and the difficulty of reloading while riding.

The horse pistol receives a +2 modifier to attack rolls against armored opponents or opponents with natural armor.

Matchlock: These weapons use a slowmatch, which is a smoldering cord used to ignite the gunpowder. The character must have some source of fire (torch, campfire, etc.) to ignite the slowmatch.

Musket: Muskets are bulky longarms, mostly used by the military. They were designed for durability, range, and power. Due to bulk and poor balance, Matchlock Muskets require a Y-shaped rest to support the weapon when fired. Cost of the Matchlock Musket includes the support-rest. If the rest is not used when the weapon is fired, a -4 penalty is applied to the attack roll. If the Matchlock Musket is otherwise supported—such as by a low wall or tree branch—the attack roll penalty is reduced to -2.

Muskets receive a +4 modifier to attack rolls against armored opponents or opponents with natural armor.



Snaphaunce: The Snaphaunce replaced the wheellock. Snaphaunce weapons use a piece of flint striking steel which creates sparks to ignite the primer gunpowder, which then ignites the gunpowder charge. The difference between a snaphaunce and flintlock trigger mechanism is based on the the separate pan cover and steel of the snaphaunce and the combined cover and steel of the flintlock.

Wheellock: This trigger technology superseded the matchlock and was itself replaced by the snaphaunce. Wheellock pistols use a fragment of sparking material, such as iron pyrite, against a spinning metal wheel to produce the spark that ignited the primer powder. The metal wheel was put in motion by a spring which needed to be wound before the pistol could be used. It should be noted that keeping the spring wound wore it out more quickly—in game terms this means that the spring is usable only 3 times before it needs replacing, rather than 10.

Equipment

Ammunition, Price: 1 gp, Weight: 1 lbs.

Ammunition for early gunpowder weapons consisted of metal or stone balls. These balls, which can also be called bullets, are sold by the score (20).

Flint, Price: 1 gp, Weight: n/a

A piece of flint is used to produce the sparks that ignites the gunpowder in a snaphaunce or flintlock weapon. Though the flint does not shrink noticeably, each usage does reduce the flint slightly. However, for game purposes, there is no real limit of usages. Of course, flint can easily be removed from the trigger mechanism or otherwise damaged to make it unusable.

Gunpowder, Price: 2 gp, Weight: 1 lbs.

The chemical propellant used in the weapons listed above is gunpowder, as per our world's history. Gunpowder, in our world, was produced with regularity and while supplying armies with enough gunpowder could be a logistical problem, access to gunpowder was only restricted by economics. By the time that firearms were a regular part of most militaries, the production of gunpowder met demand. As such, the cost listed is for an item that is not difficult to obtain. In order to restrict the use of firearms, gunpowder may be exceptionally expensive. In the mythical campaign world, perhaps one or all of the components used to manufacture gunpowder is rare. Is gunpowder only produced through magical means? If one would like to restrict the use of firearms, restricting access to gunpowder—or its replacement in the campaign world—is an easy alternative.

Gunpowder is sold in units of 10 standard charges.

Slowmatch, Price: 1 sp, Weight: n/a

Slowmatch is a cord soaked in a chemical compound to allow it to smolder over a long period of time. It is used in Matchlock weapons to ignite the gunpowder charge. A single slowmatch will remain alight for 10 minutes.

Wheellock Spring, Price: 1 sp, Weight: n/a

This metal spring is part of the mechanism which propels the



spinning wheel of metal which gives the Wheellock its name. After repeated usage, the spring loses effectiveness. A single spring can be used 10 times before it must be replaced.

Gunpowder Weapons Feats

Steady Aim

The character has steady hands and eagle eyes when taking the time to aim a gunpowder weapon.

Prerequisites: Wisdom 13, Marksman.

Benefit: Before making a ranged attack with a gunpowder weapon, the character may take a full-round action to line up the shot. This grants the character a +2 circumstance bonus on her next attack roll. Once the character begins aiming, she can't move, even to take a 5-foot step, until after the character makes her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before her next action, the character loses the benefit of aiming.

Deft Loader

The character has trained long or has had extensive experience loading gunpowder weapons, and so is capable of loading a weapon with such skill that it rarely misfires.

Prerequisites: Deft Hands

Benefit: The chance for misfire when using a gunpowder weapon is halved.

Special: The character can gain Deft Loader multiple times. Each time the character takes the feat, it applies to a new type of gunpowder weapon, either matchlock, snaphaunce/flintlock longarm, snaphaunce/flintlock pistol, wheellock longarm, or wheellock pistol.

Marksman

The character has natural skill with gunpowder weapons.

Prerequisites: Point Blank Shot.

Benefit: When character uses a gunpowder weapon, its range



increment increases by one-half (multiply by 1-1/2).

Special: The Far Shot feat does not apply to gunpowder weapons. The Marksman feat does not apply to non-gunpowder weapons.

Rapid Loader

The character has trained long or has had extensive experience loading gunpowder weapons. The character is capable of loading a weapon with speed but without .

Prerequisites: Dex 13.

Benefit: The time for reloading a gunpowder weapon is halved.

Special: The character can gain Rapid Loader multiple times. Each time the character takes the feat, it applies to a new type of gunpowder weapon, either matchlock, snaphaunce/flintlock longarm, snaphaunce/flintlock pistol, wheellock longarm, or wheellock pistol.

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GUNPOWDER PLOTS

A MODERN MEDIEVAL SOURCEBOOK FROM SWORD'S EDGE PUBLISHING.

d20 has offered more than one rule set, each with specific areas of use. These rules are interchangeable to a great degree, and the Modern Medieval line takes the modern rule set for use in a pre-industrial setting. Gunpowder Plots introduces a selection of gunpowder weapons, basic equipment and a few feats.

Whether looking to integrate elements of Modern into a Fantasy campaign, or planning to enjoy a Fantasy campaign using modified Modern rules, Modern Medieval will help to ease the pains of transition.

Gunpowder Plots lights the fuse on a powder keg of action and adventure.

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