

SIX-SHOOTER

A SYSTEM FOR GENERATING & USING FIREARMS
IN 5TH EDITION D&D

(PART ONE)



SIX-SHOOTER

RULES & GUIDELINES FOR A WILD WEST INSPIRED CAMPAIGN IN 5TH EDITION D&D

Introduction: Six-Shooter is primarily a system for adding a variety of Wild West -era firearms to a 5th edition D&D campaign. Alongside the guns, there are several additional rules to add even more gunslingin' flavor to the game.

The system is split into four parts according to the type of content within. Part One contains all the rules for using firearms and a way of generating weapons with random variables. Part Two offers more advanced rules for using cover and a few new game mechanics. Part Three focuses on the Wild Western Fantasy world and character creation, and Part Four is meant for DMs running a game using Six-Shooter.

Six-Shooter is designed with modularity in mind, so you can pick up a single rules mechanic to use or a whole bunch of them. For instance, Part Two contains rules for adding Luck as a seventh ability score, and in Part Three there is an alternative to D&D's traditional Alignment system.

Designed for characters of any class, 1st level and up

BY OOZNYNKOO



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PART ONE: FIREARMS

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WELCOME TO SIX-SHOOTER!

This document provides a system for using and generating firearms in 5th edition Dungeons & Dragons. The rules herein are part of the Six-shooter system, which also includes character creation guidelines, an alternative system for alignments, rules governing XP and Inspiration, some world-building stuff and even tips & tricks for DMs/GMs (I prefer GM, so that's what I'll mostly use). You can use as little or as much of the rules the system provides as you like.

The rules of Six-shooter assume firearms to be a normal part of everyday life, even if they haven't really evolved to anything resembling modern standards. The game can run either a mix of firearms and traditional weapons, or concentrate solely on using firearms. This is reflected in the pricing of firearms and their ammunition.

During the initial planning stage, I found that the collection of firearms provided in the Dungeon Master's Guide could use a bit more variety. I thought it would be boring for every revolver – which would be quite prevalent – to be exactly the same, so I set out to design a system for both creating subtle variation in firearms and producing a range of different prices for what was previously just one line in a rather obscure weapons table.

Firearms deal slightly more damage than traditional ranged weapons (bows/crossbows), but this is balanced out with decreased range increments i.e. some weapons might have a close (short/normal) range of only 20 feet, while a standard light crossbow has a range of 80 feet without penalty. This is meant to accomplish two things: first to balance the difference in damage dice and second, to simulate the relative inaccuracy of early(ish) firearms.

*I later decided to add shotguns to the mix. I've added mechanics for aiming in lieu of moving and emptying a full cylinder by "**Fanning the Hammer**"... and a few other things.*

In this update, I've simplified the system in a few ways. It relies on players keeping track of a few things (mainly how much ammo they use) and puts some more emphasis on battlefield positioning than may be typical. I'm not aiming for realism. The rules are meant to be fun to play while adding a more tactical feel and excitement to firearms combat in D&D.

SO WHETHER YOU PICK UP JUST THE FIREARMS SYSTEM OR THE REST OF SIX-SHOOTER AS WELL: HAVE FUN AND ENJOY!

GUNS!

Firearms may resemble each other quite closely, but they differ in several ways: the type of ammunition they use, how ammunition is loaded or what type of action is required to reload the weapon. In this chapter, we'll go over everything you need to know about firearms (ruleswise).

TRIGGER ACTION

Firearms come in two basic varieties for their trigger mechanism: single or double action.

SA (SINGLE ACTION)

The trigger mechanism of an **SA** gun simply releases the hammer, which first has to be pulled back or cocked manually. In game terms, you'll need to use a bonus action to cock the hammer before you can fire. The benefit of an **SA** gun is that you can take a special action called **Fan the Hammer** ("SPECIAL ACTIONS" ON PAGE 11).

DA (DOUBLE ACTION)

The trigger in a double action gun first pulls back the hammer and then releases it: in the case of a revolver, it cocks the hammer, rotates the cylinder and fires the round with a single pull of the trigger. The major benefit of this is that you can fire the weapon multiple times in a round, or at least your ability to fire multiple shots isn't limited by your having a single bonus action.

*At early levels, SA guns may be more useful, since using **Fan the Hammer** lets you damage more than one opponent at a time and instead of you having to beat your targets' AC they make Dexterity saving throws to negate damage. DA guns will be in demand for characters who have the ability to make two or more attacks with their action.*

WEAPON PROPERTIES...

Now that we got through all that, we can move on to different qualities these fine, modern sidearms may have. Most of the rules you'll need to look up are in this section, starting with – reloading.

SLOW LOADING

Front loading guns, and possibly some more exotic

weapons, are so slow to (re)load, you probably won't want to stop in the midst of a (gun)fight to do it. You can take an action to reload a single round into the cylinder.

STANDARD

You can use an action to reload the weapon, but while doing so you can only move at half speed. Please note, though, that before reloading the weapon, you first need to remove the spent shell casings from the cylinder, which normally also requires a bonus action.

FAST RELOAD

Using a spare cylinder or a moon-clip, reloading only takes a bonus action. You can find more information on these specialty items here: "DYNAMITE AND OTHER SPECIALTY ITEMS" ON PAGE 12.

... FLAWS ...

Weapons may have one or more flaws, which make them worse than normal in some sense. Some flaws are inherent to the weapon's type, while others are acquired during the weapon's construction. Weapons of cheaper make usually have more flaws than top-tier ones.

JAM-PRONE

Some guns, perhaps due to shoddy construction or just their overall design, are more prone to jamming than others. Any time you roll a natural 1 with a such a weapon, it will jam. You'll need to take an action and make a successful check to unjam it before you can fire it again (see "SPECIAL ACTIONS" ON PAGE 11 for more info).

Gun Maintenance

If a gun becomes jammed and you roll a natural 1 while trying to unjam it, the gun simply breaks. It will need proper maintenance to get it working again. Usually, this requires a downtime action and monetary compensation. Field maintenance can be managed during a short rest and makes the weapon functional again, but it'll have an additional, random flaw (possibly removing one of its traits temporarily, as some traits are incompatible with some flaws).

OVERHEATING

Guns with this flaw heat up faster than others. As the heat builds up, the weapon becomes rather uncomfortable to handle, leading to disadvantage on attack rolls and also becoming Jam-prone temporarily. For revolvers, this happens once the first cylinder has been emptied completely, with shotguns you can fire, reload, and fire again before the weapons become too hot to handle effectively. A normal firearm can handle being discharged twice as many times before it starts to heat up, and it

doesn't become Jam-prone while it's hot. It takes a few minutes for the weapon to cool down to normal operating temperatures (unassisted).

INACCURATE

The normal (a.k.a. short or close) range for the gun is reduced by 10 feet. Note, though, that the long (maximum) range is unaffected by this flaw.

LOUD

The sound this gun creates when fired is about twice as loud as normal. If fired in a small(ish) enclosed space, everyone inside must make a DC 12 Constitution save or be deafened temporarily. It can be heard from a great distance, resembling heavy artillery rather than a handgun in that sense.

... AND TRAITS

When comparing firearms, each might be slightly better than the other in some respect. A number of traits are incompatible with certain flaws – any incompatibilities are noted in the trait's description.

ACCURATE

Increase the close range of the weapon by 10 feet. Long range is unaffected. This trait is incompatible with the Inaccurate-flaw, reroll if necessary (there's a system for generating random guns: "MY FIRST VERY OWN GUN, OH BOY!" ON PAGE 15).

AUTOMATIC

The name might be slightly misleading – this trait only refers to the mechanism by which empty shells are ejected from the weapon. This type of weapon automatically ejects shells either as they are fired or when the cylinder is released for reloading etc., requiring no additional (bonus) action to expel used ammunition before reloading.

HIGH CALIBER

This type of weapon is modified to fit ammunition that packs a greater punch. Bigger, more explosive, possibly louder and don't forget – more damaging ammunition. Upgrade damage dice by one step, for example instead of 1d12 or 2d6 the weapon deals 2d8 damage. Consult the table below if uncertain. High caliber rounds cost twice as much as normal rounds.

BASE DAMAGE	HIGH CALIBER	RECOIL (HIGH CALIBER)
1D10	1D12	2D8
1D12 OR 2D6	2D8	2D10
3D4	4D4	4D6
4D4	4D6	--

SILENCED

Instead of a loud bang, this weapon creates a muffled thud when fired. The DC to perceive and recognize the sound for what it is: 15. For unsilenced weapons discharge, you don't really need a roll to hear it. It pretty much goes without saying: this trait is incompatible with the Loud-flaw.

SEVEN SHOOTER

Not all revolvers are limited to 6 rounds per cylinder. Some can fit as many as 7! Also, when you **Fan the Hammer** (see "SPECIAL ACTIONS" ON PAGE 11) with a seven-shooter, you can leave 1 round in the cylinder.

SOLID CONSTRUCTION

This is the opposite of the Overheating-flaw (and also incompatible with it). In effect, you never need to worry about the gun overheating. As long as you don't run out of ammo completely, you can reload and continue shooting.

RECOIL

Some firearms are simply more powerful than others. Discharging one of these weapons feels like it's gonna tear your arm off. Shots fired during any given round after the first shot, are rolled at a disadvantage. So you can fire it once on your turn, but if you attempt to fire it again before your next turn, you are at disadvantage. Adding this trait also adds the Loud-flaw and it supersedes the High Caliber trait. You'll also note the damage for these weapons is different, as noted in the table above.

When push comes to shove, all handguns can be thrown (with proficiency) and act like a Light hammer (Light, thrown, range(20/60), 1d4 bludgeoning damage). Even if they're empty or jammed or whatever.

THE MIGHTY REVOLVER(S)!

So revolvers come in several variants, whose differences mostly revolve around (pun intended) how you can access the cylinder to load, unload or reload the weapon. Some models are easy to reload even in combat while others are slow and clunky. The following is a list of the different types of handguns, which flaws they inherently have and which traits they might acquire. We'll start on the clunkier side of available options.

FL (FRONT LOADING)

The oldest type of revolvers have a fixed cylinder which is loaded manually with gunpowder and an over-sized slug. They are fiddly and extremely slow to reload, but still – you can shoot six times, whereas an older pistol needs to be reloaded each time between shots.

Damage: 1D10 PIERCING

Range: 30/150 FEET

Trigger Type: SA

Loading action: SLOW

Compatible traits: ACCURATE, HIGH CALIBER

CR-CAP (CYLINDER RELEASE, CAP & BALL)

Essentially the same type of loading action as a front-loading piece, but the cylinder can be removed, usually by pulling a small release lever, to make loading and reloading easier and significantly faster, especially if you have spare cylinders.

Damage: 1D10 PIERCING

Range: 30/150 FEET

Trigger Type: SA

Loading action: STANDARD WITH A SPARE CYLINDER, SLOW WITHOUT

Inherent flaws: JAM-PRONE

Compatible traits: ACCURATE, HIGH CALIBER, SILENCED, SOLID CONSTRUCTION

TB (TOP-BREAK)

A top-break weapon has a hinge on which the cylinder and barrel rotate away from the hammer, allowing for easier reloading. Because of this type of construction though, this type of weapon can't handle the stress of repeated firing as well as others, which may lead to it being jammed. Cap & ball ammunition isn't compatible with this type of weapon, you'll need manufactured bullets for it.

Damage: 1D12 PIERCING

Range: 30/150 FEET

Trigger Type: SA OR DA

Loading action: STANDARD

Inherent flaws: OVERHEATING

Compatible traits: ACCURATE, AUTOMATIC, HIGH CALIBER, SEVEN SHOOTER, SILENCED

SOC (SWING-OUT CYLINDER)

In this type of revolver the cylinder pivots to the side for easy reloading and can be flipped back into place quite easily. The construction is both sturdy and practical, and like TB guns, you'll need bullets to use the weapon.

Damage: 1D12 PIERCING

Range: 30/150 FEET

Trigger Type: SA OR DA

Loading action: STANDARD.

Compatible traits: ACCURATE, AUTOMATIC, HIGH CALIBER, RECOIL, SEVEN SHOOTER, SILENCED, SOLID CONSTRUCTION.

CR-B (CYLINDER RELEASE, BULLETS)

Similar to the older front loading guns, the cylinder can be released with a simple lever and reloaded or replaced with a spare, already loaded one. Again, uses bullets.

Damage: 1D12 PIERCING

Range: 30/150 FEET

Trigger Type: SA OR DA

Loading action: FAST WITH A MOON-CLIP OR A SPARE CYLINDER, STANDARD WITHOUT

Compatible traits: ACCURATE, AUTOMATIC, HIGH CALIBER, SEVEN SHOOTER, SILENCED, SOLID CONSTRUCTION

MF (MAGAZINE-FED)

The most modern type of pistol uses preloaded magazines, which can house significantly more ammunition (of a slightly smaller caliber) than a traditional cylinder. Fairly easy and straightforward to reload, assuming you have spare clips at hand.

Damage: 2D6 PIERCING

Range: 40/200 FEET

Trigger Type: DA

Loading action: FAST WITH A SPARE MAGAZINE, SLOW WITHOUT. YOU CAN LOAD 6 ROUNDS OF AMMUNITION INTO A MAGAZINE AS AN ACTION.

Inherent properties: AUTOMATIC.

Compatible traits: ACCURATE, HIGH CALIBER, RECOIL, SILENCED, SOLID CONSTRUCTION.

SHOTGUNS

And then we have shotguns. Shotguns are generally big, weighing around 8 pounds and measuring about 5 feet from stock to barrel. They are loaded with shells filled with powder and buckshot, which are discharged either one or two at a time. Most require two hands to shoot effectively.

There are a few types of shotguns, some load one shot at a time and need to be reloaded after each shot, some are similar but have two barrels, and then we have a couple more modern, somewhat experimental types.

With a normal shotgun, the barrel swings down on a hinge, used shells are removed and fresh ones can be inserted directly into the end of the barrel. They come in a few varieties, though.

You can generally reload a shotgun with a bonus action, although you might need to remove the used ammunition manually, just as with revolvers, which also requires a bonus action, so you can use either an action **or** a bonus action to perform either of these functions if you like.

SHOTGUN VS REVOLVER?

Before we go into the different types of shotguns, let's talk about some shotgun specific rules. While shotguns are more expensive, their ammunition rarer (and more expensive), they have an upside especially at close range: they can do some damage even when the attack roll indicates a miss!

When you fire a shotgun, you might do a bit of damage even if you miss, unless you have disadvantage on the roll. Just how much damage you deal depends on the type of roll. It goes something like this:

NORMAL ROLL

Do damage as per usual if you hit, but if you miss you still do minimum damage excluding any normally applicable ability bonus. For example, if your damage with the weapon is $3D4+2$, the minimum damage is 3.

ROLL WITH ADVANTAGE

Should you miss, you still do minimum damage to your target including an applicable bonus from a high ability score (if your damage with the weapon is $3D4+2$, the minimum is 5).

ROLL WITH DISADVANTAGE

You don't do any damage if you miss and all damage is

halved (even within close range) as though your target had Resistance against it.

WOULD YOU LIKE ONE BARREL OR TWO?

SS (SINGLE SHOT)

Single barrel; shoot once, reload, rinse and repeat.

Damage: 2D6 PIERCING

Range: 60/300 FEET

Trigger Type: DA

Loading action: FAST

Compatible traits: ACCURATE, AUTOMATIC, HIGH CALIBER, RECOIL SOLID CONSTRUCTION

DB-SS (DOUBLE-BARRELLED, SINGLE TRIGGER)

Fires both barrels at once.

Damage: 3D4 PIERCING

Range: 40/200 FEET

Trigger Type: DA

Loading action: FAST

Compatible traits: AUTOMATIC, HIGH CALIBER, SOLID CONSTRUCTION

DB-DT (DOUBLE-BARRELLED, DUAL TRIGGER)

There are separate triggers for both barrels so they are shot separately but can be reloaded at the same time.

Damage: 2D6 PIERCING

Range: 60/300 FEET

Trigger Type: DA

Loading action: FAST.

Compatible traits: ACCURATE, AUTOMATIC, SOLID CONSTRUCTION.

LA (LEVER ACTION)

This type of shotgun has an internal magazine which fits 4 rounds. A lever under the handle both releases the used shell and loads a new one into the barrel and requires no additional action to use. The internal magazine normally holds 4 shots.

Damage: 3D4 PIERCING

Range: 50/250 FEET

Trigger Type: DA

Loading action: STANDARD

Inherent properties: AUTOMATIC

Compatible traits: ACCURATE, SILENCED, SOLID CONSTRUCTION

PAP (PUMP ACTION PROTOTYPE)

A sliding bar under the barrel provides the same functionality as the lever in an **LA** shotgun. The internal magazine normally holds 6 shots.

Damage: 3D4 PIERCING

Range: 50/250 FEET

Trigger Type: DA

Loading action: STANDARD

Inherent properties: AUTOMATIC, JAM-PRONE

Compatible traits: ACCURATE, HIGH CALIBER, RECOIL, SEVEN SHOOTER, SILENCED, SOLID CONSTRUCTION

SOFF (SAWED-OFF DOUBLE BARREL)

You might also come across a mean old double-barrelled piece with both stock and most of the barrel sawed off. These pieces are always single trigger. They're mean in close quarters but pretty worthless at a distance farther than that. You wield a sawed-off shotgun with just one hand, which accounts for some of the decreased accuracy.

Damage: 4D4 PIERCING

Range: 20/100 FEET

Trigger Type: DA

Loading action: FAST

Inherent flaws: LOUD, OVERHEATING

Compatible traits: AUTOMATIC, HIGH CALIBER

PROFICIENT WITH FIREARMS?

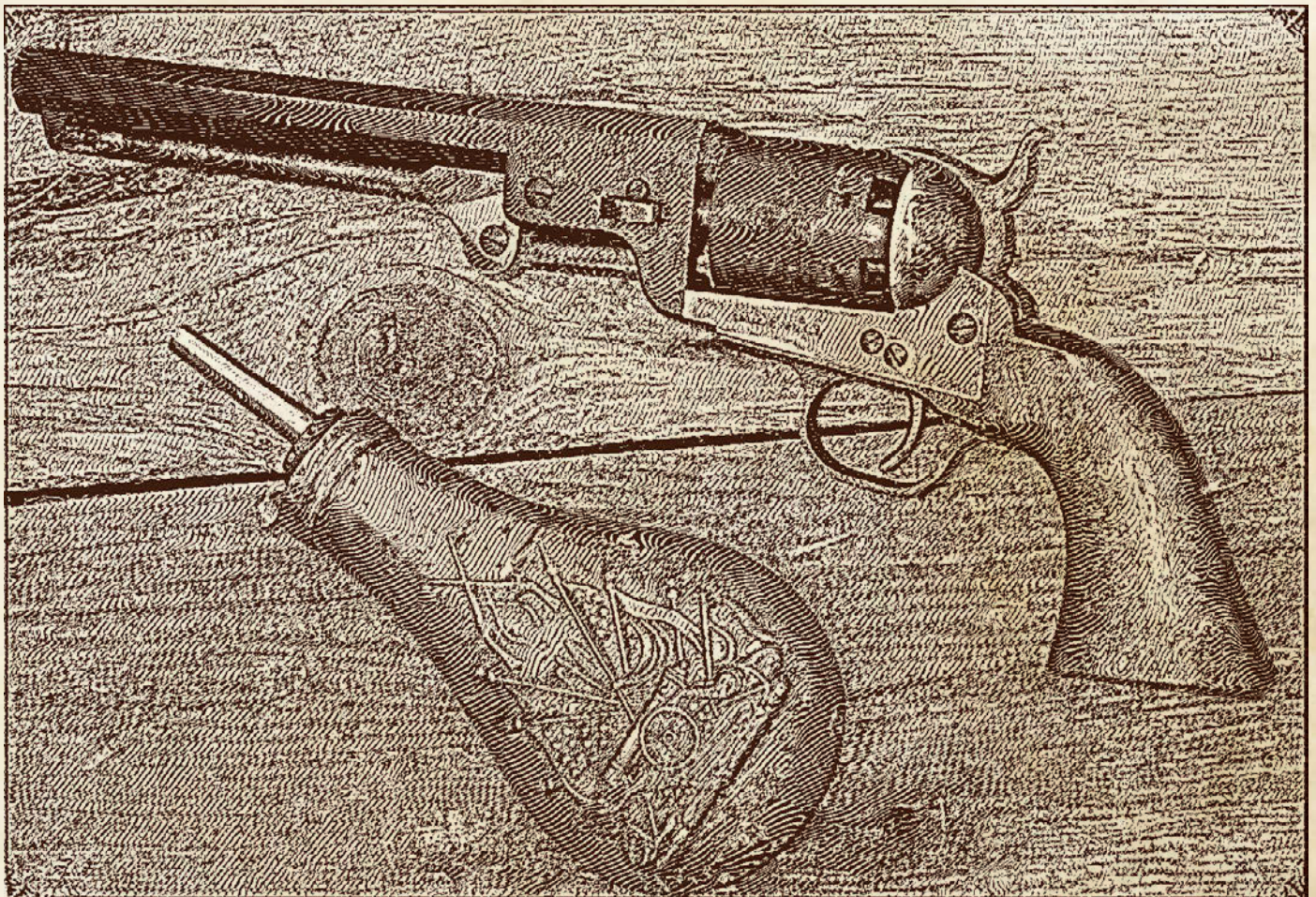
So who are proficient with firearms? Who knows how to properly aim, load, reload, fire, and maintain their trusty sidearms? Likely most people. Regardless of what types of weapons your class/class feature gives you, you will

always be proficient with whatever starting sidearm you generate during character creation (there's a random firearm generator on PAGE 15 and the idea is that players get to use it while rolling up their characters).

If you are proficient with simple weapons, you also gain proficiency with one of the following: handguns, shotguns, or explosives. If you are proficient with martial weapons, you are also proficient with all three of the aforementioned weapon types. You can still fire a gun being proficient, but you don't add your proficiency bonus to the roll and you won't know how to perform regular maintenance on it yourself, should the need arise.

Some feats or class abilities might let you become proficient with a weapon. Consider firearms martial weapons when it comes to this kind of thing. When presented with such an option, you can choose to become proficient with, handguns, shotguns, or explosives, if you can only choose one.

TL;DR: you are always proficient with whatever random firearm you roll up during character creation and may be proficient with others as well.



A WHO'S WHO OF POPULAR GUNSMITHS

Ok, so there are several gunsmiths out there, with products on the market. The four most commonly recognized names are, in order of quality, from lowest to highest, Walker, Storm, Underwood Arms (or UA) and Lancer Bros. The manufacturer and type of gun affect which traits and how many flaws a weapon has.

The rule of thumb is that each gun will have one additional flaw and trait in addition to those inherent to its type.

The most inexpensive guns are usually crafted by *Walker*, whose could be considered the baseline models for each weapon type. *Storm & Co.* sidearms are usually bulkier than most and are known for packing a bigger punch. *Underwood Arms* strive for reliability and advertise top-notch quality in their products. *Lancer Bros.* produced sidearms are often kinda weird looking, with funky little extra bits welded on; many of their models are experimental, but overall the greater cost also means fewer shortcuts in a weapon's construction.

NAMING CONVENTIONS FOR GUNS

You might notice how the names of a gunmaker's models follow a kind of pattern. When you generate a firearm, you can work with the GM to pick a fitting name for it, unless you happen to roll up something identical to a gun that's already listed (there are a few pre-generated examples). If you want some consistency in gun model nomenclature, use the following guidelines.

Walker models are named after people that are X or do Y; occupations, professions, different military ranks and stuff like that all probably sound like *Walker* guns. Cheaper models are named after simple, down-to-earth people/professions, while more expensive ones sound a bit more civilized. A *Walker* Recruit is the cheapest possible firearm you can generate or buy (for 25 gp).

Storm models are usually named after weather phenomena or related effects. A *Storm* Typhoon is a solid choice of firearm; not the most reliable, but it sure doesn't beat around the bush.

UA guns are usually named after important or significant persons, official or elected occupations; like *Walker* but more high brow. The *Underwood Arms* Sheriff is a lever action shotgun with little if any defects.

Lancer uses evocative adjectives, always with "the" in front. They tend to stick to terms that either sound mechanical or are tied to the weapon's properties. *Lancer Bros.* The Complex was likely the first model to have an automated mechanism to eject used bullet cartridges.

WEAPON FLAWS, TRAITS, AND PRICE MODIFIERS BY MAKE

GUN MAKE	FLAWS	TRAITS	PRICE MODIFIER	SUPPORTED TRAITS
Walker	1	1	–	Accurate, Automatic, Seven Shooter, Solid Construction
Storm	1	1	+50 gp	Automatic, High Caliber, Seven Shooter, Solid Construction
Underwood Arms	0	1	+50 gp	Accurate, Automatic, Seven Shooter, Solid Construction
Lancer Bros.	0	2	+100 gp	Accurate, Automatic, High Caliber, Seven Shooter, Silenced, Solid Construction

SPECIAL ACTIONS

FAN THE HAMMER

With an **SA** trigger, you can take an action to discharge a full cylinder in one go. Relying more on the number of shots fired than careful aim, you hold down the trigger while rapidly pulling back the hammer repeatedly with your off-hand (you need a free hand for this).

Instead of rolling an attack, choose a 10-foot by 5-foot (5 feet tall) area within close range. Any creatures in your designated target area need to make a Dexterity save (DC = 8 + your Intelligence bonus + your proficiency bonus) or take damage (roll the damage as if it were a single shot). A successful saving throw means your targets jump out of the way or get behind sufficient cover in time, moving 5 feet away from the targeted area as they do so, and possibly provoking attacks of opportunity due to this movement. Note that you need to start with a fully loaded cylinder to use this special action.

If there is only a single creature in the target area, and it is size Large or larger, roll twice the normal damage dice as though it were a critical hit.

The minimum DC for **Fan the Hammer** is 12, but it can increase with higher intelligence scores and at higher levels.

AIM

During a round in which you remain stationary, you can instead spend your movement to carefully line up your shot(s). When you **Aim**, you double your close range distance until the start of your next turn.

For example let's say you're wielding a *Storm Typhoon*, a real nasty hand-cannon, which has a close range of 30 feet. You're sitting safely behind cover, let's say a sturdy table, and all your potential targets are 50 feet away. You could just shoot, with disadvantage, after which you'd have the option to move or whatever, but if you spend your move aiming instead, you'll have an effective close range of 60 feet to shoot without disadvantage.

If you **Aim** before you **Fan the Hammer**, you don't increase the range but increase the Dexterity save DC by 3 instead.

UNJAM A GUN

When a gun gets jammed, usually due to its poor construction but possibly due to it accruing damage from outside forces, you'll need to spend an action to try and unjam it. You can roll an Intelligence check against DC 12 as you try to figure out what has gone wrong. If you fail the check, you can try again on your next turn, unless you roll a natural 1 in which case the gun breaks even further, see "GUN MAINTENANCE" ON PAGE 5 for more information. If the

check succeeds, you unjam the gun.

Alternatively, you can attempt to force the gun to work again instead of using anything akin to precision: Roll a Strength check (instead of Intelligence) against DC 14. If the check is successful, you unjam the gun. If it fails, you don't and you can't seem to make it better with brute force alone (this can't be retried).

JAMMING SPELL

When you would normally make a target incapacitated, paralyzed, restrained or stunned using a special ability or a spell, you can instead choose to have their gun(s) jam. The target is entitled to any saving throws as usual to negate the effect, but removing the effect can only be achieved by using the **Unjam a Gun** action. In game terms, the effect is instantaneous regardless of the spell/ability normally having a different duration.

For example, a 5th level monk could use **Stunning Strike** to achieve this and an **Ensnaring Strike** spell would also work. When you choose to use this ability, your target does not gain any of the noted conditions, but other effects, such as damage, are applied as written. If an effect lasts as long as the replaced condition would be applied, it instead lasts until the gun is unjammed (though sometimes you can just drop the jammed gun to get rid of other, lasting effects).

DYNAMITE AND OTHER SPECIALTY ITEMS

So we've discussed several types of firearms, but barely even mentioned explosives or "Special Weapons". Here's some more information on those.

DYNAMITE!

You can find the normal rules for dynamite in the DMG. What's presented here is in addition to those rules. Just for reference: 3d6 damage in a 10 ft. radius sphere (bludgeoning), DC 12 Dexterity saving throw for half damage, additional sticks add +1d6 damage and +5 ft. radius.

Normally it takes a few seconds for a stick of dynamite to explode after being ignited, so it'll explode on the round after you ignite it. However, you have the option of cooking it (like cooking a grenade). Alternatively, you can try to place it more stealthily, using cover and diversion to hide what you're doing, so your targets don't have (as much of) a chance to avoid being caught in the blast.

LIGHTING AND THROWING

You first light the fuse as a bonus action, then throw the lit explosive at your intended target (range(30/60), thrown). Roll a ranged attack (you are proficient if you have the martial weapons proficiency or if you chose to be proficient with explosives). If your attack would hit AC 10 or higher you get the dynamite where you want.

If you score less on the attack, the explosive lands halfway or 10 feet further than you intended (GM's choice).

On a natural 1, you fumble and the lit explosive lands at your feet – you better hope you didn't cook it first!

The explosion occurs just before the start of your next turn. Whoever is in range of the explosion can detect the dynamite (before it explodes) with a DC 10 perception check.

You can tie several sticks of dynamite together before throwing them, but each additional stick applies a -1 penalty on your attack roll and decreases the maximum range by 10 feet (close range remains 30 feet).

COOKING THE FUSE

You can spend your move to shorten the fuse and wait a moment before throwing. The explosion occurs at the end of your turn, instead of just before your next turn.

STEALTHY APPROACH

You either use the terrain around you or take advantage of some kind of diversion to get the dynamite closer to your target without them noticing. For instance, you could place the explosive in a mine cart and kick it away from you or you could slide it under the wooden fence your targets are hiding behind. You roll stealth in place of an attack roll and you'll only spend your bonus action (to light the fuse) after you know the result. Depending on your result one of the following happens:

DC 15: your plan succeeds, the result of your roll becomes the DC to successfully detect the explosive before it goes off.

DC 10: something goes wrong, the explosion goes off halfway or the explosive is clearly visible (your choice).

Any result under 10 means you either don't manage to light the explosive this turn or otherwise need more time to complete your preparations. Unless you roll a natural 1, in which case you fumble and the lit explosive winds up at your feet.

All in all, dynamite can be an effective way to force your opponents out from behind cover, seeing as it usually doesn't give a damn about whatever's between it and your intended target (more substantial cover can give advantage on the associated Dexterity save). Using it always carries a risk, though, especially when you've tied several sticks together for a bigger bang. When bought at a supply store dynamite is pretty expensive, but you can usually find some misplaced sticks in and around mines, quarries, warehouses and so on.

*So firearms are neat and all, but you might be wondering: what if my character can't aim for shit?! (due to having a low dexterity score). Well, in addition to **Fanning the Hammer** there are also a few special melee weapon options that make use of firearm ammunition... (starting on the next page)*

UNCONVENTIONAL WEAPONS FOR BIG, BRAWNY BASTARDS!

These melee (or thrown) weapons use special ammunition to increase their damage or to apply additional effects. When out of ammo, they function like normal weapons of their kind. You don't need a firearms proficiency to use these special weapons effectively.

STORM & Co. RUMBLE

They thought it would be a good idea to insert a shotgun shell inside the head of a warhammer so that it ignited when struck; they called it "Rumble". The shock, though mostly contained in the heavy head of the hammer, is enough to knock the weapon out of your hand (Strength saving throw DC 14 to resist dropping it), so it is better to throw it at a nearby target – whether it hits or not, it discharges the shot inside (so you don't have to worry about the hammer being thrown back at you). After discharging it, you'll need to use an action to reload the hammer. You can feed it either normal or high caliber shotgun shells, doesn't matter which you use.

Rumble does **1D8** bludgeoning + **2D4** thunder damage. It has the following properties: thrown, range(20/60), versatile (1d10). You can get one for 100 gp. If you get one as your starting weapon, you are proficient with it and other warhammers as well.

LANCER BROS. THE SHARP

This complex-looking dagger has a slot in the hilt where special ammunition can be inserted (a bonus action). When thrown, the bullet is discharged (as though silenced) to give the dagger more speed – a longer reach and some additional damage. You first need to prime the firing mechanism (requiring no additional action), which works like a dead man's switch, igniting as it's released.

The Sharp does **1D12** piercing damage. It has the following properties: finesse, light, thrown, range(40/120). You can find one for about 125 gp. If used in melee or without ammunition, The Sharp functions like a normal dagger.

STORM & Co. AFTERSHOCK

The big brother of Rumble, this maul, though a lot less throwable, can still be very effective in close quarters. It uses special ammunition to produce a shockwave when it strikes a target, which can discharge all the ammunition in the target's firearm. Ammo stored in belts or loaded

guns secured in holsters aren't affected, but any firearm the target is actively wielding, will immediately (and harmlessly) ignite all of its ammo, causing the weapon to become jammed. Your target can choose to drop the weapon before it goes off if they succeed on a DC 15 Dexterity saving throw.

You can load two rounds of ammunition into Aftershock – one into each side of the head – allowing for two strikes before reloading. You can reload the weapon as an action.

Aftershock does **2D6** bludgeoning damage + **1D4** thunder damage. It has the following properties: heavy, two-handed. You can get one for 150 gp. If you get one as your starting weapon, you are proficient with it and other mauls as well.

Though not provided as starting weapons, there are newer versions of Rumble and Aftershock available.

STORM & Co. RUMBLE Mk II

Improving on the original design, the Mk II Rumble stores ammunition inside the hollow handle and provides a lever action loading mechanism. It also has improved shock-absorption, allowing it to be used in melee without the risk of it falling out of your hands, as long as you have a Strength score of 14 or more. It can still be thrown at a nearby target and it no longer discharges ammunition if you miss (melee or thrown). After discharging it, you'll need to use an action to reload the hammer. You can feed it either normal or high caliber shotgun shells, and up to 6 rounds fit inside the magazine. Using the lever to insert ammunition into the hammer requires a bonus action.

Rumble Mk II does **1D8** bludgeoning + **2D4** thunder damage. It has the following properties: thrown, range(20/60), versatile (1d10). You can get one for 400 gp.

STORM & Co. AFTERSHOCK Mk II

The updated version of Aftershock, similar to the Rumble Mk II, stores ammunition in the handle, which is loaded into the head through a lever mechanism (requiring a bonus action).

You can load 8 rounds of ammunition into Aftershock Mk II and reloading it requires an action.

Aftershock Mk II does **2D6** bludgeoning damage + **1D4** thunder damage. It has the following properties: heavy, two-handed. You can get one for 600 gp.

Then there's also a couple of special firearms in addition to all these melee/thrown weapons.

UNDERWOOD ARMS JUDGE

The Judge is a long, heavy piece of hardware. The barrel is twice the length of a normal revolver and definitely bulkier. The overall construction allows for accurate shooting out to a greater range and higher velocity bullets (priced as Special Ammunition). The gun is heavy enough that you'll need a strength score of 13 or more to wield it accurately (disadvantage otherwise). Regardless of your strength, it still has a significant amount of recoil when fired.

LANCER BROS. THE DEVIOUS

Four barrels and a small form factor. The Devious is meant to be carried concealed, hidden up a sleeve, stuffed into a boot or stowed away in an inside jacket pocket. It is likely the best concealable firearm on the market, as others tend to be very inaccurate. The Devious uses special ammunition, but you can get it for the price of the regular kind (See "Bullets" in the ammunition table) since it's a smaller caliber, which also results in slightly smaller damage dice.

HOW MUCH DOES AMMUNITION COST?

The table also includes other stuff for comparison.

STUFF YOU CAN BUY

ITEM	QUANTITY	COST
Cap & Ball ammo	24	5 gp
Bullets	18	10 gp
Bullets, high caliber	9	10 gp
Shotgun shells	12	10 gp
Shotgun, high caliber	6	10 gp
Special ammo	6	15 gp
Dynamite, stick	1	20 gp
Spare cylinder, CR-Cap	1	5 gp
Spare cylinder, CR-B	1	35 gp
Spare magazine, MF	1	75 gp
Spare cylinder or magazine, High Caliber	1	x2 normal
Moon clip (single use item)	1	15 sp
Moon clip, high caliber	1	5 gp
Speedloader	1	20 gp
Speedloader, High Caliber	1	60 gp
Telegraph message, per 100 miles	10 words	15 cp
Whiskey, shot	1	2 sp
Whiskey, bottle	1	5 gp
Coffee, black	1 cup	2 sp
Tea, fancy	1 cup	3 sp

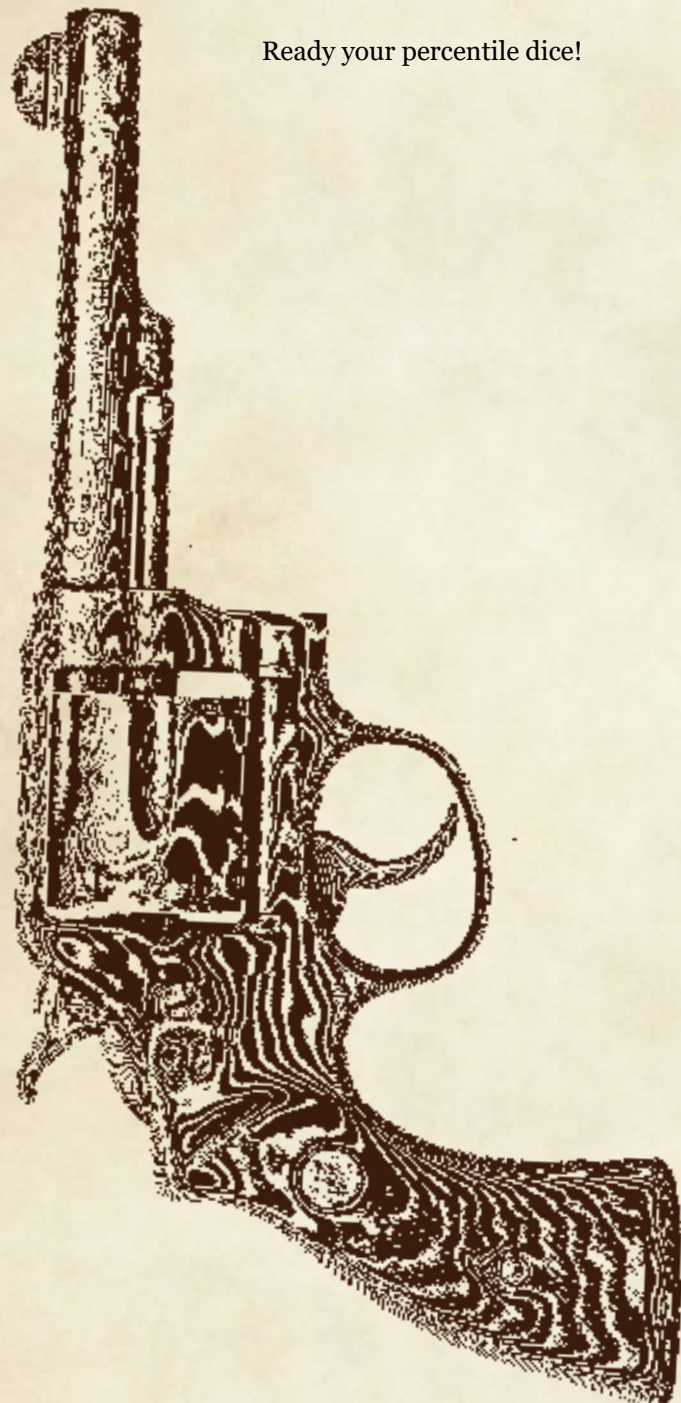
Spare magazines and cylinders, moon clips, and speedloaders decrease the time to reload a gun (Fast Reload instead of Slow or Standard). These all need to be loaded beforehand, but only speedloaders and spare cylinders are reusable. Moon clips break once used and can't be reused (without damaging the gun). Speedloaders and moon clips are compatible with all **TB**, **SOC**, and **CR-B** type handguns.

One unit of ammo weighs 1 lb (these units are what's listed in the table to the left).

On the next page, you'll find the generator. It makes guns. It's really cool!

...

Ready your percentile dice!



MY FIRST VERY OWN GUN, OH BOY!

In addition to normal starting equipment, everyone will roll for a firearm. It comes at no cost and replaces your primary starting weapon (usually the first line in the starting equipment list). You also get enough ammunition to fully load the weapon twice.

You'll generally want to roll high (on each **D100**) as the more expensive stuff is at that end. There's a small chance you'll receive something other than a handgun or even a gun at all. Unless otherwise noted, all firearms deal **piercing** damage.

1. FIRST ROLL 1 D100 TO DETERMINE THE WEAPON CATEGORY

WEAPON CATEGORY	D%
Handguns	1-80
Shotguns	81-95
Special Weapons	96-100

2. THEN ROLL ANOTHER 1 D100, TO SEE WHO MADE THE WEAPON, UNLESS YOU ROLLED SPECIAL, IN WHICH CASE SKIP THIS STEP

GUN MAKE	D%
Walker	1-60
Storm & Co.	61-75
Underwood Arms	76-90
Lancer Bros.	91-100

3. AFTER THAT PROCEED TO THE TABLE INDICATED BY YOUR FIRST ROLL

SPECIAL WEAPONS

pick one from the table, all of these were described earlier ("UNCONVENTIONAL WEAPONS FOR BIG, BRAWNY BASTARDS!")

Storm Rumble	A warhammer augmented with small explosives
Lancer Bros. The Sharp	High-velocity dagger
Storm Aftershock	A heavy maul that causes guns to go off unexpectedly
Underwood Arms Judge	A long barrelled revolver that kicks like a mule.
Lancer Bros. The Devious	A small, easily concealable firearm.

HANDGUNS

D%	BASE WEAPON TYPE	DAMAGE	RANGE (FEET)	BASE PRICE	TRIGGER ACTION	INHERENT PROPERTIES	COMPATIBLE TRAITS
1-10	Front loading, Cap & Ball (FL)	1d10	30/150	25 gp	SA	Slow Reload	Accurate, High Caliber
11-35	Cylinder release, Cap & Ball (CR-Cap)*	1d10	30/150	50 gp	SA	Slow or Fast Reload, Jam-prone	Accurate, High Caliber, Silenced, Solid Construction
36-65	Top-break (TB)	1d12	30/150	75 gp	SA or DA	Standard Reload, Overheating	Accurate, Automatic, High Caliber, Seven Shooter, Silenced
66-85	Swing-out cylinder (SOC)	1d12	30/150	100 gp	SA or DA	Standard Reload	Accurate, Automatic, High Caliber, Recoil, Seven Shooter, Silenced, Solid Construction
86-96	Cylinder release, Bullet (CR-B)*	1d12	30/150	125 gp	SA or DA	Standard or Fast Reload	Accurate, Automatic, High Caliber, Seven Shooter, Silenced, Solid Construction
97-100	Magazine-fed (MF)**	2d6	40/200	600 gp	DA	Slow or Fast Reload, Automatic	Accurate, High Caliber, Recoil, Silenced, Solid Construction

* Reloading is fast assuming a spare cylinder is available and loaded beforehand. Otherwise, reload time is standard for **CR-B** weapons and slow for **CR-Caps**.

** Reloading rounds into the magazine of a magazine-fed handgun is slower than loading them into a cylinder. Using an action, you can reload 6 rounds of ammunition. It takes a bonus action to replace the magazine in the gun. Just get a spare mag – make your life easier!

SHOTGUNS

D%	BASE WEAPON TYPE	DAMAGE	RANGE (FEET)	BASE PRICE	TRIGGER ACTION	INHERENT PROPERTIES	COMPATIBLE TRAITS
1-30	Single Shot (SS)	2d6	60/300	150 gp	DA	–	Accurate, Automatic, High Caliber, Recoil, Solid Construction
31-50	Double-barrelled, Single Trigger (DB-ST)	3d4	40/200	175 gp	DA	–	Automatic, High Caliber, Solid Construction
51-70	Double-barrelled, Dual Trigger (DB-DT)	2d6	60/300	200 gp	DA	–	Accurate, Automatic, Solid Construction
71-90	Lever Action (LA)	3d4	50/250	250 gp	DA	Automatic	Accurate, Silenced, Solid Construction
91-95	Pump Action Prototype (PAP)	3d4	50/250	650 gp	DA	Automatic, Jam-prone	Accurate, High Caliber, Recoil, Seven Shooter, Silenced, Solid Construction
96-100	Sawed-off Double Barrel (Soff)	4d4	20/100	175 gp	DA	Loud, Overheating	Automatic, High Caliber

If there is a choice of **SA** or **DA** (trigger action), you can choose which type of trigger mechanism your gun has.

4. NEXT LET'S DETERMINE THE WEAPON'S FLAW(S)

If you're rolling an Underwood Arms or Lancer Bros. piece, you don't generate additional flaws. If you roll a flaw the weapon already has, reroll until you get something that fits.

FLAWS	D%
Jam-prone	1-40
Inaccurate	41-75
Overheating	76-90
Loud	91-100

5. AND THEN WE COME TO THE LAST BIT, TRAITS.

Roll on the table that corresponds to the make of your gun. Reroll if you get something that's incompatible or a duplicate property. Roll for two traits when generating a Lancer Bros. gun.

TRAITS	D% Walker	D% Storm	D% UA	D% Lancer
Seven Shooter	1-25	1-20	1-20	1-15
Accurate	26-50	–	21-40	16-40
Automatic	51-75	21-40	41-60	41-55
High Caliber	–	41-80	–	56-70
Silenced	–	–	–	71-90
Solid Construction	76-100	81-100	61-100	91-100

SO TO GIVE AN EXAMPLE OF HOW THIS WORKS...

The first roll (87) indicates a shotgun, made by Walker (the second roll is 54) whose base type is **DB-DT** (57 rolling on the Shotguns-table). For its flaws, it has Inaccurate (70) and it has the Solid Construction trait (94). There are no inherent properties for this type of weapon and the trait is compatible, so we're all good.

We've just generated a *Walker* shotgun which does **2D6** piercing damage at a range of 50/600 feet. This model might carry the name *Walker* Groundskeeper.

It's a good, sturdy, double-barrelled piece (with separate triggers), very trustworthy and still pretty accurate. If you had to pay for it, it would cost 200 gp. Luckily, you rolled for it and get it for free! Now, wasn't that fun?

In case you're looking for more info, types of handguns were discussed on **PAGE 7**, shotguns on **PAGE 8**, and Special Weapons can be found on **PAGE 13**.

PREGENERATED FIREARMS ETC.

NAME	COST	DAMAGE (PIERCING)	RANGE (FEET)	TYPE	TRIGGER ACTION	LOADING SPEED	FLAWS	TRAITS
HANDGUNS								
Walker Recruit	25 gp	1D10	40/150	FL	SA	Slow	Overheating	Accurate
Walker Driver	50 gp	1D10	20/150	CR-Cap	SA	Slow or Fast	Jam-prone, Inaccurate	Solid Construction
Walker Scarecrow	75 gp	1D12	20/150	TB	SA	Standard	Overheating, Inaccurate	Automatic
Walker Postman	125 gp	1D12	30/150	CR-B	DA	Standard or Fast	Jam-prone	Seven Shooter
Storm Turmoil	125 gp	2D8	30/150	TB	SA	Standard	Jam-prone, Overheating	High Caliber
Storm Typhoon	150 gp	2D8	30/150	SOC	DA	Standard	Jam-prone	High Caliber
Lancer Bros. The Complex	200 gp	1D12	30/150	SOC	DA	Standard	–	Automatic, Solid Construction
Underwood Arms Sidekick	600 gp	2D6	50/200	MF	DA	Slow or Fast	–	Accurate, Automatic
SHOTGUNS								
Walker Shepherd	150 gp	2D8	60/300	DB-DT	DA	Fast	Overheating	High Caliber
Storm Big Bastard	225 gp	4D6	10/100	Soff	DA	Fast	Inaccurate	High Caliber
Underwood Arms Sheriff	300 gp	3D4	60/250	LA	DA	Standard	–	Accurate, Automatic
Lancer Bros. The Vicious	600 gp	4D4	50/250	PAP	DA	Standard	Jam-prone	Automatic, High Caliber, Seven Shooter
SPECIAL WEAPONS (THE NON-MELEE/TROWN ONES)								
Lancer Bros. The Devious	125 gp	1D8	30/100	TB	DA	Standard	–	Accurate, Silenced
Underwood Arms Judge	300 gp	2D10	60/200	SOC	DA	Standard	Limited Supply, Loud	Recoil, Stupidly Long Barrel

WHAT'S NEXT?

*While the firearms rules are a major part of the Six-Shooter system, there is lots of other stuff that might interest you as well. In the next part, you'll find expanded rules for cover and the destruction thereof, a selection of armor better suited to the Wild West, including the wonderful **Leather Duster**... and all sorts of interesting and inspirational things.*

