

Playtest: Fantasy Firearms

A Word from the Author

Fantasy RPG is most organic when it incorporates the look and feel of the Middle Ages. The gleaming knights on horseback, the clash of sword to shield, and an ever present air of mysticism. When most previous firearm supplements were introduced, the writer took a more Renaissance view of firearms (the firearms that we identify with today). This causes a problem with the high fantasy that people identify with in fantasy RPGs and as a result, firearms are never fully adopted. When I set out to make Fantasy Firearms, I took a more historical approach to firearms and made sure that anything I introduced would fit the Fantasy RPG mold.

Fantasy Firearms give a unique weapon for DMs and players alike can use to enhance their game sessions. Fantasy Firearms have two features that make them different from other weapons, first they penetrate armor, second they can be mass produced (the only weapon with an economy of scale during the Middle Ages). As with the historic weapons they represent, these firearms also have their drawbacks. First, firearms do not deal as much damage as a comparable crossbow, second, firearms can't be enchanted like other ranged weapons (though magic bullets exist). Fantasy Firearms are not a replacement for bows and crossbows, but a supplement. Experienced players and DMs alike will find that Fantasy Firearms have their place in their Fantasy RPG, just like sword and sorcery does.

Enjoy, play games!

Thomas Boxall

A Word from the Ducks

First off, I would like to thank you for taking some time to down load this PDF. I'll admit it is nothing to look at but we wanted to solicit as much feedback early on for this product and Thomas's upcoming campaign setting. The file is very lightly edited, please forgive me for this. Please have a read through this book, try the firearms at your table and then fire off an email to Mark at publisher@purpleduckgames.com or to Thomas at thomasboxall@gmail.com with the subject line: Firearms Feedback.

Thanks again,

Mark Gedak



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Playtest: Fantasy Firearms

Gunpowder was invented sometime around 800AD, but remained largely under-utilized until it was introduced into Europe in the 1300s. The invention of the hand cannon changed the face of war. Firearms allowed for the creation of centralized governments by allowing untrained citizens to become soldiers in a matter of weeks (instead of years). It also was one of the first weapons to have scaled manufacturing (the more you made, the cheaper each unit cost). The drawbacks of these early firearms were their intolerance to windy or humid environments (rain would ruin gunpowder, making it useless). Also early firearms were very unstable, which made them potential bombs in the hands of their operator. All early firearms used match-cords to operate (first held freely and directly placed against the firing hole, and then eventually incorporated into the firing mechanism).

To use any firearm requires the simple weapon proficiency. Each time you fire a firearm, it uses one round and one use of gunpowder. A critical miss means the firearm jams and must be cleaned out before firing again (full round action that provokes an attack of opportunity). Loading a firearm also provokes an attack of opportunity.

Table Properties

Weapon: Weapon name

Cost: Cost in gp (unless stated otherwise)

Dmg(S): Damage for Small-sized weapon

Dmg(M): Damage for Medium-sized weapon

Crit: Critical multiplier

Range: Range increments

Weight: Weight in pounds

Type: Weapon damage type (all firearms deal piercing damage)

Special: Extra rules around the firearm or what the weapon acts like as a melee weapon.

Ammo: Type of ammo used in weapon.

Load: Time to load the weapon (not fire it) in Standard and/or Move actions

Mag: Magazine size, or number of rounds that can be fired before the weapon needs to be reloaded

AC: This negative value is applied to the Equipment AC bonus only, of the target of a firearm attack. This value represents the armour piercing ability of firearms.

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Fire lance		5	1D6	1D8	x3	20	9	P
Fire Arrow (10)	1	As Bow	As Bow	As Bow	x2	1.5	P	Splash
Grenade	50	2D4	2D4	x4	20	1	-	Fire, Splash
Hand cannon	50	1D6	1D6	x2	30	10	P	Club
Triple Cannon	100	1D6	1D6	x2	30	12	P	Club

Firearms

Fire Lance: This is a modified spear with a gunpowder powered single shot blow gun attached to it. The weapon can load 1 blowgun sized dart into the firing tube (along with a gunpowder charge). When fired, the weapon does the same damage as its spear damage with an added fire effect, plus any additional effects from the dart. If the weapon is made wet, the gunpowder is ruined and the

weapon cannot be fired until it is reloaded. Reloading the weapon requires a Craft (Firearms) (DC 10) check and 1 hour of time. This weapon cannot be reloaded in combat.

Fire Arrow: A direct result of the fire lance, the fire arrow was an attempt to use the raw power of gunpowder to extend the range and lethality of the bow. The archer would light the fire arrow fuse before firing the arrow.

While in mid flight, the rocket attached to the arrow would fire and carry the arrow further. Once the fuse burned out, the fire arrow would explode, hurting anyone in range.

Upon lighting the fire arrow fuse, the player rolls 1D4 (fuse length). When the fuse burns out, the fire arrow explodes dealing 1D6 to the square it is in and 1 point of splash damage (see Splash Weapons in the Combat section of the Pathfinder Roleplaying Game Core Rulebook) to the surrounding area. If the arrow hits its target, the target does not get a Reflex save, otherwise all characters in effected area get a Reflex save for half damage. A critical failure causes the fire arrow to explode while it is being lit (use the rules above for resolving premature detonation).

Grenade: Early grenades were gunpowder filled containers with a fuse. These explosive devices were effective at damaging groups of enemies and damaging structures. Lighting and throwing a grenade is a standard action (assuming you have an available flame). Throwing a grenade causes an attack of opportunity. The player rolls 1D4 (the fuse length), when the fuse burns out the grenade detonates and does listed damage to the square and splash damage (see Splash Weapons in the Combat section of the Pathfinder Roleplaying Game Core Rulebook) to the surrounding 10' area. Like all early gunpowder weapons, if the weapon becomes wet, it is useless (the container may be used to create a new grenade).

Hand Cannon: This was the first true firearm ever invented. It consisted of a small cannon on a supporting shaft. The weapon can be used as a club in close combat. If the weapon is made wet, the gunpowder is ruined and the weapon cannot be fired until it is reloaded. If you roll a critical failure, the weapon explodes (1D6 damage (Reflex save for half)). Weapon can be used as a club in melee range (neglecting exploding weapons on critical failures).

Triple Cannon: This is a modified version of the hand cannon with 3 barrels instead of one. The shaft of the triple cannon can be used as a quarterstaff when the head is removed. If the weapon becomes wet, the gunpowder is ruined and the weapon cannot be fired until it is reloaded. If you roll a critical failure, the weapon explodes (1D6 damage per loaded barrel (Reflex save for half)). The head of the weapon must be removed in order to use the weapon as a quarterstaff in melee combat (removing/replacing the head is a move action).

Weapon	Ammo	Load	Mag	AC
Fire lance	Dart	1 hr	1	0
Fire Arrow (10)	—	—	—	—
Grenade	—	—	—	—
Hand cannon	Ball	4	1	-3
Triple Cannon	Ball	12	3	-3

Ammo Types

Ball: A small lead ball that is fired from most firearms. The cost listed for 50 rounds of ammo is for a centre with a Gunmaker Shop (like Alkenstar City). Otherwise, you can only make half as many rounds (25) using an ammo kit for the same cost. Weight 1 lb.

Dart: The darts used in the fire lance are the same as those used in a blowgun. The same rules apply with fire lance darts as with the blowgun darts (see the equipment section of the Pathfinder Roleplaying Game Core Rulebook). Weight 1 lb.

Silver Ball: Lead has always been preferred over other soft metals because of its low cost. That being said, ball ammo can be made of several other soft metals (silver being the most common). Silver ammo becomes a divine conduit when created, making it the preferred ammo against unnatural creatures such as werewolves and the undead.

The cost for 50 rounds is for a centre with a Gunmaker Shop (like Alkenstar City). Otherwise you can only make half as many rounds (25) using an ammo kit instead. Silver ammo is considered to be a holy weapon (see the Magic Items section of the Pathfinder Roleplaying Game Core Rulebook). Weight 1 lb.

Ammo Discounts

Due to the manufacturing process, there is a discount when you make large quantities of ball or shot rounds at a Gunmaker's shop. This discount is shown in the table below. Roughly, it is equal to a 5% discount for every 100 rounds (to a max of 50% discount). This discount is only available for non-magical ammo, as magical ammo still

needs each single batch to be enchanted separately.

Weapon Discounts

This is for GM information use only. PCs are not allowed to purchase firearms in bulk.

As with firearm ammo, firearms have an economy of scale discount when produced in large quantities. A local Gunmaker's shop (owned and operated by the local warlord, prince, or king) can gain roughly a 5% discount for every 100 weapons produced (to a max of 50% discount). This discount only applies to non-magical firearms, as magical firearms still need each single weapon to be enchanted separately.

Additional Equipment

Ammo Kit: This tool kit contains an ammo mold, melting pot, and all the additional tools needed to create ammo for firearms. An ammo kit is needed to use a Craft (Firearms) skill. You can create Intelligence + Dexterity + Craft (Firearms) skill firearm rounds each hour (DC 10). The cost of raw materials to create this ammo can be found on the ammo discount table. Weight 1 lb.

Gun Kit: This tool kit contains all the tools needed to clean and repair minor damage to any firearm. It usually includes a bore brush, gun oil (to break down carbon build-up in the barrel), wood varnish, several cloth pieces and an applicator, and several picks and brushes.

If a firearm is not cleaned between each day of use, the weapon suffers a -1 cumulative equipment penalty to attacks until the weapon is cleaned. Likewise, any time a critical failure occurs and the weapon is not destroyed, you gain a -2 cumulative equipment penalty to attacks until the weapon is cleaned. Cleaning a weapon in combat requires a concentration check. Weight 1 lb.

Gunmaker Shop: This facility is usually owned by the local lord to create firearms and ammunition for the nation's military. Private firearm owners can rent the shop for the day at a cost of 10gp.

A Gunmaker Shop is needed to use a Craft (Firearm) skill. It costs 100,000 gp to install the shop in a house-sized building. You can create Intelligence + Dexterity + Craft (Firearms) skill firearm rounds each hour (DC 10), or Intelligence + Dexterity + Craft (Firearm) skill firearms per day (DC 20). Due to the economy of scale, discounts for creating ammo or firearms in a Gunmaker's Shop can be

seen on the tables above.

Match-cord: A thick cord designed to smolder and not burn (leaving it lit longer). This cord can be extinguished by becoming wet. Match-cord is usually lit on both ends so a lit end is available in the heat of battle.

Lighting match-cords requires a flint and steel (trivial survival check) or any fire spell-like effect. Any water spell-like effect will extinguish a lit match-cord. A match-cord will burn for 50 rounds if both ends are lit, or for 100 rounds if one end is lit. If only one end is lit a -5 penalty to Attack occurs.

Magic and Firearms

As any wizard can tell you, magic works by accessing the metaplanes and the energy within to perform acts that circumvent the laws of nature. There are two major methods of accessing this energy: arcane spellcasting, and divine spellcasting. Gunpowder is an invention that is firmly within the laws of nature and is not currently accessible by the laws of magic. Unfortunately, this means that firearms cannot be enchanted the same way other ranged weapons can be enchanted. Firearms can still fire magic bullets (ie. magical ammunition) and contain magical enhancements that make firing the firearm easier, but magical enchantments do not pass onto ammo like other ranged weapons due to the barrier between the weapon and the bullet created by the exploding gunpowder gas. Firearms that are also used as melee weapons can still be enchanted for melee combat. Magic Bullets follow all standard restrictions for magical ranged ammo.

Magic Bullets (Weight 5 lbs.)

Light Piercing: This bestows a -1 AC value to the firearm's AC value.

Aura: Moderate Transmutation; *CL:* 5; Craft Magic Arms and Armour, Keen Edge; *Price:* +1 bonus.

Moderate Piercing: This bestows a -2 AC value to the firearm's AC value.

Aura: Moderate Transmutation; *CL:* 5; Craft Magic Arms and Armour, Keen Edge; *Price:* +2 bonus.

Serious Piercing: This bestows a -3 AC value to the firearm's AC value.

Aura: Moderate Transmutation; *CL:* 5; Craft Magic Arms and Armour, Keen Edge; *Price:* +3 bonus.

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Critical Piercing: This bestows a -4 AC value to the firearm's AC value.

Aura: Moderate Transmutation; **CL:** 5; Craft Magic Arms and Armour, Keen Edge; **Price:** +4 bonus.

Magical Accessories

Magical Trigger Assembly: A specialized wand is built into the hilt of the firearm. This allows fire to be cast into the barrel to ignite a loaded weapon and fire the weapon. A magical trigger assembly must be built into a weapon designed for it. The barrel must not have an existing trigger assembly. Since you do not need to prepare the trigger assembly as part of the load process, it takes less time to load the weapon.

The cost of the Magical Trigger Assembly is in addition to the cost of the firearm. A Fire Lance can not be fitted with a Magical Trigger Assembly. With the Magical Trigger Assembly, the load time is always reduced by 1 standard action.

Scope: A scope is a magical device that makes it easier to hit enemies at further distances. A scope doesn't actually increase the range of a firearm, but makes it easier to target enemies (effectively increasing the range increments for the weapon but not its maximum distance). A scope can be mounted to any firearm except the Fire Lance.

Firearm Feats

Rapid Reload (Combat)

Due to constant firearm drills, you have learned to load a firearm more quickly.

Prerequisite: Weapon Proficiency (Firearms)

Benefit: Reduce the load time of a firearm by one standard/move action.

Normal: The load time of any given firearm is as listed for the weapon.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new firearm.

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