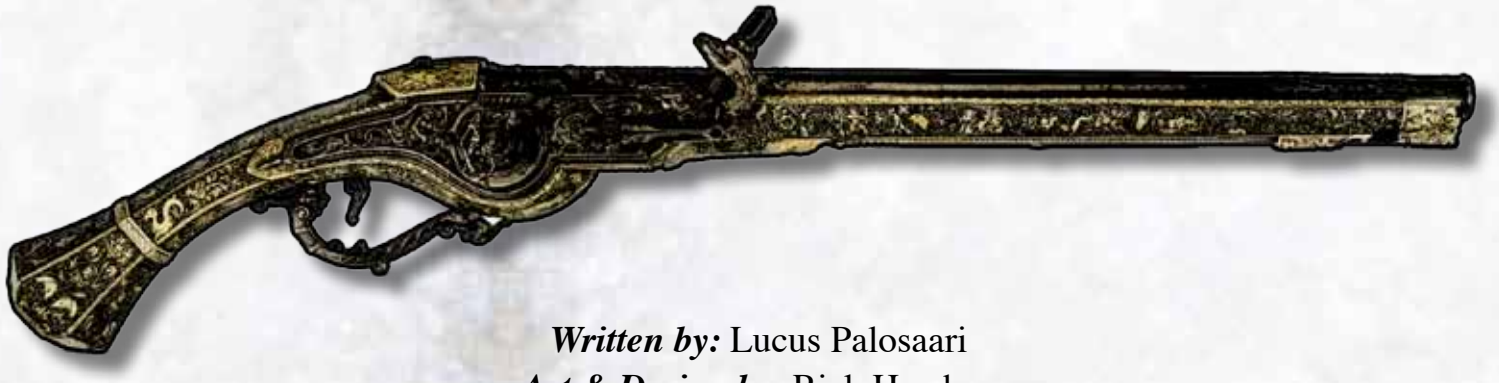
Call to Arms

Pistols and Muskets



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Call to Arms is a book line for players and gamemasters alike. Each book focuses on a different item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. **Call to Arms:** *Pistols and Muskets* focuses on a 350 year span of time when the pistol and musket became the weapons of choice, introducing rules and options for gamers that want to build custom early firearms from matchlock pepperbox muskets to high caliber, breechloading flintlock pistols, all in addition to new magical weapons, wondrous items, cursed firearms, a mythic "walking stick," an artifact bandolier and much more.

Pathfinder® Roleplaying Game Compatible

A dragon roared fire into the world --

A thunderclap broke in a clear night sky as flashing light --

And as smoke cleared and the ringing in her ears faded, Seraphine saw the awestruck mob of charging kobolds frozen in fear, spears bristling but still held. All eyes were on the lead kobold, and the holes in his crown-like helm from the buck-and-ball she had fired at him.

Moving more on impulse than thoughtful action, her other hand rose, drew a line and fired a second shot, this time at some lone and foolhardy kobold warrior that was the first to get his wits about him. He too fell, though the buck-and-ball left him with a gaping hole where his chest should be.

A heartbeat went by perhaps two, with Seraphine and the kobolds standing dead still. A second more, and with wavering only the slightest bit with her off-hand pistol the kobolds sprang back to life. She had thought the sound to charge her that the kobolds had made was impressive, but the sound of retreat was more hectic, more urgent, more dire.

Seraphine tucked one of the pistols into the sash at her waist, reaching with her now free hand for powder and shot to reload as fast as she could. Who knew how long before they realized she'd only had the two pistols prepared.

When Paizo decided to publish new rules related to firearms in *Pathfinder Roleplaying Game: Ultimate Combat*, they had to make tough decisions about space. To accurately represent firearms at all was a major undertaking and spending as many pages as they did to represent what are effectively an entire subset of combat rules that may only have been used by a small fraction of gamers was a bold move. That said, they ultimately lumped roughly 700 years worth of innovation related to firearms into two major categories (early firearms and advanced firearms) and only 21 new weapons, half of which are just variations of themselves.

Early firearms in particular could be considered to cover over 600 years of development from primitive fire lances, which started out as basically complicated fireworks, to the eventual introduction of the pistol and musket. The black powder pistol and musket represent the culmination of many innovations as various peoples around the world refined their use of gunpowder to weapons that anyone familiar with firearms would recognize today. In the rules as presented by Paizo, the decision was made to represent all possible versions of a black powder pistol and musket under single entries, in essence covering around 350 years worth of innovation from the earliest matchlock muskets to the almost advanced firearm percussion cap rifled musket.

This book is designed with the expectation that you have access to the firearms rules published in *Pathfinder Roleplaying Game: Ultimate Combat* or *Pathfinder Roleplaying Game: Ultimate Equipment*. Many of the core rules for firearms have not been reproduced here and references are written assuming you can access these rules. Versions of the rules are available online through either Paizo Publshing's main website or websites like www.d20pfsrd.com.

A Brief History of Pistols & Muskets

The black powder pistol and musket, while primitive by today's standards, were themselves the products of hundreds of years of refinement and innovation. Since the earliest introduction of gunpowder by the Chinese of the 9th century, the desire to tap this new energy source as a weapon of warfare lead down many roads. The limited options presented in Paizo Publishing's *Pathfinder Roleplaying Game: Ultimate Combat* include the fire lance and culverin, though those two weapons represent bookends of over 400 years of development in technology. Considered by some to be a clear descendent of the culverin, which was little more than a small cannon on a wooden handle, the musket includes three major features that weapons prior to it did not combine: a stock, a mechanical firing mechanism and uniform design.

The stock or buttstock of a musket resembles the similar stock of a crossbow and allows for a musket to be held in tightly to a shooter's shoulder. Along with increased stability and the ability to deal with the recoil of firing the weapon, the major innovation of this kind of stock involves being able to easily sight along the barrel improving your chance to hit significantly. Many earlier muskets were fired with both eyes open rather than the more modern single-eye method using a sight, partially because the inherent delay in the firing mechanism required adjusting to surroundings and timing better. This stock could function as a weapon itself, making an effective club without seriously endangering a musket's firing mechanism.

Though some earlier weapons, like the arquebus, included the simplest of matchlock designs, the use of a mechanical firing mechanism allowed for easier use. Prior to the matchlock, most firearms would need a burning fuse be held in the hand and touched to a hole in the end of the firearm. This made aiming more difficult as the user would need to carefully direct the match into the hole by hand. The key aspect of all firing mechanism as presented below is that they rely upon a trigger generally built into the bottom of the firearm and able to be activated with just a single pull of a musketeer's finger.

Finally, though different muskets varied widely in barrel length, caliber and basic design, specific types of muskets were generally mass produced, often for armies of one country or another. Though some completely handmade examples of muskets exist, more often than not a musket was built in a shop by many people mass producing the pieces using precision machinery. Most importantly, the caliber of the ball fired, and thus the size of the black powder charge would be the same across all such firearms allowing for the mass production of uniform bullets to be fired. Also the weapons having been designed a certain way could be considered more reliable and likely to function than earlier attempts. In this text the term arquebus is applied to any musket-like weapon that was handmade and thus uniquely designed, as opposed to these more standard model muskets.

The black powder pistol was a logical miniaturizing of the musket. By the mid-1500's, the desire for a one-handed firearm and improvements in design allowed for the first true handguns. The musket, by comparison, existed by the early 1500's with matchlock arquebuses existing by 1440 or earlier. The arquebus and later the musket rose to prominence as the ranged weapon of choice for warfare because it had a faster rate of fire than most crossbows, required significantly less training than longbows, and had a greater ability to penetrate armor than both.

The development of the advanced firearm **rifle** required a number of intermediary steps that can be tracked as new developments of the musket. Though many occurred around the same time as one another, in any particular region or historical period examples that include one but not all aspects of the advanced rifle could be found. The most important of these innovations to the musket's design were the additions of rifling, a bullet that could take advantage of that rifling, and the easier method of loading a firearm at the breech rather than the muzzle. The percussion cap and the ability to integrate it into the base of a metal cartridge were the final major steps to create the advanced firearms collected under the single concept in *Ultimate Combat* as the rifle.weapons and shields out of their enemies hands by hooking them in the crux of where the head and the haft meet.

The pick in various forms entered the battlefield as heavy armors became more popular. Axe blades can cut easy into lightly armored foes, but an axe still relies on keeping a sharp edge to be most effective and plate armors are likely to dull the blade if not resist it outright. Pick heads on the other hand became more popular, a hardened steel point on the back of a warhammer or polearm made for an excellent tool to slip in between plates or even drive straight through the metal of plate mail. The sharp points of picks can also make easy work of chainmail links if the tip can fit right into a link and break it open, puncturing deep into a person.

Both weapons were used to devastating effect on the battlefield. Adding a hammerhead to the opposing head of a axe or pick added weight and heft to the force of the weapon, and the hammer itself would often have been useful for cracking skulls and crushing armor that could not be pierced deeply into or chopped wide open.

History vs. Fiction

Gamemasters and players alike -- don't allow your fantasy setting to be bound by our own world's history. More often than not, historians can't even agree when a particular firing mechanism or innovation came into existence and even when you think something is clear cut, there are bizarre exceptions to the rule even in the real world. The following rules often discuss historical importance, and the interconnected nature of these developments that lead from one weapon like the musket to the rifle. That path does not need to be straight. Perhaps a useful recipe for non-fouling, smokeless powder was discovered by alchemists long before the introduction of rifled barrels. Maybe the wizard council has helped foster, rather than hinder, the development of firearms so that commoners could over throw their despotic feudal lords that used their superior melee combatants to enslave wizard and serf alike. Maybe a firearm that was little more than an interesting footnote in our own history, like the Girandoni Air Rifle (represented as the windbuchse below), became the dominant firearm of choice because a key component of gunpowder was always too rare to make it cost-effective. The choice is completely up to you.

The Cost of Firearms

The introduction of firearm rules into the traditionally sword-and-sorcery gameplay of the *Pathfinder Roleplaying Game* lead to a unique pricing system for firearms. To highlight the extreme expense of these new types of weapons (and thus keep them from being too widespread) the cost of an individual firearm as listed in *Ultimate Combat* is artificially high compared to how expensive it would be to actually produce. Rules and guidelines were included in the original *Ultimate Combat* book to adjust the price of firearms for each individual game world depending on the prevalence of firearms in that world.

In this book, rules are introduced for improving the design of firearms. Often as a new firing mechanism came into being, an older design would gradually become much cheaper to acquire as people upgraded to the latest and greatest firearm. Below rules are presented to treat each minor improvement as being at different levels of popularity, dictating the price of that weapon. All prices listed in this book assume the musket, in some form, is the Emerging gun (the same as the original *Ultimate Combat*).

Tiers of Popularity

1 - ***Unique:*** Firearms of this type or with this option are as rare as artifacts. So few exist, most people are as likely to assume it is a magical item as a mechanical one.

2 - ***Rare:*** Firearms of this type or with this option are rare, but not unheard of completely. If it exists, perhaps a sole proprietor knows the secret or the player must craft the object themselves.

3 - ***Emerging:*** Firearms of this type or with this option are becoming more popular, but not everyone would have them. Only the wealthy noble or the enthusiast is likely to possess this weapon, though there are likely to be a number of crafters able to make it.

4 - ***Common:*** Firearms of this type or with this option are commonplace. Any moderately well-armed member of society, from peasant to noble, could possibly have one or more.

5 - ***Prevalent:*** Firearms of this type or with this option are pervasive. It actually would be rarer for someone to not possess possibly more than one of these, and even the untrained are aware of how to use them.

Calculating Cost by Tier

1 - ***Unique:*** Like artifacts and extremely powerful magic items, the cost associated with these items would be arbitrary at best. These objects must be individually crafted by the players themselves or gamemasters may reward them as special boons. When calculated as a portion of a player's wealth, unique items cost 100 times the listed price to purchase and 10 times the listed price to craft (see Rules Appendix below).

2 - ***Rare:*** Rare items cost 10 times the listed price to purchase and 5 times the listed price to craft (see Rules Appendix below).

3 - ***Emerging:*** Emerging items cost the price listed, which is actually 10 times the cost of the raw materials to construct the item (see Rules Appendix below).

4 - ***Common:*** Common items cost one-quarter (25%) the price listed. Common items can be crafted for one-tenth (10%) this price rather than half their adjusted price.

5 - ***Prevalent:*** Prevalent items cost one-tenth (10%) the price listed. Prevalent items can be crafted for one-twentieth (5%) this price rather than half their adjusted price.

Example Pricing for Firing Mechanisms

Assuming that firearms have existed for quite some time in your game world, it is entirely possible that one type of firing mechanism is considered antiquated while others are considered futuristic. In a Renaissance-inspired campaign world, for instance, the flintlock musket may be considered to be rare for most except military commanders and rich nobles, as they are just coming onto the market replacing the snaphance musket as the emerging firearm of most soldiers. Commoners of the time would often have a snaplock musket as they are quite common for hunting and home defense. Even the most backward bumpkin could have picked up a used matchlock musket as they were once quite prevalent. And in this world, there may well be some lone gunslinger experimenting with a unique caplock musket design. The corresponding prices in this case for each type of black powder musket would be as follows:

Matchlock musket = 150 gp
Snaplock musket = 375 gp
Snaphance musket = 1,500 gp
Flintlock musket = 15,000 gp
Caplock musket = 150,000 gp or just plain not available

New Firearm Options

Realistic Black Powder Firearms (Optional Rules)

There are a number of real-world aspects of especially early firearms that are glossed over in the rules for firearms as presented in *Pathfinder Roleplaying Game: Ultimate Combat*. For one, black powder weapons produce enormous amounts of acridic smoke that blinds the gunner as much as their enemy. It was easy to spot in well lit conditions where a shot was fired from, and in darkness the muzzle flash of a black powder weapon would be even more noticeable. Also, the intense sound of a black powder weapon could be almost deafening, and mounts and soldiers alike would run in fear of the sight, sound and smell of a firearm unless they were accustomed to it. Additionally, black powder in particular was made from mostly solid fuel sources and as such left a lot of residue after each shot being fired. Most of these optional rules are presented at the end of this text in the **Rules Appendix** to address some of these issues and more.

Trigger Mechanisms (Optional Rule)

The rules as written for early firearms like the musket and pistol lump all the different possible firing mechanisms into a single assumption. The rules are also made to try to keep firearms balanced, exchanging real-world reload times with usable game mechanics that don't put the gunslinger

at a disadvantage to other classes. Some gamers can find even early firearms as presented to be too powerful for their game. Other gamers may want to have a more realistic mechanic for using a certain firing mechanism. Finally, some gamemasters may want to allow firearms with greater restrictions, for instance to only allow matchlock firearms. Presented below are optional rules for alternate types of firing mechanisms.

Each mechanism has three parts, a written description of the design and purpose of the firing mechanism, a brief comment about when and where historically in the real-world the firing mechanism commonly existed, and optional game mechanics to add to existing firearm rules. Finally, special considerations related to the cost of having firearms using a particular mechanism are addressed for each type. All of these mechanisms are for early firearms only.

Loading Time Progression[1]

Action(s) to Reload One Barrel	Example Firearms
2 full-round actions	*Two-handed matchlocks*
1 full-round action + 1 move action	*Two-handed wheellocks[2]; one-handed matchlocks*
1 full-round action	*One-handed wheellocks[2]; two-handed snaplocks[2], snaphance and flintlocks*
1 standard action	*One-handed snaplocks[2], snaphance and flintlocks; two-handed caplocks*
1 move action	*One-handed caplocks*
1 swift action	*Opening the flashpan cover on a snaplock[2]*

[1]Special conditions or having the Rapid Reload feat typical decreases the time required by one step (i.e. 1 full-round action becomes 1 standard action).

[2]Wheellocks and snaplocks have covers for their flash pans that must be opened manually as a swift action before being fired. Assume the cover is open if the weapon was reloaded then immediately prepared to use in battle.

Matchlock (includes snap matchlock and Japanese matchlock)

Description: The matchlock was the first mechanical solution to the problem of how to ignite the powder of a musket. Earlier firearms were lit by holding a burning slow match in hand and hitting a touch hole filled with powder, igniting the black powder. The matchlock took the burning match out of the shooter's hand, holding the match in a clamp on the end of a curved lever called a serpentine and added an open flash pan that holds the primer. When the trigger was pulled, the serpentine would curl down and ignite the primer in the pan sending flames down a vent to ignite the powder charge in the barrel.

History: First produced in Europe by the 1440's, the matchlock firearm remained popular as a cheap and easy to use firearm until the true flintlock came into dominance around 1720. Matchlocks remained popular in Asian countries like Japan until significantly later, almost at the time of the introduction of actual cartridge-firing rifles (an advanced firearm).

Game mechanics: Properly loading, priming and firing a matchlock firearm is slower than most other muzzle-loaded firearms. This is in part due to the risk of working around a lit slow match, and either stowing it safely while handling gunpowder or dousing the match and relighting it between shots. It is a full-round action to load each barrel of a one-handed matchlock firearm and it takes two full-round actions to load each barrel of a two-handed matchlock long arm. This can be reduced to a standard action for a one-handed firearm or one full-round action and a move action for two-handed firearms if the weapon is reloaded when the slow match is either not actively lit, not attached to the firearm or by possessing the Rapid Reload feat. Lighting a slow match is typically a standard action itself and it was not uncommon for a slow match to have both ends lit incase wind or water extinguished one.

In addition to the slower reload, a burning slow match presented numerous problems. It had a strong odor when

"Realistic" Loading Times

Most of the time when searching "how long does it take to reload a musket" or some similar phrase online, you'll find three types of answers. The first are people repeating what they think they've heard or read, generally with no backing or using nothing but personal experience. The next are people who fire modern black powder weapons, as hobbyists or reenactors. Finally you find historians or people referring to contemporary reports and accounts. What you will find most often though are drastic oversimplifications of the concept and trolling flame-wars -- what you won't find are good answers.

As an aside related to whether the loading times as presented are "accurate" or at least "better", keep in mind that rules governing other ranged weapons – like the longbow, sling or crossbow – can also often be picked apart. Additionally, professional musketeers who would spend eight or more hours a day exclusively practicing with sword and musket may be better at something than your modern-day hobbyist.

burning that was easy to detect and the end would glow in the dark, giving any attempt at concealing a matchlock firearm or hiding with a prepared firearm a -10 to all related skill checks. In addition, the slow match could ignite other easily flammable substances like paper, oil or gunpowder if mishandled. A slow match was also almost impossible to keep lit in wet and windy weather (see **New Adventuring Gear: Slow match** below).

Firing a matchlock firearm was also significantly more difficult than firing many other, later designs. There was a longer delay between when the serpentine would move forward enough for the slow match to light the flash pan and the time for the fire to travel through the vent into the barrel. Also, care needed to be taken to not accidently let the primer in the flash pan fall out of the weapon. Firing a matchlock firearm is then typically a full-round action. Firing a matchlock firearm faster than this as a standard action imparts a -4 penalty to attack rolls against any target that is not inanimate and unmoving due to the delay between trigger and shot.

Matchlock firearms have an uncovered open flash pan, meaning that the weapon must remain in an upright position once prepared for fire or the primer could fall out leaving nothing for the match to ignite. Moving with a matchlock that has been primed in most situations is not difficult, but if the wielder crosses uneven terrain or makes any sudden movements, they must make an Acrobatics check, DC 15 or risk spilling the primer. Anytime a character is rocked by movement, struck in combat or otherwise violently shaken with a lit slow match, they need to make a Reflex save DC 14 or risk lighting the primer on fire. On the roll of a natural 1 on this Reflex save, assume the weapon was fired accidentally and treat it as a misfire. Adding primer to a prepared gun is a move action to perform safely with a burning match or a swift action with the Rapid Reload feat.

Cost: The matchlock is a fairly simple mechanism and remained so until it was completely replaced by the inexpensive flintlock. There is no specific added cost to have a matchlock firearm, though the cost of matchlock weapons should drop significantly when newer mechanisms enter the mainstream (see **The Cost of Firearms** above).

Note: The matchlock mechanism would be considered impractical for a one-handed firearm like a pistol and historically few if any examples of them exist outside of the Japanese bajozutsu. The wheellock allowed for the first feasible firearm that could be used with only one hand.

Wheellock (includes all clockwork-mechanisms)

Description: The wheellock was the first self-igniting firing mechanism, replacing the burning slow match with a steel wheel grinding against a piece of pyrite to produce sparks. This almost clockwork mechanism required no preparing like lighting a match and so could be concealed beneath a coat or kept in a holster until just before being fired.

History: Though the wheellock was known to exist by 1510 in European countries, it never became a full replacement for all matchlock firearms the way flintlocks did due to its added expense and overly complex mechanisms that required constant attention. They were useful however for cavalry or those soldiers that worked directly with stocks of gunpowder where a burning slow match could lead to dangerous explosion.

Game mechanics: Loading, priming and firing a wheellock firearm takes only slightly longer than preparing most black powder firearms though the wheellock had one unique step involving the use of a spanner to wind-up the mainspring of the wheel. Most wheellocks also had a flash pan that could be manually opened and closed, protecting the primer from some of the negative effects of weather. These combined make loading and priming a wheellock to be fired a full-round action for one-handed firearms and a full-round plus a move action for a two-handed long arm. With Rapid Reload, these times are reduced to a standard action for one-handed weapons and a full-round action for two-handed long arms.

Wheellocks use a complicated mechanism to fire that is prone to misfiring. Increase the misfire range of any wheellock firearm by 2 points. On a misfire, there is a 50% chance that the wheellock mechanism becomes jammed rendering it unable to be fired at all in addition to giving it the broken condition. Wheellock firearms with the broken condition that misfire again explode like other early firearms.

Cost: Regardless of their popularity, the wheellock mechanism is complicated and costly to build, at least double the price of any matchlock firearm. This added cost kept wheellocks from becoming a true replacement for all matchlocks. This additional cost applies to crafting a wheellock weapon as well. The clockwork mechanisms in a wheellock make increase the DC of any Craft (firearm) checks by +5.

Snaplock

Description: If the wheellock was an overly complicated answer to the problems of the matchlock, the snaplock is an overly simple one. Possibly an improvement

to the snap matchlock (an unpopular form of matchlock that used a weak spring to move the matchlock to the pan), the snaplock was the first firing mechanism to use flint on steel to ignite primer in a flash pan. The mechanism looks fairly similar to a true flintlock, but lacks a proper frizzen (see Flintlock below), instead a separate pan cover must be manual opened and closed before a shot.

History: Favored by northern Europeans of the 1540's, the snaplock was a cheap alternative to the wheellock and it too could be prepared before hand and fired a moment's notice. The snaplock was really a stepping stone to first the snaphance and finally the flintlock and historically fell out of favor most places as those mechanisms came into being.

Game mechanics: The actual method of firing a snaplock is so similar to a flintlock that they basically work the same, except that a flintlock is a refinement of the snaplock in every possible way. Those minor improvements mattered in the real-world but the difference of half a second doesn't translate well to a game where combat rounds are 6 seconds long. (see Rules Appendix below).

The snaplock also did not include something the later mechanisms did, a form of a safety. The weapon was either closed up, with the cock down and the flash pan covered by a moveable lid or the weapon is cocked and ready to fire. This means that even a loaded snaplock firearm needs to be first prepared before firing (a swift action).

Cost: The snaplock was favored over the wheellock precisely because it was a cheap alternative but still significantly better than the matchlock. As such, a snaplock firing mechanism should be cheaper than a wheellock and all later locks, but at least slightly more expensive than a matchlock (minimum 150% the price of a matchlock).

Snaphance

Description: The snaphance is often classified as a specialized version or refinement of the earlier snaplock. The most important difference between the snaphance and the snaplock is that the snaphance has an automatically opening flash pan when the trigger is fired, meaning that no action is needed to prepare the weapon before firing. The snaphance however uses complicated mechanisms more similar to wheellocks to accomplish this rather than the simpler and more reliable frizzen that the flintlock would use.

History: As early as the 1550's, the snaphance was being made in Europe. As an improvement over matchlocks and snaplocks, it was generally quickly adopted. The snaphance however had problems the flintlock did not, namely that lining up the flint was easier in the flintlock because of its half-cocked position, which the snaphance lacked. This meant that as the flintlock became more commonplace, the snaphance often lost favor for the better mechanism.

Game mechanics: Increase the misfire chance by +1, accounting for the numerous little modifications that might be needed to have the weapon not just experience a "flash in the pan" or otherwise misfire because the flint was off-center, the automatic cover did not open, etc.

Cost: The snaphance was an improvement over the snaplock. It should always cost at least twice the price of a snaplock firearm, though once flintlocks become common the snaphance would go down drastically in price just like the snaphaunce.

Flintlock (includes the miquelet and doglock)

Description: Though snaplocks and snaphances used flint as their striking material, the "true" flintlock and its major innovation was the introduction the frizzen, which combined the area that the flint would strike (the battery) with the automatically opening flash pan cover. This idea seems simple in theory, but the actual construction of a proper frizzen required what would pass for precision engineering at the time and methods of metallurgy that could produce the right carbon content for the metal used to make various components.

In addition, the flintlock was the first to introduce the internal safety mechanism of having a "half-cocked" position to use while loading the firearm and priming the mechanism. This half-cocked position allowed the wielder of the firearm to ensure the flint would strike true, that the entire weapon was properly prepared before firing, and a quicker move to a fully cocked position to fire the weapon.

The flintlock could be considered the default assumption for the *Pathfinder Roleplaying Game*. As such, the rules for other mechanisms are modifications of these rules rather than the other way around. Additional types of early firearm locks, like the miquelet and the doglock, can be considered to mechanically be similar to the flintlock as presented.

History: Shortly after 1610, nearly 200 years after the introduction of the matchlock musket, the first flintlocks came into being. Once introduced, their design spread quickly across Europe then on to the colonies in the Americas and to parts of Asia. The flintlock as the most common mechanism for firing a musket or pistol and would be the dominant choice for almost 200 years itself, until the introduction of the percussion cap and caplock firing mechanism.

Game mechanics: Assume the rules-as-written for early firearm muskets and pistols in the *Pathfinder Roleplaying Game: Ultimate Combat* default to a flintlock firing mechanism. As such, there are no specific rule modifications to use.

Cost: Assuming that flintlocks are the rule-as-written, the price of these weapons should only be adjusted due to them being rarer than other forms. As a side note, it wasn't until the very end of the flintlock era that true machine-made, interchangeable parts for the firing mechanism came into existence. Before this, even when flintlocks were mass produced for armies they would

still have many handmade parts that could be difficult to reproduce or replace as they wore out. As such, the costs of flintlock weapons often remained high even as the firearms themselves became more popular.

Caplock

Description: The caplock mechanism is designed to replace the traditional flash pan of a musket or pistol with a small, hollow cone onto which a tiny metal percussion cap filled with an alchemical explosive is placed. When struck by the cock or hammer of the firearm, the material ignites sending sparks down into the barrel to ignite the main charge of the weapon. Various alternate designs, using tape or a disc were known to exist but the basic mechanism is similar to the caplock as presented.

History: Historically, the Reverend Alexander John Forsyth created the original percussion cap mechanism so that the initial puff of smoke from a flash pan lighting did not startle birds to fly away before the shot exited his firearm. It wasn't until after his patent ended in the 1820's that basically everyone stole the design and retrofitted anything and everything they could to be percussion caplock mechanisms. The superiority of the design allowed for numerous possibilities that would be inefficient or impossible with a traditional flintlock. The percussion cap was a short-lived device however as an external caplock mechanism. The percussion cap was found to be an ideal method of igniting powder inside a chamber and the first true metal cartridges became possible by integrating one into the base of the casing. By the 1850's and 1860's, the caplock musket was being replaced by the preferred breech-loading, metal cartridge firing rifle.

Game mechanics: Mechanically, the percussion caplock mechanism is superior to even masterwork flintlocks in almost every possible way. Moisture and wind become almost irrelevant as long as the actual powder in the weapon is unaffected. The mechanism would almost always ignite the powder in the chamber as a "flash-in-the-pan" became almost impossible to have. And the entire process of loading and preparing a caplock musket or pistol is significantly safer and easier than earlier models.

Reduce the misfire chance of any firearm with a caplock mechanism by 2 (minimum 0). This reduction takes place after any other built in modifications or magical enhancements, but not increases to misfire ranges that occur from use, damage or misfires.

Reloading a one-handed caplock firearm is a move action. Reloading a two-handed caplock firearm is a standard action. Reloading either type of firearm with the Rapid Reload feat is a move action. Each barrel of a caplock firearm must be armed individually.

Cost: While a major advancement and requiring quite a bit of skill in crafting of the mechanism, the basic design of a percussion cap weapon is still remarkably similar to that of other black powder weapons. It is not until internalizing these mechanisms (as in advanced weapons like the rifle or revolver) that the cost should skyrocket. The real expense of the caplock firearm is that every shot fired requires its own percussion cap (see **New Adventuring Gear: Percussion cap** below).

Normally treat caplocks as one age category rarer than flintlocks. In worlds where caplocks and flintlocks both are common or prevalent, caplock firearms should cost twice as much as flintlock weapons.

New Special Weapon Qualities for Firearms

All of the following new firearm weapon qualities must be added at the time of the crafting of the firearm. Most could not be added as an "after-market" addition without gamemaster approval. The costs presented generally assume the price of purchasing the weapon, not crafting it. See the Rule Appendix for new rules about crafting firearms for more information on having players craft firearms with these weapon qualities.

Stacking Costs: When designing a weapon with more than one cost increase or decrease, apply each price change in the order that makes the most sense to you and your gamemaster. For example, size changes affect the entire weapon, regardless of how many barrels it has or how it is loaded, so those values should be applied last.

Bayonet lug: A bayonet allows for the easy attachment and removal of a baynet from a long arm without rendering the weapon ineffective as a firearm. Bayonet lugs can be made to attach above or below the end of a firearm. A firearm without a bayonet lug can still be designed to take a bayonet, but it goes physically into the barrel itself, rendering it useless as a firearm (automatic misfire if used). Bayonet lugs can be used to attach knife, spike or sword bayonets.

Cost: A standard bayonet lug increases the cost of a firearm by 1 gp to have attached to a longarm. A masterwork lug increases the cost of a firearm by 10 gp to have attached to a longarm. Attaching or removing a bayonet from a standard lug is a move action. Attaching a bayonet to a masterwork lug is a move action but removing one is a swift action.

Breech-loaded: Most blackpowder firearms are muzzle-loaded, meaning the powder and ammunition are loaded from the top, muzzle end of barrel and pushed down into the weapon with a ramrod. Breech-loaded firearms are able to open at the base of where the barrel connects with the firing mechanism, either by bending on a hinge or unscrewing the barrel completely. This allows for easier and faster loading. One-handed breech-loaded firearms can be loaded as a move action. Two-handed breech-loaded firearms can be loaded as a standard action.

Cost: Increase the cost of the firearm by one popularity tier (see **The Cost of Firearms** above). For instance, getting a breech-loaded version of a Common firearm costs as much as an Emerging version of that weapon. This tier increase stacks with other increases (like Rifled).

Carbine: The carbine quality can be applied to any long arm firearm like the musket. A weapon crafted to be a carbine has the same caliber as the base firearm, but the barrel is significantly shortened. This decreased barrel length makes the firearm lighter and easier to handle in close-quarters where space is limited, for instance from horseback or below decks of a ship. Decrease the weight of any long arm with the carbine quality by one-third. The shorter barrel length decreases a weapons effective range. Decrease the range increment of any long arm with the carbine quality by 10 feet. The penalty for using a carbine from a moving mount is reduced by one-quarter. For instance, -3 instead of -4 if your mount is taking a double move, and -6 instead of -8 if your mount is running. Creatures armed with a carbine firearm take no penalty when attacking adjacent foes and do not provoke attacks of opportunity from the target of their firearm for attacking them. A carbine firearm can be fired one-handed but takes a -4 penalty to attack rolls due to its awkward size.

Cost: Decrease the cost of the long arm by one-third (33%). For instance, a carbine musket would normally cost 1,000 gp instead of 1,500 gp.

Combined firearm: A combined firearm is any combination of a melee weapon and a firearm. These were particular popular in the early days of firearms when one good shot was all most people were able to get off. After the invention of the flintlock mechanism, it was more common for people to combine flintlock firearms with mundane items like walking sticks, jailor's keys or even dinning ware. In rare cases, two or more firearms may even have been built into a weapon, as was the case with King Henry VII's "walking stick." Any object long and large enough to either act as a barrel (in the case of polearms or hafted weapons) or to be designed in-line with a barrel (in the case of swords and daggers) can be used as a combined firearm.

Melee weapons with combined firearms typically are made to have a "safety" engaged while the weapon is used in melee. Engaging or disengaging this safety is a swift action. Melee weapons designed to be fired after a blade is dug in or once a spear has found purchase will not include this kind of safety mechanism. In these cases, treat any roll of a natural 1 as a misfire for the combined firearm.

Cost: First double the price (200%) of the base item, including doubling the price of the cost to create it as a masterwork weapon or tool. Add this price to 125% of the price of the firearm. This accounts for increased difficultly of integrating the mechanisms into a weapon. When crafting a combined firearm, you must provide half this final price as raw materials (see Rules Appendix below).

Decorative: As opposed to melee weapons and earlier ranged weapons, firearms for especially civilian use could be made to be both functional and beautiful. Though most commoners might settle for a simple and reliable standard-issue designs, many nobles and rich merchants would commonly inlay brass, silver, gold, platinum and even jewels and ivory into their firearms as both a sign of their wealth and to make the object a showpiece. Even the more functional components, like the firing mechanism, could often be stylized because the functional mechanics of the weapon meant it rarely received direct abuse. Decorative firearms impart no inherent bonuses in combat, but in social situations they can aid creatures to make Charisma-based skill and ability checks (like Diplomacy or Bardic Performance) if the audience would be swayed by the wielder's apparent wealth.

Cost: All decorative weapons are first masterwork weapons. In addition to this additional cost, any amount of money can be spent on improving the merely visual aspects of a firearm. When calculating the cost of constructing a firearm with the decorative quality, the crafter must pay half the additional cost of the firearm in raw materials and needs to make secondary appropriate Craft skill checks depending upon the nature of the decoration For instance, Craft (woodwork) for carving a relief into a stock or Craft (jewelry) for inlaying gold.

High/Low Caliber: Caliber is a standard measure of the size of the internal diameter of a barrel. Generally speaking, the ball or bullet fired from a barrel matched or was slightly smaller than the caliber of the weapon. Though subtle changes in caliber often existed, mechanically there is little difference between a .40 caliber musket and a .50 caliber musket. Though most musket calibers were right around .50, an impressive figure compared to modern firearms, the low speed at which black powder fired balls made them less powerful than a similarly sized modern cartridge fired weapon. A low caliber weapon is one that has a smaller enough of a bullet that it deals less damage. Decrease the damage die used by one size step, for instance from 1d10 to 1d8. A high caliber weapon is one that has a larger enough of a bullet that it deals more damage. Increase the damage die used by one size step, for instance from 1d10 to 1d12.

Cost: The caliber of the barrel is ultimately immaterial to base cost as presented for weapons, so the cost of a lower or higher caliber firearm does not increase or decrease the cost of the weapon. Ammunition however is significantly affected. Decrease the cost of any ammunition for a low caliber firearm by half (50%). Increase the cost of any ammunition for a high caliber firearm by half (50%). Unless deemed so by the gamemaster, additionally assume that all ammunition for the weapon must be custom cast as the size is non-standard to the most common weapons made.

Holdout: The holdout quality can be applied to any one-handed firearm, like the pistol. A weapon crafted as a holdout has a much smaller caliber than the base firearm but the overall size of the pistol is small enough that it can be easily concealed on your body. You gain a +2 bonus on Sleight of Hand checks made to conceal a firearm with the holdout quality on your body. Reduce the damage die of the pistol by two size categories. Reduce the critical modifier by x1. Decrease the range increment by half.

Cost: Decrease the cost of the one-handed firearm by one-quarter (25%). For instance, a holdout pistol would normally cost 750 gp instead of 1,000 gp.

Pepperbox: The pepperbox weapon quality can be added to any firearm design except those with the "volley gun" weapon quality, increasing the number of barrels the weapon has. Pepperboxes differ from volley gun designs because only one barrel is fired at a time from one mechanism for the entire firearm. Moving a new barrel into place is a free action that can be done with a free hand between shots. Since each shot has its own barrel, there is no concern of having the weapon foul between shots (see **Rules Appendix** below). The rotating mechanism does increase the chance of a misfire, doubling the misfire chance of the base weapon after all other built in modifications. Pepperbox firearms can also be made to have multiple triggers and no moving parts, this design does not have an increased chance of misfire. Each additional barrel added to a pepperbox increases the weight of the weapon by one-fifth the base weapons total weight. If a one-handed firearm design weighs more than twice what its base weapon weights, it becomes a two-handed firearm. If a two-handed firearm weighs more than three times what its base weapon weighs, it must be mounted to fire or the recoil possibly knocks the wielder prone (Strength check DC 6, +1 per additional barrel) and imparts a -2 recoil penalty to each shot fired.

Cost: Increase the cost of the firearm by half (50%) of the base firearms cost per additional barrel. For instance, a six-barreled pepperbox pistol would cost 3,500 gp instead of 1,000 gp.

Rifled: The barrel of this firearm has small, shallow grooves in a spiral pattern carved into it. This rifling imparts a spin into any tight-fitting ammunition fired from it, increasing its accuracy and its range. Increase the range increment of a firearm with this weapon quality as being +10 feet further. Additionally, increase the total effective range that a rifled firearm resolves their attack as a touch attack as 2 range increments greater than normal. Finally, the maximum number of range increments for a rifled firearm increases by 3 range increments. These range increases stack with similar increases, like those from using Minie balls (see **New Ammunition: Minie ball** below). The earliest rifled barrels required a special bullet that would be cast to include grooves to help it take the spin of the barrel.

Cost: Increase the cost of the firearm by one popularity tier (see **The Cost of Firearms** above). For instance, getting a rifled version of a Common firearm costs as much as an Emerging version of that weapon. This tier increase stacks with other tier increases (like *Breechloading*).

Superposed load: This firearm is capable of having multiple shots prepared to be fired from a single barrel, each stacked in front of another and having their own firing mechanism making them able to be fired independently. If a shot is fired from further down the line than the one closest to the end of the barrel, the firearm suffers an automatic misfiring as if already had the broken condition, dealing damage for each shot still loaded. Each successive shot fired after the first takes cumulative a -2 penalty from the fouling of the barrel. Cleaning the barrel between shots removes this penalty (see Rules Appendix below). The weight of a superposed weapon only increases by one-fifth (20%) of the weapons normal weight for each additional shot added. The superposed load is more likely to misfire due to large number of shots being prepared on one another, increase the misfire chance by +1.

Cost: Increase the cost of the firearm by half (50%) of the base firearms cost per additional superposed load. For instance, a musket capable of firing 3 total shots superposed on one another would cost 3,000 gp instead of 1,500 gp.

Volley gun: The volley gun weapon quality can be added to any firearm design except those with the "pepperbox" weapon quality, increasing the number of barrels it has. Volley guns differ from pepperbox designs because all barrels are fired at the same time using a single trigger. All the barrels of a volley gun must focus on the same target. Adding one barrel to a firearm applies a -4 recoil penalty on each attack. Each additional barrel of a volley gun increases the penalty by -2 recoil penalty cumulatively to each attack. For instance, a seven barreled nock gun takes a -14 recoil penalty to each of the weapon's seven attacks against a single target. Each additional barrel added to a volley gun increases the weight of the weapon by one-fifth the base weapons total weight. If a one-handed firearm design weighs more than twice what its base weapon weighs, it becomes a two-handed firearm. If a two-handed firearm weighs more than three times what its base weapon weighs, it must be mounted to fire or the recoil possibly knocks the wielder prone (Strength check DC 10, +1 per additional barrel) and doubles the recoil penalty when fired (see **Rules Appendix** below). Misfires are handled per-barrel, with individual barrels being able to gain the broken condition and even explode if used after having the broken condition. Unloaded barrels at the time the trigger is pulled just do not fire without any penalty or chance of a misfire.

Cost: The price of each barrel added to a weapon is equal to one-half the price (50%) of the base weapon. For instance, a quadruple barreled pistol volley gun would cost 2,500 gp instead of 1,000 gp.

Wall gun: Essentially oversized versions of a standard firearm, wall guns are designed to be braced or fired from a tripod (see **Rules Appendix** below). Firearms with the wall gun weapon quality are always two-handed firearms. Firing a wall gun without first bracing the weapon or using a mount imparts a -4 recoil penalty on attack rolls and the recoil possibly knocks the wielder prone (Strength check DC 20). A Large or larger creature can fire a wall gun one size smaller than it is without mounting it as a normal two-handed weapon and without the danger of being knocked prone, but takes the normal penalty for firing an inappropriately sized weapon. Wall guns often have hooks, lugs and other attachments built right into the basic design of the weapon to make for easy bracing and mounting. Increase the weight of the base weapon by one-half. Double the number of damage dice the weapon deals, for instance 1d12 becomes 2d12. The longer barrel of a wall gun increases the distance it can be fired, increasing the range increment of the firearm by 10 feet.

Cost: Increase the cost of the firearm by two and a half times the normal price (250%). For instance, a wall gun musket would cost 3,750 gp instead of 1,500 gp.

New Mundane Weapons

Simple Weapons								
Weapon	Price	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type	Special
Light Melee Weapons								
Pistol-whip	See text	1d3	1d4	x2	--	as firearm	B	See text
Buttstroke	See text	1d4	1d6	x2	--	as firearm	B	See text
One-Handed Melee Weapons								
Gunstock war club	See text	1d4	1d6	x2	10 ft.	3 lbs.	B or P	--
Pistol-as-a-club	See text	1d4	1d6	x2	--	as firearm	B	See text
Two-Handed Melee Weapons								
Knife bayonet	5 gp	1d3	1d4	19-20/x2	--	1 lb.	P or S	See text
Musket-as-a-club	See text	1d6	1d8	x2	--	as firearm	B	See text
Spike bayonet	5 gp	1d4	1d6	x2	--	1 lb.	P	See text

Martial Weapons								
Weapon	Price	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type	Special
Two-Handed Melee Weapons								
Sword bayonet	15 gp	1d4	1d6	19-20/x2	--	2 lbs.	P or S	Reach, see text

Exotic Weapons								
Weapon	Price	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type	Special
Double flintlock punching dagger	1d3	1d4	x3	--	2 lbs.	S	Combined firearms, see text	

Arquebus: The terms arquebus, harquebus, harkbus and hackbut all refer to the same basic model of weapon. For the purposes of game mechanics, an arquebus refers to any musket-like weapon made by an individual craftsman by hand. They often have either matchlock or even wheel-lock firing mechanisms, though these too would have been made completely by hand. As such, there is no typical arquebus but the statistics presented work as a base the same as the statistics for the musket do. All ammunition for an arquebus must be custom-made for an individual firearm or magical in nature to properly fit into the barrel. Poorly sized ammunition counts as loose-fitting shot (see **New Ammunition: Loose-fitting shot** below).

Buttstroke: Using a two-handed long arm firearm as a club, specifically the bottom of the weapons stock, is known as a "buttstroke." There is no associated cost with this attack option as it is possible only with a firearm that has a stock and is held normally in two hands. The buttstroke as presented assumes you are proficient with firearms, but the gunslinger's pistol-whip deed supersedes the rules presented here. Enchanting a firearm to be a magic weapon when used for a buttstroke is treated the same as enchanting a double weapon. Specifically holding a long arm as a club-like weapon is represented by the entry Musket-as-a-club.

Caliver: Occasionally called a fusil, calivers are lighter-made versions of arquebuses. Like the arquebus, the caliver as presented is a place-holder for any musket-like weapon made completely by an individual craftsman by hand. Calivers are lighter in weight firing a smaller caliber ball than an arquebus. All ammunition for an arquebus must be custom-made for an individual firearm or magical in nature to properly fit into the barrel. Poorly sized ammunition counts as loose-fitting shot (see **New Ammunition: Loose-fitting shot** below).

Firearms

Weapon	Price	Dmg(S)	Dmg(M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
One-Handed Firearms										
Dueling pistol	4,000 gp	1d8	1d10	x4	30 ft.	0 (5 ft.)	1	5 lbs.	B and P	Masterwork, high caliber
Pocket pistol	2,000 gp	1d3	1d4	x3	10 ft.	1-2 (5 ft.)	3	6 lbs.	B and P	Holdout, pepperbox
Pistol	1,000 gp	1d6	1d8	x4	20 ft.	1 (5 ft.)	1	4 lbs.	B and P	--
Turn-off pistol	10,000 gp	1d6	1d8	x4	20 ft.	1 (5 ft.)	1	4 lbs.	B and P	Breech-loaded
Two-Handed Firearms										
Arquebus	1,000 gp	1d8	1d10	x4	30 ft.	1-2 (5 ft.)	1	10 lbs.	B and P	--
Caliver	667 gp	1d8	1d10	x4	20 ft.	1-2 (5 ft.)	1	6 lbs.	B and P	Carbine
Heavy arquebus	3,000 gp	2d10	2d12	x4	50 ft.	1-2 (5 ft.)	1	15 lbs.	B and P	Wall gun
Musket	1,500 gp	1d10	1d12	x4	40 ft.	1-2 (5 ft.)	1	9 lbs.	B and P	--
Musketoon	1,000 gp	1d10	1d12	x4	30 ft.	1-2 (5 ft.)	1	6 lbs.	B and P	Carbine
Nock gun	6,000 gp	1d10	1d12	x4	40 ft.	1-2 (5 ft.)	7	20 lbs.	B and P	Volley gun
Rifled musket	15,000 gp	1d10	1d12	x4	50 ft.	1-2 (5 ft.)	1	9 lbs.	B and P	Rifled
Roman candle gun	3,000 gp	1d10	1d12	x4	40 ft.	1-3 (5 ft.)	3	5 lbs.	B and P	Superposed
Wall gun musket	3,750 gp	2d10	2d12	x4	50 ft.	1-2 (5 ft.)	1	14 lbs.	B and P	Wall gun
One-Handed Exotic Firearms										
Repeating flintlock pistol	20,000 gp	1d6	1d8	x4	20 ft.	1-4 (5 ft.)	8	5 lbs.	B and P	See text
Two-Handed Exotic Firearms										
Repeating flintlock musket	30,000 gp	1d10	1d12	x4	40 ft.	1-5 (5 ft.)	12	12 lbs.	B and P	See text
Windbuchse (air gun)	50,000 gp	1d8	1d10	x3	45 ft.	1-3	20	10 lbs.	B	See text

Double flintlock punching dagger: Also called a katar double flintlock, this ornate punching dagger has a stout sword-like blade attached to an H-shaped handle that keeps the blade in line with the wielder's fist. Both sides of the handle include built-in flintlock pistols, intended to be used to deliver a killing blow to a tiger or other great beast on a successful strike of the blade into a creature. The damage listed is for the punching dagger. Treat each flintlock pistol as a holdout flintlock pistol, dealing 1d4 B and P damage with a critical modifier of x3, range increment of 10 ft., and a misfire chance of 1 (5 ft.). Either pistol can be fired as part of a full-round attack mixing melee and firearm attacks, though the attack with the firearm still provokes and attack of opportunity. Treat any roll of a natural 1 while using the dagger as a misfire of one of the pistols. Firing a pistol into a creature with the blade currently stabbed into it counts as an automatic hit, though you should still roll an attack for a chance to critically hit or misfire. Count any confirmed critical hit with the punching dagger as if the blade is currently stabbed into the creature for this effect. The price of the weapon as listed is for an unadorned version of the flintlock katar (see the **Decorative weapon quality** above).

Dueling pistol: The standard firing mechanisms throughout time for early firearms generally had a subtle delay. This problem along with numerous minor flaws between style and design lead to an inequality between weapons made even by the same gunsmith. Dueling pistols typically have longer, more accurate barrels that weigh more to reduce recoil as well as having better fitting handles, well made trigger guards, platinum-lined touch-holes and hair-triggers. Dueling pistols are also always masterwork firearms and typically made in pairs. The price listed

includes the price for two firearms plus a box of accoutrements like a powder flask, rods for cleaning and loading, additional flints, gun specific bullet moulds and other tools to maintain the weapons (weight listed is for one firearm, the box weighs an additional 5 lbs. or 15 lbs. total with both pistols inside). Despite all of these little additions to the firearm, dueling pistols are really purpose-made weapons and no more effective or reliable than other pistols, though they often had a larger caliber to inflict greater damage and ensure someone did not survive the duel.

Gunstock war club: Historically a weapon used by Native Americans after colonization began, the original gunstock war clubs were reported to have been made from the crooked angled stock of broken firearms they possessed but were unable to repair after they became damaged. The gunstock war club would look like you were holding a firearm by the barrel and using the buttstock as a bludgeoning weapon (see **Musket-as-a-club**), often with a small, heart-shaped blade sticking out of one side of the weapon.

Heavy arquebus: Occasionally called the arquebus a croc, this is a heavier version of an arquebus firing a larger lead ball. Like the standard arquebus, the heavy arquebus is completely made by hand and does not follow a uniform design. A heavy arquebus must be braced to fire properly (see the Wall gun weapon quality above). All ammunition for an arquebus must be custom-made for an individual firearm or magical in nature to properly fit into the barrel. Poorly sized ammunition counts as loose-fitting shot (see **New Ammunition: Loose-fitting shot** below).

Knife bayonet: The statistics represent a long arm with a dagger-like bayonet attached. If a knife bayonet is removed it can be wielded as a dagger.

Musket: The statistics for a musket are identical to the ones found in Paizo Publishing's *Pathfinder Roleplaying Game: Ultimate Combat*. They are included here as a base weapon to modify with various additions presented in this book. A standard black powder musket has three major components: the lock (firing mechanism), the stock and the barrel.

Musket-as-a-club: It was not uncommon on the battlefield for a soldier to, after discharging his weapon, turn it around in his hands so that he was holding the barrel and swinging it like a club or mace. The statistics as presented represent using a two-handed long arm in this way. If the weapon is still loaded while used as a club, treat the roll of a natural 1 as a misfiring of the firearm. There is no associated cost with this attack option as it is possible only with a firearm that has a stock and is held normally in two hands. Enchanting a firearm to be a magic weapon when used this way is treated the same as enchanting a double weapon.

Musketoon: The statistics presented for a musketoon are essentially those of a musket made to be a carbine size. The decreased barrel length makes the weapon easier to handle on horseback or in tight quarters, for instance on a ship see the **Carbine weapon quality** above). Like any musket, the musketoon can come in a variety of calibers and with any firing mechanism.

Nock gun: The historical Nock gun was a 1779 weapon made for the Royal Navy of England to aid in combating Napoleon's navy. The seven barreled nock gun had tremendous recoil that maked attacks with it unmounted impractical as each attack is at a -14 recoil penalty against a single target. Bracing or mounting the weapon greatly reduces the effects of recoil (see **Rules Appendix** below).

Pistol: The statistics for a pistol are identical to the ones found in Paizo Publishing's **Pathfinder Roleplaying Game: Ultimate Combat.** They are included here as a base weapon to modify with various additions presented in this book. A standard black powder pistol has three major components: the lock (firing mechanism), the grip and the barrel.

Pistol-as-a-club: It was not uncommon on the battlefield for a soldier to, after discharging his weapon, turn it around in his hands so that he was holding the barrel and swinging it like a club or mace. The statistics as presented represent using a one-handed handgun in this way. If the weapon is still loaded while used as a club, treat the roll of a natural 1 as a misfiring of the firearm. There is no associated cost with this attack option as it is possible only with a firearm that is held in one hand. Enchanting a firearm to be a magic weapon when used this way is treated the same as enchanting a double weapon.

Pistol-whip: Using the barrel of a pistol as a bludgeoning instrument with a wide sweeping motion is known as "pistol-whipping" a creature. Pistol-whipping with a loaded firearm can be dangerous (treat the roll of a natural 1 with a loaded firearm as a misfire with an early firearm), especially if it is cocked and ready to fire (in which case make a Reflex save DC 15, treating a failure as a misfire). There is no associated cost with this attack option as it is possible only with a firearm that is held in one hand. The pistol-whip as presented assumes you are proficient with firearms,

but the gunslinger's pistol-whip deed supersedes the rules presented here. Enchanting a firearm to be a magic weapon when pistol-whipping is treated the same as enchanting a double weapon.

Pocket pistol: This three barreled pistol is made to be small enough to easily conceal but provides you with more than a single shot. You gain a +2 bonus on Sleight of Hand checks made to conceal a firearm with the holdout quality on your body. Barrels are fired one at a time with each barrel being quickly moved into the firing position as a free action.

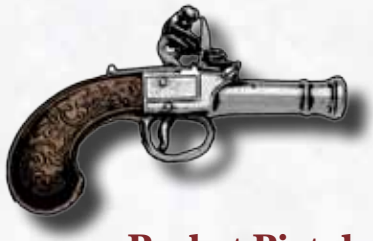
Rifled musket: These statistics are for a musket that has had the rifled quality added to the weapon. A rifled musket resolves attacks within the first three range increments as touch attacks instead of just the first like most early firearms. The maximum number of range increments for a rifled musket is also increased from 5 for most early firearms to 8 total range increments. The rifled musket was itself only one innovation needed to move toward a true advanced firearm rifle. Developments like breech-loading and the use of different ammunition like the Minie ball were necessary additions.

Repeating flintlock muskets: The repeating flintlock musket was the long arm version of the repeating flintlock pistol. Some repeating flintlock muskets used a primitive revolver-like mechanism rather than the leaver system of the pistol, and each chamber of this revolver had to be loaded like a normal musket.

Repeating flintlock pistol: The flintlock firing mechanism allowed for a number of innovations that seem to pre-date what most people would consider the standard timeline of firearms. The repeating flintlock pistol is such a weapon, and would typically be built around what was known as the Lorenzoni system, though different mechanisms did exist. The Lorenzoni system held ball and powder charges in chambers inside the firearm and by working a leaver between shots (a move action), the weapon could be automatically reloaded until empty. Repeatedly shooting out of the same barrel however did have problems with fouling that could cause additional misfires and poor accuracy (see **Rules Appendix** below). Operating a repeating flintlock firearm required special training to prevent mechanism jams and accidental misfires. Loading the chambers that hold powder and the extra ammunition took time and care, requiring two full-round actions to completely load each chamber.

Pistol

Double Flintlock Punching Dagger



Pocket Pistol

Arquebus

Rifled Musket

No Repeating Weapon Quality

No "repeating" weapon quality was purposely included in the rules above. Though a number of historic examples of these types of early repeating weapons do exist, they are the exception by far not the rule. Generally speaking, "repeating" would be a term best applied to the advanced firearm rifle or revolver. That is because repeating weapons require a number of logistical hurtles to be overcome, hence why of the weapons presented these are some of the only ones specifically listed as flintlock firearms. Gamemasters should always be wary of handing out weapons with the repeating quality as it breaks some of the basic design of early firearms in general. When included, like with these weapons, high misfire rates should be connected to the use of the weapon as should other possible restrictions like needing to use mastercraft ammunition to not damage the mechanism.

Spike bayonet: The statistics represent a long arm with a standard bayonet attached. While spike bayonets could often be removed, they could only awkwardly be used as an independent melee weapon. Masterwork spike bayonets can be designed to be built into a long arm and slide or flip out to be used. Count these bayonets as having the masterwork bayonet lug for pertinent rules.

Sword bayonet: The statistics represent a long arm with a short sword-like bayonet attached. If a sword bayonet is removed it can be wielded as a short sword. Whereas most bayonets turn a long arm into a spear, the sword bayonet is more akin to a glaive.

Roman candle gun: This musket is designed to include three superposed loads in a single barrel. Each load can be fired one after the other without needing to reload, but each shot fouls the barrel unless cleaned in between attacks (see **Rules Appendix** below).

Turn-off pistol: Historically known as a Queen Anne's pistol (in honor of then Queen of England), the turn-off pistol was an early breech-loading pistol that used a flintlock firing mechanism. The barrel of the turn-off pistol was unscrewed completely to reload the firearm. While faster than loading via the muzzle, the danger of dropping the barrel in combat was a big enough concern to keep the weapon off most major battlefields. It was still however popular as a personal defense weapon. The barrel of a proper Queen Anne's pistol was normally rifled and the gun itself was often quite decorated to suit the tastes of the owner, though the statistics as presented do not include these options.

Wall musket: This oversized musket fires a ball over one inch in diameter from a barrel as long as a regular musket's entire length with stock. The wall musket needs to be braced before firing or it may knock a wielder prone (see **Wall gun weapon quality** above).

Windbuchse (air gun): The windbuchse as presented includes a 20 round gravity-fed tubular magazine along the barrel of the weapon and a compressed air reservoir acting as the buttstock of the long arm and able to contain enough gas for 30 shots before needing to be repumped. Fully charging a reservoir takes 3 minutes of time, but the price of the windbuchse includes an accoutrement bag with two spare air flasks, three spare magazines, an air pump, wrenches, a bullet mold and other specific tools for maintaining the air gun. Changing a magazine is a full-round action. Changing an air reservoir takes two full-round actions. Loading the next shot of the gun into the firing chamber is a move action assuming rounds remain in the magazine that requires tipping the gun vertically into the air (Rapid Reload reduces this time to a swift action, allowing up to three attacks as a full-round action). In the event of a misfire, one or more of the mechanisms in the firearm become jammed and the weapon gains the broken condition like most early firearms. If a windbuchse with the broken condition misfires again one of its seals on the reservoir breaks and the gun loses all pressure. The reservoir is now useless until repaired properly and the gun retains the broken condition until the jam can be cleared, taking one minute. A windbuchse can fire out to ten range increments total when fully charged, but only counts attacks within its first range increment as touch attacks. For every 5 shots fired from a full air reservoir, reduce maximum number of range increments by one to a minimum of 4.

New Firearm Bullets

Alchemical silver: This special alloy of alchemical silver is specially formulated to bond with lead rather than iron. Treat the bullet as silver for bypassing the damage reduction of creatures such as lycanthropes. The alchemical process negatively affects the properties of lead that make it a desirable ammunition, allowing it to deform less when fired and on impact. This reduces the damage dealt by all alchemical silver bullets by -1 and reduces the critical range of the firearm by 1 as well.

Cold iron: To maintain the properties of cold iron, the metal must be worked by hand with very little heat. Ammunition crafters then must manually cut and compress each cold iron ball by hand to fit a specific firearms caliber because traditional casting methods would destroy the natural properties of the metal. This leads to their increased price. Cold iron bullets also are much less malleable than lead, which is actually a detriment to their use in firearms. They are more likely to penetrate a target but less likely to spread out and deal massive amounts of damage. They also weigh considerably less than their lead counterparts. Increase the number of range increments treated as touch attacks by 1 when using a cold iron ball, but decrease the damage die by one size category.

Coin gold: Enterprising ammunition makers, wanting to appeal to the inherent superstitions of their potential clients, have realized a frowned upon work-around to providing gold firearm bullets at a reasonable cost. Rather than work in pure gold, these metallurgists will meltdown the coin of the realm to make bullets of gold, though few gold coins are actually "pure" gold. The practice itself is also considered illegal by most minting nations, so few admit to the practice. But when three gold coins can be melted down to create roughly two "gold" bullets that will sell for 100 gp each to gullible buyers, temptation gets the better of many. An Appraise check (DC 20) reveals to most buyers that these balls are not pure gold. Possessing a truly pure gold bullet for comparison imparts a +5 bonus to your skill check. A ball of the same size made of coin gold weighs almost 50% more than a similarly sized lead ball, this greater mass increases the bullets lethality but decreases its effective range. All coin gold bullets deal +1 damage when fired from a firearm but reduce the range increment of the firearm by 10 feet.

Coin silver: Similar to coin gold bullets, these balls of silver are in fact melted down silver coins. Silver coins are generally more pure silver than gold coins are pure gold, but they are still not treated the same as a silver firearm bullet (see *Ultimate Combat*). A coin silver bullet still bypasses the damage reduction of creatures like lycanthropes, but it does not automatically confirm a critical hit. Coin silver firearm bullets take a -1 penalty on damage rolls (with a minimum of 1 point of damage).

Buck and ball: Any smoothbore, muzzle-loaded firearm, like a musket or pistol, can be packed with a combination of smaller than average firearm bullets and pellets. This turns the firearm into a simple scatter weapon, firing a 5 foot wide line effect for half the total distance of the firearm's range, attacking all creatures in the line. When a firearm loaded with buck and ball attacks all creatures in the line effect, it makes a separate attack roll against each creature within the line. Each attack roll takes a -2

New Firearm Bullets

Item	Cost	Weight
Alchemical silver (1)	4 gp	--
Alchemical silver (30)	120 gp	½ lb.
Buck and ball (1)	1 gp	--
Buck and ball (30)	30 gp	½ lb.
Cold iron (1)	50 gp	--
Coin gold (2)	3 gp	--
Coin gold (35)	50 gp	1 lb.
Coin silver (2)	3 sp	--
Coin silver (35)	5 gp	1 lb.
Loose-fitting shot	See text	See text
Minie ball (1)	10 gp	--
Minie ball (30)	100 gp	½ lb.
Mithral (1)	20 gp	--
Pure gold (1)	100 gp	--
Rifled bullet (1)	1 gp	--
Rifled bullet (30)	30 gp	½ lb.

Real Air Rifles

So much more than mere toys, pneumatic-powered rifles are an interesting footnote in history. The Girandoni Military Repeating Air Rifle and Kunitomo air gun are just two historical examples of musket-like firearms that were as deadly if not more so as contemporary black powder firearms. And unlike gunpowder firearms, air guns could be fired in wet weather, made little noise, had no muzzle flash, produced no smoke, and included repeating fire mechanisms that could keep a steady stream of lead balls ready to fire. Compared to muskets, however, the drawbacks of an air gun were that they required precision engineering, were prone to breaks and misfires which would cause ruptures in the compressed gas reservoir and were difficult to repair in the field because of it. To be able to even load, let alone operate an air gun requires extensive training, represented in possessing an **Exotic Weapon Proficiency** for it.

penalty as well as suffering the normal penalties for range, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Treat this attack as if it were from a weapon with the scatter weapon quality.

Loose-fitting shot: The exact caliber of a musket varies from maker to maker. Firearms before the musket, like the arquebus, are even more prone to having odd sizes. Though most firearms were loaded with shot slightly smaller than their actual barrel for ease of loading, balls loaded into smoothbore firearms that are too loose-fitting are not as effective. Firing a loose-fitting ball from a black powder firearm takes a -2 penalty on your attack roll. The total number of range increments possible is also reduced by 1. The chance of a misfire slightly increase by +1 in range. Rifled firearms that fire loose-fitting shots gain no bonus from the rifling as the spin is not imparted onto the shot. Loose-fitting shot costs as much as the ammunition normally does.

Minie ball: Most muskets and pistols fire a round ball for ammunition, but the Minie ball is specifically designed to work in the early rifled muskets. A Minie ball actually has a long, conical shape with a concave depression in the base of the bullet that allows the metal to expand when fired. This expanded metal makes the bullet fit the barrel more tightly, and imparts the rifling of the barrel more effectively to the shot as it is being fired from a rifled bullet. Using a Minie ball in a rifled firearm increases the range of the firearm. The maximum number of range increments increases to 2 and the number of range increments that are treated as a ranged touch attack increases by 2 increments, for a total of the first five range increments and 10 total range increments when fired from a rifled musket.

A Minie ball loaded into a smoothbore firearm has no benefit and counts as a loose-fitting shot.

Mithral: As a metal even lighter in weight than iron, and thus significantly lighter than lead, most marksmen never try to create mithral firearm bullets. The strange properties of mithral however imbue mithral bullets with the ability to affect creatures as if it were pure silver (for instance bypassing damage reduction) but also gives a ball of mithral fired from a firearm a significantly longer maximum range due to its lighter weight. This lighter weight however decreases the bullets ability to penetrate armor. Firearms using a mithral bullet resolve all attacks beyond the first five feet as normal attacks rather than ranged touch attacks. Increase the range increment of the firearm using a mithral bullet however by +15 feet and increase the maximum number of range increments by 2 (maximum 10).

Pure gold: This is a ball made of purest gold. Each is hand crafted with care as the metal is fairly malleable, making it an excellent ball to fire out of rifled barrels with a tight fit. Though no creature is specifically affected negatively by gold bullets, it is not an uncommon belief that gold bullets are one way to dispatch evil creatures like devils, demons and the undead. A ball of the same size made of gold weighs almost 70% more than a similarly sized lead ball, this greater mass increases the bullets lethality but decreases its effective range. All pure gold bullets deal +2 damage when fired from a firearm but reduce the range increment of the firearm by 10 feet.

Rifled bullet: Though the concept of putting rifling into a barrel had been understood by the 16th century, the earliest rifled barrels required specialized bullets with grooves or specific shapes so that they could impart their spin onto the bullet. These special bullets don't cost more but they are not interchangeable from one firearm to another unless their rifling matched perfectly. Alternately, a ball that is slightly too large can be used in a rifled barrel, but getting this kind of ball into a muzzleloaded was slow and laborious. Increase the time using this method by one step, so for example a standard action would become a full-round action.

New Adventuring Gear

Bandolier of Saints: Historically referred to as a Bandolier of the 12 Apostles, a Christian reference to the dozen leather pouches hanging from it, each pouch contained a pre-set amount of powder for loading and priming a firearm with a secondary pocket on the bandolier for balls to fire. Having a bandolier of saints reduces the chance for human error in the heat of battle, decreasing the misfire rate of a hastily loaded firearm (see Rules Appendix below).

Custom bullet casting tools: Many early firearms required custom-made bullets, either to account for their unique caliber as is the case for the arquebus or to design specific shapes to gain the benefits of rifling. Lead has such a low melting point that a properly made campfire can be used to melt down lead. Assume it takes one hour of work to cast a set of ten new balls using this method per set of tools you have. Alternately, singular balls can be cast in 10 minutes of work per set used. These times can be reduced to ten minutes and 1 minute if you have access to a controlled flame source like a blacksmith's furnace. Using a different metal requires the use of the Craft (firearms) skill or Gunsmithing feat.

Flintlock tinder lighter: Working on the same basic flintlock mechanism as a firearm and resembling a pistol without a barrel, this device is used to efficiently light tinder for fires. The cost of these devices makes them more a novelty for the rich, though in areas where the price of flintlock firearms is cheaper these lighters are much less expensive. Many are designed to hold a candle which can be lit using the mechanism then left to sit in the lighter. Lighting a fire with a flintlock tinder lighter is a standard action.

Percussion cap: The key component to making a caplock firearm function, a percussion cap is a small copper or brass cylinder containing a miniscule amount of a shock-sensitive alchemical explosive (historically fulminate of mercury). When struck by any strong force, a percussion cap explodes into a shower of sparks. These sparks deal no damage, but will ignite any highly flammable substance like oil or gunpowder they are touching at the time with their shower of sparks. Setting off multiple caplocks at the same time makes quite a bit of noise but is unlikely to cause any direct damage themselves.

New Adventuring Gear

Item	Price	Weight
Bandolier of Saints	5 gp	2 lb.
Custom bullet casting tools	5 gp	2 lbs.
Flintlock tinder lighter	50 gp	1 lb.
Percussion cap (1)	1 gp	--
Percussion cap (100)	100 gp	½ lb
Powder flask	5 gp	1 lb.
Shooting stick (monopod, musket fork)	2 gp	1 lbs.
Shooting sticks (bipod)	4 gp	2 lbs.
Shooting sticks (tripod)	6 gp	4 lbs.
Slow match (1 foot)	1 cp	--
Smokeless powder (dose)	100 gp	--
Smokeless powder (keg)	10,000 gp	--
Tompion	1 cp	--

Percussion caps are a necessary component of caplock firearms. A percussion can only ever be used one-time and in the event of a misfire, the cap is always destroyed. One use of a caplock firearm requires one use of a cap per barrel fired in addition to the cost of a dose of black powder and a ball as bullet.

Powder flask: A logical advancement from the traditional powder horn, powder flasks vary from a simple, hardened leather container to a decorative showpiece that would often be made to match a nobleman's firearm. Many are made out of metal but iron is almost never used for fear of errant sparks and static electricity. Powder flasks typically have a small device on their tip to dispense premeasured amounts of black powder into a firearm and are made to hold at least 10 doses. A powder flask protects black powder stored within in it from exposure to fire, electricity, firearm misfires, and water.

Shooting stick: Holding a firearm steady is one of the surest ways to hit targets at a greater distance. Shooting sticks come in different varieties, some attaching to a firearm directly others being independent. Shooting sticks come in many forms, but can be grouped into how many legs they have and how stable they are.

Monopods, often called a musket fork, are a single stick, generally with a groove or metal fork for balancing a firearm in. Bipods generally are attached to a firearm and extend two legs down. Tripods are most likely to be independent and could be anything from a bundle of sticks to a purpose-made mount for a firearm.

Monopods reduce recoil penalties by 1 for all attacks with that firearm. Bipods reduce recoil penalties by half for all attacks with that firearm. Tripods reduce recoil penalties to -2 total (or less if applicable) and the firearm counts as being braced (see **Rules Appendix** below).

Slow match: A slow match is normally made out of hemp twine alchemically treated to burn slowly, typically at a rate of 1 foot per hour. Slow matches are used to ignite matchlock firearms and early cannons with touchholes. A slow match smolders rather than burns but can easily be extinguished if any amount of water hits it or if blown on strongly.

Smokeless powder: Smokeless powder is an alchemical form of gunpowder that does not produce as large a cloud of smoke and doesn't foul firearms. There are numerous forms of smokeless powder, but almost all of them were historically fairly late developments, hence their extreme cost even compared to normal gunpowder. Affordable, easy to make and chemically stable smokeless powder was one of the last necessary steps toward creating metal cartridge firing advanced firearms like the rifle that did not foul between each shot. (see **Rules Appendix** below).

Tompion: A tompion is a small, wooden peg fitted to the muzzle of a black powder firearm barrel to keep dirt and moisture from getting down into a loaded barrel. For game purposes, a tompion protects a musket or pistol barrel from all non-magical sources of water and dirt except complete submersion in water. Firing a musket without first removing a tompion imparts a -2 penalty to any attack roll. Removing a tompion is a swift action.

New Magic Items

Special abilities denoted with a "UE" can be found in Paizo Publishing's *Pathfinder Roleplaying Game: Ultimate Equipment*. Spells denoted with "APG" or "UC" can be found in Paizo Publishing's *Pathfinder Roleplaying Game: Advanced Player's Guide* or *Ultimate Combat* respectively.

Weapon Special Abilities for Firearms

Special Ability	Base Price Modifier[1]
Armor-piercing	+4 bonus
Extended	+1 bonus
Replicating	+2 bonus
Ricocheting	+2 bonus

[1]Add to enhancement bonus to determine total market price.

ARMOR-PIERCING

Price +4 bonus; **Aura** strong transmutation; **CL** 17th; **Weight** --

This ability can only be place on firearms. Unlike most magical ranged weapons, firearms with the armor-piercing quality always impart this effect onto ammunition fired from the weapon, stacking with the effects of the ammunition fired. Bullets fired from a firearm with the armor-piercing quality treat attacks to their maximum range as touch attacks rather than just those within the first range increment for early firearms or first five for advanced firearms. Penalties from range and other sources still apply. This effect cannot not apply to firearms with the scatter weapon quality.

CONSTRUCTION REQUIREMENTS

Cost +4 bonus

Craft Magic Arms and Armor, *disintegrate*

EXTENDED

Price +1 bonus; **Aura** moderate transmutation; **CL** 6th; **Weight** --

This ability can only be placed on ranged weapons or ammunition. An extended weapon has its range increment magically increased by +10 feet. This benefit is able to stack with the effects of other range enhancing spells and abilities, like the distance quality.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, *longshot*[UC]

REPLICATING

Price +3 bonus; **Aura** moderate conjuration; **CL** 11th; **Weight** –

This ability can only be placed on multi-barreled firearms like those with the volley gun or pepperbox weapon quality. A replicating weapon automatically loads the same ammunition into all of its barrels that was loaded into its designated primary barrel. The ammunition can be mundane or magical, but must be worth less than 10,000 gp. More valuable ammunition will generally be automatically generated as +2 firearm bullets. Reduce the cost of this ability to a +2 bonus for double barreled weapons.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus, +2 for double barreled firearms
Craft Arms and Armor, *abundant ammunition*[UC]

RICOCHETING

Price +2 bonus; **Aura** moderate evocation; **CL** 12th; **Weight** --

This ability can only be placed on firearms and firearm bullets. A ricocheting firearm is able to have a shot fired strike one target, then bounce off of that target and strike another. After the first hit has been confirmed and damage is dealt, the firearm bullet is able to attack another target within one range increment of the first, making a separate ranged attack roll as if the attack were one range increment further than the first attack. A ricocheting bullet can continue to bounce between targets, even returning to the same target after striking another until an attack is missed or the weapon runs out of range increments. Each additional attack is at a penalty equal to all combined range increments. On the roll of a misfire, the ricocheting bullet misses its next target and the effect ends. Directing a ricocheting bullet takes an active willing of the attack and line of sight to all targets affected. This means only one such ricocheting attack may be used in a round as firing a second shot from the same firearm would negate the wielder's control over the bullet. Single attack bonuses, like true strike, only apply to the first attack made with the bullet. A richocheting attack never acts as a ranged touch attack, instead resolving always as a normal ranged attack after the first attack.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus
Craft Magic Arms and Armor, *ricochet shot*[UC]

New Specific Magic Weapons

BOUNCING BULLET

This +1 *ricocheting firearm* bullet is able to bounce off of a flat, hard surface as if the wielder of the firearm were using the Ricochet Shot Deed[UC], even if they do not possess grit. An appropriate surface can count as a primary or secondary target of the *bouncing bullet*, adding a range increment after each time (a flat, unmoving, hard surface typically has an AC 5). If you possess grit and use this bullet, you do not need to expend 1 point of grit to ignore the effects of all cover and concealment as part of the Ricochet Shot Deed[UC].

GEMSHOTS

First thought up by bored gnomish gunslingers with too much money and too little common sense, *gemshots* are firearm bullets cut from semi-precious and precious gems. More than merely decorative, properly cut *gemshots* (increase by +5 any Craft (jewelry) DCs for corresponding gem type to cut a rough gem into a gemshot, the cutter must also possess the *Gunsmithing* feat) have been found to be ideal vessels for magic with a natural correspondence between the color of the gemstone used and the type of magic it can naturally contain (see **Gemshot Color** table below). The quality (price) of the gem used determines how powerful a spell can be infused into the *gemshot*. Pre-charged *gemshots* typically sell for twice the value of the gemstone used.

Gemshot Color

Corresponding Spell Descriptor	Color(s) of Gemstone
Acid	Greens and Browns
Cold	Blues and Whites
Electricity	Yellows to Clears
Fire	Reds and Oranges
Force	Clears and Opaques
Sonic	Purples and Violets

Any arcane or divine caster can, as a full-round action, hold a pre-cut *gemshot* in their hand and infuse it with magical energy. The act of infusing a *gemshot* triggers a chosen prepared spell (or a known spell, in the case of spontaneous casters like sorcerers and bards), making it unavailable for casting until the

Gemshot Spell Level, Cost and Damage						
Spell Level	**Cost of Gem**	**Market Value**	**Enhancement Bonus**	**Damage Die (Acid, Cold, Fire and Electricity)**	**Damage Die (Force and Sonic)**	**Effective Caster Level**
0th	25 gp	50 gp	+1	1d3	1d2	1st
1st	50 gp	100 gp	+1	1d6	1d4	1st
2nd	300 gp	600 gp	+2	2d6	1d8	3rd
3rd	750 gp	1,500 gp	+2	4d6	2d8	5th
4th	1,600 gp	3,200 gp	+3	8d6	4d8	7th
5th	3,000 gp	6,000 gp	+3	12d6	8d8	9th
6th	4,500 gp	9,000 gp	+4	15d6	12d8	11th
7th	7,000 gp	14,000 gp	+4	20d6	15d8	13th
8th	8,000 gp	16,000 gp	+5	25d6	20d8	15th
9th	9,000 gp	18,000 gp	+5	30d6	25d8	17th

character has rested and regained spells. (That is, that spell slot is expended from the caster's currently prepared spells, just as if they had been cast.) There is no additional cost for creating a gemshot, other than the cost of the gem itself. Spells from scrolls can also be used to infuse *gemshots*, but increase by +5 DCs for any related *Use Magic Device* checks to cast the spell into the stone.

Gemshots can only hold a single spell at a time and *gemshots* hold their magic indefinitely or until fired. Once used from a firearm, the *gemstone* shatters and is destroyed. A targeted *dispel magic* can permanently remove the magic in a *gemshot*, and then the *gemstone* can be reinfused with a new spell if so desired.

Once a shot has been infused with magic, it takes on one of two qualities. If the descriptor of the spell used to infuse the shot does not correspond to the color of the gem used (see **Gemshot Color** table above), then it simply becomes a +X firearm bullet, where X relates to the strength of the spell used (see **Gemshot Spell Level, Cost and Damage** table below). For example, infusing a *bull's strength* spell into any color *gemshot* would produce a +2 firearm bullet.

If the descriptor of the spell used to infuse the shot does correspond to the color of the gem used (see **Gemshot Color table** above), then it becomes a powerful single-use, use-activated magic item. When properly loaded and fired from a firearm, one of these infused shots acts as a ray attack of the corresponding energy type (see **Gemshot Spell Level, Cost and Damage table** below). For example, if a red ruby or garnet gemshot worth at least 750 gp were infused with a *fireball* spell, it would deal 4d6 fire damage as a ray attack. Firing a *gemshot* from a firearm is a standard action. Treat this attack as a ranged touch attack with a range equal to the maximum range of the firearm normally (no range increment penalties). As a ray attack, it threatens a critical hit on a natural 20 and deals double damage on a successful critical hit. In all other ways treat this as a *ray* spell, as if cast from a scroll by the firearm user.

When a firearm misfires with a *gemshot* loaded, the wielder of the firearm becomes the target of the ray attack and the firearm gains the broken condition. The wielder takes the same damage die and type as the ray, but may make a DC 15 Reflex save to reduce this damage by half.

GOLDEN BULLET

Price 100 gp; **Aura** none; **CL** -- **Weight** --

Appearing to be nothing more than a pure gold firearm bullet, the golden bullet is in fact a blight to all truly evil creatures. Against most creatures, the bullet acts as a normal pure gold firearm bullet. When used against a creature with an evil alignment that is an outsider, undead or dragon, the golden bullet is able to bypass the creature's damage reduction as if the bullet had a +5 enhancement bonus as well as acting as if it had the ghost touch weapon quality. In addition, evil creatures with a weakness when exposed to sunlight struck by a golden bullet are treated as if they were exposed to the full light of the sun for one round taking appropriate damage or being stunned, etc. These effects are non-magical in nature, so unlike normal

magical ammunition fired from a ranged weapon, these bullets still gain the benefit of whatever type of magical firearm they are shot from.

CONSTRUCTION REQUIREMENTS

Special The golden bullet is a consecrated item, not a traditional magic one. As such, it is not "crafted" as other magic weapons. Instead, a pure gold firearm bullet (see **New Firearm Bullets** above) must be blessed by a lawful good priest of a sun-god as the first rays of the sunrise shine. A golden bullet retains its potency as described for seven days or until handled by an evil creature (meeting the criteria above), which ever happens first. A golden bullet can be blessed again if not used before the end of the seven days, resetting when the bullet's special properties expire.

New Specific Magic Firearms

When no specific firing mechanism is listed, any type of firing mechanism can be used with the weapon. Assume the most popular type is the default.

Specific Magic Firearms

Specific Weapon	Market Price
Bundle gun	192,100 gp
Gun of wind and air	87,550 gp
Huntress	52,800 gp
Lawbringer	100,000 gp
Limbo's munificence	76,300 gp
Pacifist	31,500 gp
Specters' Scourge 51,300 gp	51,300 gp

BUNDLE GUN

Price 192,100 gp; **Aura** moderate transmutation; **CL** 13th; **Weight** 10 lbs.

This *+1 musket* appears to have had its barrel replaced by a bundle of thin metal wires. In fact the barrels of this 10 barreled volley gun have been magically miniaturized. When the single trigger is pulled, all loaded barrels fire at a single target. Barrels of the *bundle gun* can never be loaded by hand. Instead one barrel each round is loaded as a full-round action automatically if any barrels are empty. The bundle gun is also magically balanced so that none of the ten attacks made as part of the bundle guns barrage are at a penalty from the additional barrels (other penalties to attacks, like from shooting beyond the first range increment,

still apply). In the event of a roll of a misfire for any barrel during one of these attacks while having the broken condition, the entire gun explodes in a 10' radius, dealing 1d10 damage to the wielder per loaded barrel at the time of the misfire.

CONSTRUCTION REQUIREMENTS

Cost 96,050 gp

Craft Arms and Armor, *reloading hands*[UC], *shrink item*, *true strike*

GUN OF WIND AND AIR

Price 87,550 gp; **Aura** moderate transmutation; **CL** 9th; **Weight** 10 lbs.

The air flask of this *+3 windbuchse* never needs to be refilled and never ruptures after a misfire (reduce misfire chances by 1). In addition, the firearm bullets of this gun are fired at a higher velocity than others of its design, dealing damage as if one die size larger than normal. If the weapon is ever fired without first reloading a ball into the barrel from the magazine, the weapon instead releases a burst of air that simulates the *gust of wind* spell, except that the wind effect can be continued indefinitely as

long as the trigger of the gun is held down. Finally, the air flask if removed from the firearm acts as a *bottle of air*.

CONSTRUCTION REQUIREMENTS

Cost 43,775 gp

Craft Arms and Armor, *gust of wind, water breathing*

HUNTRESS REBORN

Price 52,800 gp; **Aura** moderate conjuration and divination; **CL** 8th; **Weight** 10 lbs.

In times immemorial, when titans walked the world and gods and men exchanged physical as well as spiritual gifts, weapons of Elysian bronze[UE] were made to protect the mortals from the legendary magical beasts of the age. This firearm is some modern craftsmen's homage to that time, having melted down some long forgotten sword or armor to forge a weapon of the modern warrior. This *+2 bane animals, bane magical beasts huntsman*[UE] *Elysian bronze*[UE] *musket*, is able to also bypass the damage reduction of any animal or magical beast with the mythic subtype damaged by the musket as if it were an epic weapon, using the same mechanics as the bronze's bonus to attack on previously struck creatures.

CONSTRUCTION REQUIREMENTS

Cost 25,400 gp

Craft Arms and Armor, *summon monster I, detect animals and plants*

LAWBRINGER

Price 100,000 gp; **Aura** strong enchantment; **CL** 11th; **Weight** 4 lbs.

Forged in axiomite furnaces on the Plane of Utopia where order reigns supreme, the *Lawbringer* is often referred to as "the perfected pistol" or "oath-keeper." Sages argue whether first forged for some unknown inevitable or for some other purpose by the axiomites, the *Lawbringer* acts as a *+1 axiomatic jurist adamantine pistol* with a unique firing mechanism that never misfires, even when affected by magic to do so. The adamantine construction of the weapon imparts no specific benefit in combat, but it never shows signs of wear, the barrel never fouls and the weapon itself is extremely hard to damage. Finally, any contract or agreement made while both parties hold a hand to the weapon are affected as if by a geas. Unlike the normal spell, both parties of the deal are affected by the geas until the contract is met or it becomes impossible for one of them to fulfill the terms of the contract (for instance, one person dies or a specified event occurs that will never recur).

CONSTRUCTION REQUIREMENTS

Cost 50,000 gp

Craft Arms and Armor, *order's wrath, owl's wisdom, geas/quest*, creator must be an axiomite

LIMBO'S MUNIFICENCE

Price 76,300 gp; **Aura** moderate evocation and transmutation; **CL** xxth; **Weight** 4 lbs.

Forged of an iron-like material native to the Plane of Limbo, only key components like the grip and trigger of this pistol remain constant. The swirling patterns of the gun's metal stay the same only while observed, but between blinks the barrels form and meld into one another. *Limbo's Munificence* acts a *+1 anarchic replicating volley gun pistol* with a randomly generated number of barrels each time it is fired (1d6+1 barrels). A firearm bullet loaded into the one constantly existing barrel of this firearm is replicated in any additional barrels when fired. These attacks use the normal volley gun rules to determine penalties and effects for firing more than one barrel at a time from the gun.

CONSTRUCTION REQUIREMENTS

Cost 38,150 gp

Craft Arms and Armor, *abundant ammunition*[UC], *polymorph, chaos hammer*, creator must be chaotic

PACIFIST

Price 31,500 gp; **Aura** strong enchantment; **CL** 11th; **Weight** 4 lbs.

First made to assist the townguard to act as better peace-officers while breaking up violent crime, this *+2 merciful high caliber pistol* doesn't gain the normal +1d6 damage from the merciful ability. Instead, when used to deal non-lethal damage the weapon uses double the pistol's normal damage die, 2d10. On a confirmed critical hit with the pistol while dealing non-lethal damage also stuns a creatures for 1d4 rounds (Fortitude DC 20 negates). The merciful power of this weapon can be suppressed at will, in which case it is still treated as a *+2 high caliber pistol*.

CONSTRUCTION REQUIREMENTS

Cost 15,750 gp

Craft Arms and Armor, *cure light wounds, power word stun*

SPECTRE'S SCOURGE

Price 51,300 gp; **Aura** strong conjuration; **CL** 14th; **Weight** 4 lbs.

Called the preferred weapon of the ghost hunter, this *+1 bane undead, ghost touched disruption pistol* is particularly effective when using *golden bullets* against undead. In addition to the normal effects of using *golden bullets*, the DC for the *disruption* ability's Will save to destroy undead is increased from DC 14 to DC 20.

CONSTRUCTION REQUIREMENTS

Cost 25,650 gp
Craft Arms and Armor, *heal, plane shift, summon monster I*

New Armor Special Abilities

IMPENETRABLE

Price varies; **Aura** strong abjuration; **CL** 13th; **Weight** – *Lightly* +1 bonus; *Moderately* +3 bonus; *Heavily* +5 bonus

This suit of armor reinforces its ability to deflect bullets using magical force. When being attacked by a firearm, reduce the number of range increments that the weapon can be resolved as a touch attack depending on the strength of the effect. Reduce the number of range increments resolved as a touch attack by 1 for *lightly impenetrable* armor (minimum 1 range increment), by 3 for *moderately impenetrable* armor (minimum 1 range increment), and by 5 for *heavily impenetrable* armor (no minimum number). Firearms fired at any *impenetrable* armor can still be resolved as a touch attack if made within 5 feet of the wearer of the armor.

CONSTRUCTION REQUIREMENTS

Lightly +1 bonus; **Moderately** +3 bonus; **Heavily** +5 bonus

Craft Magic Arms and Armor, *bullet shield*UC, *limited wish* or *miracle*

New Armor Special Abilities

Armor Special Abilities	Base Price Modifier[1]
Impenetrable, Light	+1 bonus
Impenetrable, Moderate	+3 bonus
Impenetrable, Heavy	+5 bonus

[1]Add to enhancement bonus to determine total market price.

New Rods

DANCING RAMROD

Price 21,600 gp; **Aura** moderate conjuration; **CL** 3rd; **Weight** 1 lb.

This rod appears to be nothing more than a standard ramrod for loading a pistol or musket. If used, however, to load a firearm the *dancing ramrod* bonds with the firearm. Once bonded to a firearm, the dancing ramrod can be commanded to begin reloading a firearm. This reloading takes as long as it normally would for a character without the Rapid Reload feat and requires that the person wielding the firearm have gunpowder and firearm bullets to load. The least expensive firearm bullet is always loaded first unless a bullet is specified with the command word (a swift action). The wielder of the firearm does not need to hold the firearm as it is reloading, it will instead float at roughly shoulder height to reload.

CONSTRUCTION REQUIREMENTS

Cost 10,800 gp
Craft Rod, *reloading hands* UC

GUNSLINGER'S RUIN

Price 26,000 gp; **Aura** moderate transmutation; **CL** 6th; **Weight** 5 lb.

This rod is formed out of the metal of an old musket barrel. The rod acts as a bane to firearms, causing various effects to them depending on if they are unloaded, loaded by in safety position or loaded and prepared to fire. Touching an unloaded firearm fills the barrel with enough moisture that any powder poured into the barrel will be useless. Touching a loaded firearm with a safety active (or for instance, with the hammer not cocked and ready) causes the gunpowder within to destabilize and weaken, increasing the misfire chance of the weapon by 2 points and reducing the damage dealt of any non-misfire attack with the firearm by 2 points (minimum 1 damage dealt). It takes a standard action to clean out wet or weakened powder or to dry the interior of the firearm before loading it. A Spellcraft check DC 17 will allow the wielder of the firearm to realize something is amiss with the firearm in either case. When touched to a firearm that is cocked and ready to fire, the weapon instantly backfires counting as a misfire of the weapon. The bullet and the powder in the firearm are spent and it requires a standard action to clear the remaining material in the barrel before you can reload the weapon. The backfiring weapon also gains the broken condition as it suffered a misfire. If the rod is used on a loaded early firearm with the broken condition, it explodes as per the misfire rules.

These abilities can each be used any number of times per day as a touch attack. Alternately, each can be used once per day as a ranged attack that automatically hits but this doesn't allow that ability to be used as a ranged or touch attack again for 24 hours.

CONSTRUCTION REQUIREMENTS

Cost 13,000 gp
Craft Rod, *damp powder* [UC], *destabilize powder* [UC], *recoil fire* [UC], *weaken powder* [UC]

New Wondrous Items

EVERBURNING SLOW MATCH

Slot none; **Price** 100 gp; **Aura** faint evocation; **CL** 1st; **Weight** --

This slow match has been enchanted to always smolder, just hot enough to ignite highly flammable substances like oil, gunpowder or perfectly dry paper but can be kept safely wrapped in damp cloth without igniting it or going out. Wind, rain and even complete submersion will not inhibit the igniting power of this slow match, though firing a matchlock underwater still requires additional protections of the powder to be lit.

CONSTRUCTION REQUIREMENTS

Cost 50 gp
Craft Wondrous Items, *spark* [APG]

GUNPOWDER OF DRYNESS

Slot none; **Price** 1,000 gp; **Aura** moderate transmutation; **CL** 11th; **Weight** --

Created by using gunpowder to create *dust of dryness*, the gunpowder of dryness can be used the same as the normal dust. In addition, it is resistant to becoming damp and useless when exposed to water. The *gunpowder of dryness* remains dry and useable in a firearm until it has absorbed at least 25 gallons of water. This could be from long-term exposure to inclement weather conditions, being exposed to spraying water or even fully-immersed in water. If the body of water is less than 25 total gallons, then the gunpowder still functions, even after the water is absorbed. If the body of water is greater than 25 total gallons, then a loaded firearm takes 1 full round to absorb the first gallon of water. If a firearm loaded with the *gunpowder of dryness* is removed from full immersion before the end of that full round, then it remains effective as gunpowder.

Special: If a pellet formed by having either *gunpowder* or *dust of dryness* absorbing 100 gallons of water is fired from a pistol loaded with *gunpowder of dryness*, the firearm launches the 100 gallons of water (roughly 3' diameter sphere, weighing roughly 832 pounds) for one range increment of the firearm. You can use this blast of water to make a *bull rush* against any one creature or object. Your CMB for this *bull rush* is equal to 11 + your Dexterity score. This *bull rush* does not provoke an attack of opportunity. The ball of water extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

CONSTRUCTION REQUIREMENTS

Cost 500 gp
Craft Wondrous Items, *control water*, must possess the Gunsmithing feat

SUREFIRE FLINT CHIP

Slot none; **Price** 100 gp; **Aura** faint evocation; **CL** 1st; **Weight** --

This small piece of flint has been enchanted to always produce adequate sparks when struck against steel. Too small to be used easily by hand as part of a traditional flint and steel set, it is the ideal size and shape to be used in a snaplock, snaphance or flintlock firing mechanism. Used in this way, the chance of a misfire for any firearm it is attached to is reduced by one (minimum 0 misfire chance). This reduction to misfire chance is only applicable to the firearm before any other increase to a misfire chance from magic or misuse.

CONSTRUCTION REQUIREMENTS

Cost 50 gp
Craft Wondrous Items, *spark* [APG]

PERFECT SPANNER

Slot none; **Price** 500 gp; **Aura** faint transmutation; **CL** 3rd; **Weight** --

This spanner seems to adjust in size and design depending upon the wheellock firing mechanism it is being used to wind up. Wheellock firearms primed using this spanner do not have an increased misfire chance for using this type of firing mechanism. The spanner can be used any number of times on any wheellock firearm, magically adjusting to always perfectly wind the device.

CONSTRUCTION REQUIREMENTS

Cost 250 gp
Craft Wondrous Items, *mending*

REUSABLE PERCUSSION CAP

Slot none; **Price** 1,000 gp; **Aura** faint evocation; **CL** 3rd; **Weight** --

Unlike normal percussion caps, immediately after being used this percussion cap refills with its explosive compound. The percussion cap can be reused indefinitely until the firearm using it has a misfire. Once a firearm with a reusable percussion cap misfires, the cap explodes dealing 1 point of fire damage to the wielder of the firearm. The cap is useless afterwards and can never be repaired.

CONSTRUCTION REQUIREMENTS

Cost 500 gp
Craft Wondrous Items, *spark*[APG]

New Cursed Item

-2 CURSED PISTOL

Slot none; **Aura** strong evocation; **CL** 15th; **Weight** 4 lbs.

This pistol performs well against targets in practice, but when used in combat its wielder takes a -2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. On a critical hit, the pistol only counts as a x2 critical modifier weapon. The pistol always forces that character to employ it rather than any other weapon. The pistol's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon. This occurs even if the pistol is unloaded.

INTENDED MAGIC ITEM

Any magic firearm

New Intelligent Item

DREADED PISTOL

Price none; **Slot** none; **Aura** strong evocation; **CL** 20th; **Weight** 4 lbs.
Alignment neutral evil; **Senses** 30 ft.
Intelligence 10; **Wisdom** 10; **Charisma** 10; **Ego** 15
Language empathy

The legends surrounding the elaborately decorated and gilded *Dreaded Pistol* speak mostly of the folly of its wielders. The *Dreaded Pistol* counts as a *-2 cursed pistol* but with the high caliber weapon quality when used in combat. The fear inspired by the weapon doesn't come from its poor aim. Instead the wielder of the *Pistol* and any who look upon its golden design covet the firearm (Will save DC 15 for those seeing the Pistol for the first time, Will save DC 20 for the one wielding it every time it is drawn). On a failure, the person enthralled in the *Pistol's* power will stop at nothing to posses the weapon, including putting themselves in danger. This mind-effect makes people ignore all pain and damage, treating them as if they had the Die Hard feat if their hit points drop below 0.

Whenever the *Dreaded Pistol* is drawn, it seems that many fools will kill and die for it. Though technically an "intelligent" item, the *Pistol* is more akin to a wild animal than a fully-conscious being. There are many who have possessed the weapon and never realized it was the one that put a bloodlust and covetous nature in them. The truth of the gun however lies in the pirate-captain that brought its kind into this world first (see the *Bandolier of the Dreaded Pistoleer* minor artifact below).

INTENDED MAGIC ITEM

Any magic firearm with an enhancement bonus greater than or equal to +3

Henry VIII Stalks the Streets of London

The inspiration for this mythic weapon is a real-world combined mace and triple-barreled musket that currently resides in the Tower of London as it was once the possession of King Henry VIII's. Know for a great number of "peculiarities" today (read "beheaded his wives"), he was quite an interesting fellow. There is a story of him wandering the streets of London dressed as a commoner and carrying what he called his "walking stick" (the musket-mace), during one such time he was picked up by the town guard for being a suspicious character with a big scary mace. After a night in a small poultry compter cell, his identity was revealed and the guards were understandably trembling as they came before him. Rather than torture followed by beheading, King Henry rewarded the men for their due diligence.

New Mythic Item

This item uses rules found in Paizo Publishing's *Pathfinder Roleplaying Game: Mythic Adventures*.

KING'S WALKING STICK

Price 38,612 gp; **Aura** moderate evocation and transmutation; **CL** 9th; **Weight** 13 lb.

Commissioned by a wealthy but eccentric king, this combined firearm and heavy mace is jet black but of superb craftsmanship made to look like an old man's walking stick. The triple-barreled high caliber volley gun pistols concealed in the head of this mace are magically revealed when triggered. Each barrel acts as a *+1 pistol*, with all three magically reloading as a free action immediately after every shot: one with adamantine, one with silver, and one with cold iron. As a melee weapon it counts as *+1 heavy mace*.

The true purpose of this mace and why the king commissioned it is only evident in the presence of creatures with the mythic subtype. When used in battle against a mythic creature, it turns ghost white in color and the combined firearm-mace counts as a *+1 disjoining mythic bane triple-barreled high caliber volley gun pistol/ heavy mace*. Initially crafted to protect his people from mythic monsters plaguing his lands, the king would wander the land dressed as a commoner waiting for his walking stick to turn from black to white as a sign they were close.

CONSTRUCTION REQUIREMENTS

Cost 19,306 gp

Craft Magic Arms and Armor, Mythic Crafter, *divine favor, mythic severance*

New Minor Artifact

BANDOLIER OF THE DREADED PISTOLEER

Slot belt; **Aura** strong conjuration; **CL** 20th; **Weight** 2 lbs.

When sail and sword were a way of life, one pirate-captain rose to fame as a pistoleer extraordinaire. Always seeming armed to the teeth with another loaded pistol in his large, black leather bandolier, the Dreaded Pistoleer pillaged and plundered with impunity. When he was finally taken down an entire Royal armada and a famous admiral of the day were at hand -- all of whom were cursed with the pirates dying breath, *May my fortune be your misfortune*. With that, all who took a war-prize from the pirate-captain's treasure found only death and ruin. The gold they'd spent would buy poisoned drinks, and the gems would be stolen by murderous lovers. The golden goblets turned wine to vinegar and his cannons would only misfire. So well know was this curse that to speak the pirate-captain's name was to call down his wrath.

The admiral is considered to have suffered the most, having taken the prized bandolier as his personal trophy. Expertly designed to hold a dozen pistols or more, every single one he added to the bandolier soon disappeared. It wasn't until he, while wearing it one day on duty to try to impress the recently captured pirate remnants of the dead captain into turning on one another, had a lowly pirate charge him and tackle him to the ground that he learned the truth. The pistols were but waiting for the proper hand of a true pirate to reach for them, and in their scuffle the pirate pulled a loaded flintlock out and shot the admiral dead. Pulling out a dozen more to arm his compatriots, they broke out of their prison, freeing whole crews of pirates and turned the admiral's personal fleet into a pirate armada.

When the *Bandolier* is possessed by a "true pirate" (exact requirements are left to the gamemaster), they are able to withdraw a pistol at random from the bandolier (using table below). Each pistol can only be used one time once drawn from the *Bandolier*, though as many pistols as a wielder wants can be drawn from the *Bandolier*. A pistol from the *Bandolier* can even be given to another person to use, but then immediately after it is fired one time the pistol disappears from the wielder's hand. This includes various cursed pistols that can be drawn from the *Bandolier*, disappearing once used though the wielder can never just toss the pistol aside they must either use the pistol themselves or give it

to another who willing accepts it. Drawing a second pistol after having drawn a cursed pistol will always result in another cursed pistol. An empty pistol drawn from the *Bandolier* must be first loaded before it will disappear.

The pirate-captain passes on one last boon to any true pirate wearing his bandolier. The pirate gains DR 15/- versus all firearm damage except that which comes from a *Dreaded Pistol*. Pirate lore claims that those that come into possession of a *Dreaded Pistol* are being challenged to find the *Bandolier* and take possession of it for themselves.

Weapon Drawn from the Bandolier

Roll	Weapon Drawn
1	*Dreaded Pistol*
2	*Ornery Pistol*[UE]
3	-2 *cursed flintlock pistol* (loaded)
4	Destroyed flintlock pistol (empty)
5	Broken flintlock pistol (empty)
6	Flintlock pistol (empty)
7	Matchlock pistol (loaded)
8	Snaplock pistol (loaded)
9	Snaphance pistol (loaded)
10	Flintlock pistol (loaded)
11	Caplock pistol (loaded)
12	Dragon pistol[UC] (loaded)
13	Masterwork flintlock pistol (loaded)
14	*+1 flintlock pistol*
15	Revolver[UC] (loaded)
16	*+1 lucky[UC] flintlock pistol*
17	*+2 richoceting flintlock pistol* with a *surefire flint chip*
18	*Limbo's Munificence*
19	*Pistol of the Infinite Sky*[UE]
20	Custom pistol of user's choice, equal to or less than 100,000 gp. This choice can be made only once for each wearer of the *Bandolier*, and each roll of a 20 will result in it being drawn loaded and ready to fire.

DESTRUCTION

It is believed that were a pirate to choose to draw a *Lawbringer* as their custom pistol this would destroy the chaotic magics that empower the *Bandolier*. Doing so however transfers the pirate-captian's curse from those who use his fortune to that person's entire family line for all time.

New Character Options

NEW GUNSLINGER CLASS OPTIONS

New Skill

Treat Craft (firearms) as a class skill. (see **Rules Appendix** below).

New Deed

Flash in the Pan (Ex): At first level, a gunslinger is less likely to have a serious incident involving their firearms. The gunslinger can expend 1 grit to turn a misfire into a flash in the pan (see **Rules Appendix** below), even on the roll of a natural 1. This deed replaces either the Deadeye or Quick Clear deeds, gunslingers choice.

New Class Ability

Mechanism Mastery (Ex): Starting at 5th level, a gunslinger can select one specific type of firing mechanism (such as matchlock, wheellock, snaplock, snaphance, flintlock, or caplock). The gunslinger reduces for firearms using the firing mechanism all misfire chances by 1. Furthermore, when she misfires with a firearm with that type of mechanism, the misfire value of that firearm increases by 2 instead of 4. When the gunslinger experiences a misfire using a broken firearm with that specific type of firing mechanism, they can make a Reflex save (DC 15 + the value of the total increased chance of misfire). If successful, the firearm does not explode, instead the firing mechanism is wrecked, which means it can't fire until it is fully restored (which requires either the *make whole* spell, the Gunsmithing feat or a Craft (firearms) check). Every four levels thereafter (9th, 13th, and 17th), the gunslinger picks up another type of firing mechanism, gaining these bonuses for those types as well.

This ability replaces the gunslinger's Gun Training ability.

NEW CAVALIER ARCHETYPE

Cuirassier (Cavalier Archetype)

First appearing in battles en masse by the late 15th century, the cuirassier was the answer for the highly armored men-at-arms or knight to the introduction of firearms. Typically reducing the amount of armor worn from full-plate to three-quarters armor and finally to just a breastplate (or cuirass in French, the source of the archetype's name), the cuirassier still relied as heavily on his sword as his pistol or carbine. For many, the firearm also became less of a long ranged weapon and more of a close-quarter weapon that ensured armor penetration and a kill.

New Skill
Treat Craft (firearms) as a class skill. (see **Rules Appendix** below).

Weapon and Armor Proficiency: A cuirassier does not gain proficiency in heavy armor. Cuirassiers are proficient with all simple and martial weapons, and with firearms. A cuirassier's levels stack with any fighter levels he possess for the purpose of meeting the level prerequisite for feats the specifically select a firearm, such as Weapon Specialization.

No Free Firearm: Cuirassiers, as opposed to other firearm-focused classes like the gunslinger, do not begin play with a free firearm. They must earn one by either serving in a military, swearing allegiance to a wealthy patron or joining an order that would provide such a weapon. The cuirassier is able to purchase their own, but this is only possible for low-level characters in worlds where firearms are more common and cheaper.

New Class Ability

Caracole
Though still occasionally trained in the use of a lance, firearms present a very different set of tactics for cavalry. A cuirassier trains extensively in charging toward an enemy, firing a volley of shots, and turning before making contact. Turning away repeatedly, reloading, and turning again to attack made you a moving target that was harder to hit and gave you greater mobility on the battlefield. A cuirassier's mount is never frightened by the presence of gunfire (see **Rules Appendix** below).

Starting at 1st level, the cuirassier reduces the penalty taken while using a ranged firearm mounted in half: -2 instead of -4 if your mount is taking a double move, and -4 instead -8 if your mount is running or charging. Additionally, as a special charge action called a caracole, a cuirassier is able to move up to their mount's base movement, pivot, fire a single firearm and retreat his mounts base movement as a single full-round action. This tactic is generally used to close within a firearms first range increment to maximize armor penetration but then retreat before the enemy gets off a similar attack. As a charge, the cuirassier still gains a +2 bonus to his attack roll but does not take a -2 penalty to his AC.

Starting at 4th level, the cuirassier possessing the Rapid Reload feat is able to load a firearm on a moving horseback without penalty.

Starting at 11th level, the cuirassier is able to take two shots, one from each hand, as part of their caracole. They suffer penalties for using two weapons normally for these attacks. The penalties for using a firearm mounted is also further reduced to 0 instead of -4 if your mount is taking a double move, and -2 instead -8 if your mount is running or charging. Additionally, a cuirassier possessing the Rapid Reload feat is able to, each time they issue a challenge, reload a wielded firearm as a free action.

Starting at 20th level, the cuirassier has perfected the art of softening a target with firearms and closing for the kill. As part of a caracole against the target of their challenge, he can charge a target, get off as many shots as his full-round attack would allow and then close the distance. At the end of his charge, a cuirassier is able to take a single melee attack with a drawn weapon at their highest attack bonus. The cuirassier takes no penalty to their ranged attacks while mounted and no penalty from charging against a challenged enemy.

This ability replaces Cavalier's Charge (3rd), Mighty Charge (11th), and Supreme Charge (20th).

Rules Appendix

Though this book focuses primarily on early firearms, the following rules are generally written as optional rules to apply to any firearm.

BRACING A FIREARM (NEW RULES)

Recoil, the natural knockback of a firearm as it is fired, is a problem in almost any firearm. With single-shot weapons it is less important in general to the initial firing of a weapon, as the bullet is often out of the barrel before the full impact of recoil is affecting the shooter. In either slow velocity firearms or those with particularly large caliber, the recoil can be devastating knocking the gunner flat on their back or injuring them.

For this reason, bracing or otherwise securing a firearm to an object is often desirable and reduces not just the recoil but also the unsteadiness of the shooter. Bracing a firearm is a standard action regardless of if it is attaching a firearm to a tripod, resting the weapon properly on a wall or digging a shooting hook into a log. A properly braced firearm reduces all recoil penalties to -2 (or lower if applicable) and negates any chance of knocking a wielder prone. In addition, at extreme range the weapon is more accurate. The penalty for shooting a braced firearm beyond the first 3 range increments is reduced to -1 per range increment, rather than -2. For instance, shooting at a creature with a braced musket that is 5 range increments out incurs only a -8 penalty from range (-2 each for the first three range increments and -2 more for the additional two).

CRAFTING FIREARMS

New Skill: Craft (firearms) (Int) Untrained - No

Due to the inflated prices listed in the original *Pathfinder Roleplaying Game: Ultimate Combat* book for firearms, crafting a 1,500 gp musket would be impractical using the standard rules of the Craft skill. In the event that you want to allow characters to craft their own firearms, the standard crafting rules can apply, you just need to adjust the price of the firearms (see **The Cost of Firearms** above).

Unlike most craft skills however, Craft (firearms) is not something that the untrained can attempt. Without a working understanding of gunpowder, firing mechanisms and the basic principles of a firearm the average commoner has about as much of a chance of crafting a firearm correctly as they do creating a wand or magic potion. The gunslinger is the only class as written that should receive Craft (firearms) as a class skill. Particular archetypes of other classes, like the cavalier's musketeer, could also receive the class skill for free.

Craft DCs for Various Firearms

Item Crafted	Craft DC
One-handed early firearms (pistol)	15
Two-handed early firearms (musket, arquebus)	18
One-handed advanced firearms (revolver)	20
Two-handed advanced firearms (rifle, shotgun)	25
Normal early firearm ammunition (lead ball, pellets)	10
Special early firearm ammunition (silver bullet, adamantine bullet)	15
Normal advanced firearm ammunition (metal cartridge)	12
Special advanced firearm ammunition (alchemical cartridge)	18

Gunsmithing Feat: Treat any character with the Gunsmithing feat as if Craft (firearms) was a class skill. A character with the Gunsmithing feat also receives a +2 bonus to Craft (firearms).

Masterwork Firearms: Firearms can be made to be masterwork weapons the same as any other. Adding the masterwork quality to a weapon you are crafting is handled the same as any other weapon. In addition to the normal benefits of the masterwork quality, masterwork firearms reduce their misfire chance by 1 (minimum 0). This reduction takes place after any other built in modifications or magical enhancements, but not increases to misfire ranges that occur from use, damage or misfires.

Crafting Firearms Using Special Materials: Unlike most weapons, crafting firearms out of special materials rarely imparts much benefit to the weapon. Making the stock of a firearm out of darkwood or crafting the barrel of the weapon out of adamantine wont impart many benefits, though there are some specific components that those gunsmiths with wealthy patrons may prefer to make for minor boons. Dueling pistols, for instance, may include mithral barrels to keep the weapons light and easier to move or the wooden portions of a firearm used to shoot flaming shots may be wrapped in dragonhide to prevent it from becoming burnt with use.

Crafting ammunition on the other hand is another story, but one that's mostly covered by the rules as they are already written in Ultimate Combat.

FAST FIREARM PROFICIENCY TRAINING (OPTIONAL RULE)

Historically, one of the most important aspects of why the early firearm came to dominate war versus the crossbow or longbow

was the economics of time related to training a soldier in each weapon. The longbow was arguably the far superior weapon but required at a minimum years worth of training, normally started at a young age. The crossbow, while easier to operate than a longbow, was costly to produce and still required a year or more of dedicated training to be considered truly proficient.

The early firearm on the other hand required mere weeks to prepare a solider for battle. A commoner could easily be drafted into the military, sent through an intensive six to twelve weeks of firearm drilling and they could be marched onto the battlefield. While not crackerjack soldiers at this point, the fact that you could quickly train almost anyone and do it in large groups (rather than the more master-apprentice method of say archery) became an important aspect of historical battles. This idea is utterly lost in the rules as presented using exotic weapon proficiencies for instance. Presented below are two optional character backgrounds that supply a limited understanding of firearms for militia-like characters.

Firearm Militiaman (Combat Trait): You have served as a draftee in a militia that used firearms. You are considered proficient in one or two very specific firearms (for instance, a matchlock musket or flintlock pistols and muskets). This understanding of how to use firearms helps you when using unfamiliar weapons of a similar design, meaning you only take a -2 penalty when trying to use a different firearm without the proper proficiency. This proficiency rarely can be applied toward siege engines like cannons and bombards.

Firearm Proficiency (Downtime Retraining Option): Learning to use firearms requires very little direct instruction and time. Choose a single firearm (like a matchlock musket or flintlock pistol) you are not proficient in and one weapon you technically are proficient in but rarely use (like light mace or short sword). You become proficient in the firearm and lose proficiency in the selected weapon. This process takes 30 days and counts as a form of retraining. See the *Pathfinder Roleplaying Game: Ultimate Campaign* for more rules on retraining during a character's downtime.

FLASH IN THE PAN (OPTIONAL MISFIRE RULE)

Very often when a black powder firearm misfired, nothing was wrong with the weapon itself, the powder used in the flash pan merely ignited but did not travel down to the vent or touch hole to properly set off the charge of powder there. One optional rule and way to include this concept (as well as be kinder to those who regularly use firearms) is that for any early firearm, except those using a caplock firing mechanism, a misfire that results from any other roll except a natural 1 is actually just a "flash in the pan," meaning that the mechanism triggered but that when the primer in the flash pan ignited, it burnt off before setting off the main charge of the firearm. Resetting a cock and repriming a pan is generally a move action, unless you have the Rapid Reload feat in which case it is a swift action. This rule should only apply to those early firearms that misfire and do not already have the broken condition. Whether other effects increase the true misfire range or just the flash-in-the-pan range are left to gamemaster discretion.

FOULING A FIREARM (OPTIONAL RULE)

Smoothbore black powder firearms tend to collect massive amounts of residue with each shot fired from their barrel. Smoothbore firearms generally fire bullets slightly smaller than their barrel diameter for ease of loading, but any additional grime on the walls of the barrel can impart unexpected changes in direction to a ball. Additionally, the buildup of residue increases the chances of a misfire occurring as a ball becomes jammed or partially burned powder reignites.

To add a level of realism to your game, you can have it that after each shot fired from an early firearm, the weapon incurs a cumulative -2 penalty to subsequent attacks. So firing a musket, then reloading it without first cleaning the barrel leads to a -2 penalty on your next attack and -4 on the attack after that. Cleaning a barrel negates all penalties. Cleaning a barrel is a standard action unless you have the Rapid Reload feat, which reduces it to a move action. Gunslingers can use their Lighting Reload deed to clean a barrel as a swift action.

In addition, after every three shots fired, the chance of a misfire increase by +1. This penalty is also cumulative and doubles if the weapon has a misfire occur. Cleaning a barrel negates this penalty as well.

Advanced firearms and other rifled firearms that use properly fitted bullets (like the Minie ball) have some natural clearing of a barrel occur with each shot. Additionally, loading from a breech rather than the muzzle reduces the chance of knocking residue free or getting it stuck onto a bullet before it is fired. Only add the penalty after the first five shots, though both the misfire and penalty to your attack go up after each additional five shots fired.

Black powder includes large amounts of sulfur and niter, which are not fully burned off during the firing of the weapon. This residual material if left in the barrel and after it was exposed to any type of moisture could form sulfuric acid, which would corrode the barrel and other components to the point of destroying them. For each week a fouled firearm is left unmaintained after being fired, deal 1d4 acid damage to the weapon, bypassing all hardness. Once the weapon has lost half its hit points this way it is broken and needs to be repaired. Once it has lost all its hit points this

way it is destroyed and unrecoverable. Magic firearms can be affected by this rule as well at gamemaster discretion. Using paper cartridges in early firearms treats them as if they were advanced firearms as most paper cartridges included lubricants and anti-fouling agents to aid use in battle.

Magical Maintenance: Magically cleaning a firearm is possible. The most direct spell is the simple prestidigitation, which can clean the barrel of most firearms in one round (the firearm is clean the round after the spell is cast on it). For particularly large weapons, like a bombard or cannon, it can take one round per three foot length of the barrel. An unseen servant can also be commanded to clean a firearm, but it takes a full-round action for the servant to complete. Finally, despite not being a form of writing, many casters have discovered that the spell erase is able to instantaneously clean a firearm's barrel.

Just as cleaning a barrel can be done with prestidigitation, so can fouling it. Each time the spell is cast on a firearm, count its barrels as having fired one shot without being cleaned. The spell grease can likewise be used to jam up a firearm, though that spell makes the penalty count as if the firearm has been fired 5 times without being cleaned.

QUICK LOADING A FIREARM (NEW RULES)

Normal loading of an early firearm generally has many steps that you are expected to have taken. Almost half of these steps assume you are returning an object to a safe spot, like putting a ramrod back into its holder or returning a powder horn to your its proper spot on your person. If you are willing to forego these kinds of actions and desperately want to have the gun loaded at all costs, you are able to reload a firearm incredibly fast.

Quick Loading: You are able to quick load a one-handed early firearm as a move action. You are able to quick load a two-handed early firearm as a standard action. If you possess the Rapid Reload feat and quick load a firearm, you are able to load a one-handed firearm as a swift action and a two-handed firearm as a move action. The misfire chance of the weapon increases by +3 and you will need to retrieve all the accoutrements you've just dropped (generally a full-round action or two move actions total) before you are able to reload the firearm. Using any time-saving devices like pre-measured paper charges or a bandolier of saints reduces the misfire chance by one.

READYING A FIREARM (NEW RULES)

The firing mechanisms on many early firearms took time to prepare. As opposed to modern firearms, you can't simply point-and-click and expect the gun to go off. Instead, you often need to do a dozen or more steps even after a shot is loaded (like preparing a flash pan with primer, cocking the gun, opening a cover for the pan, etc.). Because of all the effort that normally goes into preparing a shot to fire, musketeers were more likely to wait for a good shot before just opening up, knowing the time it will take them to prepare their next shot could be too long.

Readying a Firearm to Attack: If you are using the varying firing mechanisms in your game, readying a firearm to attack becomes problematic as some mechanisms take a long time to actually launch their bullet even once the trigger is pulled. Matchlock weapons are too slow to get off a shot as a readied action properly, resolve all matchlock attacks using normal round rules. Wheellocks on the other hand are in fact even faster to fire than flintlocks and they can easily get their attack off before a target has a chance to take their action. Snaplock and snaphance firing mechanisms are slightly slower than one might expect and they can be readied but the attack always happens after the target completes their action. The flintlock mechanism is slightly faster than the snaplock and snaphance, but slower than the caplock and the wheellock, the attack happens at the same time as the targets action, generally allowing them to finish at least quick actions before being hit. The caplock is the fastest of all and resolves normally, allowing the attack to hit before the target gets to act.

VISION AND SOUND HAZARDS OF GUNPOWDER (OPTIONAL RULES)

Firearms are dangerous even when used properly. Early firearms in particular have a number of hazards associated with them due to the components that make up gunpowder: brimstone (sulfur), charcoal and saltpeter (potassium nitrate). Brimstone causes an acrid stench, charcoal produces dark smoke, and saltpeter is known to build static electricity and ignite. All these solid chemicals combine with heat to produce a large flash, leaving behind about 50% of the mass of the powder as a residue that can be corrosive if exposed to moisture.

As the Weapon Fires: When fired at night, the muzzle of a barrel will flash (called muzzle-flash) as the explosion of the powder expels the shot out the end of the barrel with an incredibly loud explosion. The sound of a firearm going off can be heard for up to half a mile away (Perception check DC 5, +5 per 1,000 feet from the shot fired, barring additional obstructions) and the muzzle-flash can be seen in the dark nearly as far (Perception check DC 10, +5 per 1,000 feet from the shot fired, barring additional obstructions).

After the Weapon Fired: In the moment immediately after a firearm goes off, a small smoke effect is created. For one-hand handed firearms, the 5 ft square of the wielder of the firearm fills with a smoke effect. For two-handed firearms, the

5 ft squares of the wielder and immediately in front of the wielder fills with a smoke effect. A character who breathes smoke for a full round must make a Fortitude save (DC 10, +1 per previous check) or spend the next round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

The smoke effect of a one-handed firearm dissipates after three rounds in still air, two rounds in a light wind, one round in a moderate wind and instantly in a stronger wind. The smoke effect of a two-handed firearm dissipates after five rounds in still air, three rounds in a light wind, one round in a moderate wind and instantly in a stronger wind. Reduce the time in half if used outdoors or in an open area with good ventilation. Double the time if used indoors or in a confined space like a narrow hallway or small room.

If a second shot is fired before the smoke effect of the first shot completely dissipates, then the duration continues and the DC of the Fortitude save increases (DC 15, +1 per previous check). In situations where many firearms are going off at the same time, increase the durations and the concealment percentage as well.

Mounts and Morale: Animals, including humanoids, unaccustomed to the raw power of a firearm discharging can easily be frightened or even stunned by the roar and flash of a weapon. For those creatures a gamemaster deems appropriate, make a Will save (DC 13) when first exposed to a firearm. A successful saving throw leaves the creature shaken for 1d3 rounds. A failed saving thrown means the creature is frightened for 1d3 rounds and still shaken for an additional 1d3 rounds. If during the duration of either fear effect a second firearm is used or if the shot taken from the first firearm produced a particularly spectacular effect (like dropping the warband's leader, destroying an object in one hit, etc.) then the fear effect can stack with an additional Will save, with those shaken becoming frightened and those frightened becoming panicked.

Creatures, especially humanoids, readily adapt to this effect. It is generally only effective once unless the first time they were exposed a creature failed their save and was panicked. Generally if a creature is the one using the firearm they are unaffected by this fear effect, and most fear effects instantly go away if someone using a firearm is slain. Controlling a frightened mount is a Ride check (DC 22).

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Fat Goblin Games is operated by Rick Hershey and Jason Stoffa, as well as the Fat Goblin team! We aim to bring you high end production design and art merged together with exciting rules systems and roleplaying options.

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