

WEAPONS OF THE WEST

Name	Cost	Damage	Weight	Ammo Type	Ammo capacity	Mod Capacity	Properties
Simple Melee Weapons							
Brass Knuckles	\$1	1d4 bludgeoning	1 lb.	—	—	TBD	—
Tomahawk	\$3	1d6 slashing	2 lbs.	—	—	TBD	Light, thrown (range 20/60)
Exotic Melee Weapons							
Bowie Knife	\$7	1d6 slashing	3 lbs.	—	—	TBD	Finnesse, light
Lasso	\$2	—	1 lb.	—	—	TBD	light, thrown (range 10/15), Special
Machete	\$4	1d6 slashing	3 lbs.	—	—	TBD	Finnesse, light
Bayonet	\$5	2d6 piercing	1 lb.	—	—	TBD	Special
Light Firearms							
Derringer	\$20	2d4 piercing	2 lbs.	pistol	1	1	Ammunition (range 30/60), light, Non-chambered, special
Pepperbox	\$35	2d6 piercing	4 lbs.	pistol	4	1	Ammunition (range 45/120), light
Revolver	\$40	1d10 piercing	3 lbs.	pistol	6	2	Ammunition (range 60/180), light, Revolver
Scattergun	\$45	3d8 piercing	5 lbs.	shotgun	2	1	Ammunition, light, shotgun (range 10/20), special
Semi-Pistol	\$500	1d10 piercing	2 lbs.	pistol	8	3	Ammunition (range 30/60), light, Non-chambered, magazine
Heavy Firearms							
Bolt-Action Rifle	\$70	3d6 piercing	10 lbs.	rifle	1	3	Ammunition (range 180/500), heavy, Sniper (20), Special
Double-Barrel Shotgun	\$60	3d12 piercing	8 lbs.	shotgun	2	2	Ammunition, heavy, shotgun (range 15/30), Non-chambered, special
Lever Rifle	\$45	1d12 piercing	7 lbs.	rifle	4	2	Ammunition (range 120/300), heavy, Quick Reload, Sniper (15)
Pump-Action Shotgun	\$80	4d8 piercing	7 lbs.	shotgun	6	2	Ammunition, shotgun (range 15/30), heavy, Quick Reload
Revolving Rifle	\$70	1d10 piercing	7 lbs.	rifle	8	1	Ammunition (range 150/400), heavy, Revolver, Sniper (10)
Exotic Firearms							
Cannon	\$1000	6d12 bludgeoning	3000 lbs.	cannonball	1	—	Ammunition (range 250/1000), exotic, Non-chambered, special
Gatling Gun	\$1500	10d8 piercing	200 lbs.	Gatling	100	—	Ammunition (range 60/120), exotic, Non-chambered, special
Explosives							
Black Powder (Horn)	\$35	3d6 fire	2 lbs.	—	—	—	thrown (range 20/60), explosive (15ft. sphere, 13 QV)
Black Powder (Keg)	\$250	7d8 fire	20 lbs.	—	—	—	explosive (30ft. sphere, 13 QV)
Nitroglycerine canister	\$5	2d8 fire	1 lb.	—	—	—	thrown (range 10/30), explosive (10ft. sphere, 13 QV), special
Dynamite	\$80	4d8 bludgeoning	1 lb.	—	—	—	thrown (range 30/60), explosive (20ft sphere, 13 QV)

NOTES

PROPERTIES

- **Ammunition**- Weapons with the ammunition property require ammo of the specified type to fire. Attacks can be made from melee range to the first range band at no penalty, however attacks between the first and second range bands take on disadvantage, unless otherwise specified.
- **Finesse**- When making an Attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the Attack and Damage Rolls. You must use the same modifier for both rolls.
- **Thrown**- If a weapon has the thrown property, you can throw the weapon to make a ranged Attack. If the weapon is a melee weapon, you use the same ability modifier for that Attack roll and damage roll that you would use for a melee Attack with the weapon.
- **Light**- Light firearms only require one hand to operate. Users of light firearms may engage in two-weapon fighting (at no penalty) or don a shield. Additionally, you may choose to wield a light weapon with both hands and gain a +3 to hit. One bonus action can be used to fire a light firearm at a -3 penalty to hit.
- **Heavy**- Heavy firearms require two hands to operate. In order to attack with a heavy firearm, the user must wield the weapon with both hands and cannot be wielding any other weapons or shields.
- **Shotgun**- Attacks rolls with any firearm with the shotgun property made within melee range are not made with disadvantage. Additionally, Any shots between melee range and the first range band are made normally at full damage, while shots made targetting at the longer range band instantly hit enemies in a 15 foot circle, at 1/4th the total damage.
- **Explosive**- As an action you can light the fuse of the explosive. Any creature within range of the explosive when it detonates (at the end of your turn) must make a Dexterity saving throw (DC equal to the explosive's quality value (QV), usual shop value is 13) or be damaged by the explosive, creatures take half as much damage on a successful save. Additionally, all explosives have fuse capability with either a wire fuse or just a line of black powder. If using a line of black powder, roll 1d10 for each 20 feet of length (must roll at least once). On a 1, the line sputters out, and must be relit. (location is DM discretion) Rolling a 1 to hit with an explosive results in its immediate detonation, centered on its location prior to the attack.
- **Magazine**- Weapons with the magazine property can be reloaded with a bonus action.
- **Quick Reload**- Weapons with quick reload have the ability to reload a single unit of ammo as a bonus action.
- **Revolver**- Contains a rotating chamber of bullets. These weapons receive +1 pierce.
- **Sniper**- Weapon designed for long-range fighting. If a target is between melee range and the specified sniper range band (e.g: 10ft), all attacks with the sniper are made with disadvantage. Ranged attacks made with this weapon gain +3 Pierce.

- **Non-chambered**- These weapons do not require a chamber ammo action to be taken in order to fire another shot

WEAPON SPECIFICS

- **Lasso**- thing
- **Bolt-action rifle**- Due to its power, the bolt action rifle adds an additional +3 pierce to all of its shots
- **Bayonet**- The bayonet is a simple concept executed efficiently "how do you make a gun deadlier at close range?" By mounting a blade to the tip and stabbing those who get too close to you. As an action, the bayonet can be attached to any firearm with the two handed property, and while attached, the firearm can function as a simple melee weapon (5ft range) that deals 2d6 piercing damage.
- **Derringer**- Dexterity (Sleight of Hand) checks made to conceal Derringers are made with advantage. If the user already has advantage on the roll, add +5 to the roll total.
- **Double-Barrel Shotgun**- 1 attack with this weapon consumes 2 ammo.
- **Scattergun**- 1 attack with this weapon consumes 2 ammo.
- **Cannon**- Though they may seem like a relic of the past with the advancement of firearms, cannons are still extremely destructive and crush anything they manage to hit. The problem is their unwieldy nature can make them hard to use on a modern battlefield and they are just as hard to reload. This weapon must be reloaded and fired with two total actions, and has disadvantage to hit on any object large or smaller. Aiming, which is optional and takes another action, grants it advantage to hit. It normally requires 3 people to operate.
- **Gatling Gun**- The gatling has exploded in popularity into today's battlefields, with militaries at least. Though it requires copious resources to get to work properly. You have not seen true carnage until you have seen well trained soldiers properly use a gatling gun. 1 attack with this weapon consumes 10 ammo, and requires 3 people to operate. Reloading takes 3 total actions and aiming/firing takes one. When targetting multiple objects, the damage is split evenly between each target (even on a miss) and to hit is rolled with each new target. Each additional target's to hit is rolled at disadvantage if its size is medium or smaller.
- **Nitroglycerine canister**- Rolling a 1-5 to hit with a nitroglycerine canister results in its immediate detonation, centered on its location prior to the attack.

- **Ammo Types**- Various types of ammo have different properties as shown below:

AMMO		
Ammo Type	Pierce	Cost for 10 rounds
Pistol	0	\$5
Rifle	2	\$10
Shotgun (close)	5	\$8
Shotgun (far)	0	—
Cannonball	10	\$30
Gatling	10	\$15

MODS

Gun modifications have become increasingly common as more and more people want an advantage over their many enemies. Few have the expertise to modify their weapons themselves, so the demand for mod blacksmiths has skyrocketed in recent times.

Each weapon has certain mod capacity, as shown by the 'mod' column on the weapons table. The following are a few of the most common mods. Each has a price, the amount of mod capacity it takes up, and some special properties (listed below the table). Prices account for both supplies used in the creation of the mod and the skilled labor necessary to apply it to a weapon. Unless otherwise specified, each mod can only be applied once.

COMMON MODS

Name	Price	Slot Capacity	Weapon Limitations
Rifling	\$30	1	—
Scope	\$40	2	'Sniper' property
Mod Expansion	\$150	0	—
Expanded Revolving Magazine	\$60	1	'Revolver' property
Expanded Capacity	\$80	2	'Chambered ammo' or 'magazine' property
Forearm grip	\$50	1	'Sniper' property
Pistol Grip	\$60	1	'Two-handed' property
Hair-trigger	\$120	3	Heavy firearm
Advanced Blast Chamber	\$100	2	Light/ Heavy firearm
Auto chamber	\$200	3	Light/ Heavy firearm without the "non-chambered" property

MOD PROPERTIES

- **Rifling**- Gain a +3 to hit when making a ranged attack with this weapon
- **Scope**- When you take the *aim* bonus action using a weapon with the scope, remove the imposed disadvantage and replace it with an advantage when the target is between the first and second weapon range bands. However, the aim action has no effect when the target is within the sniper range band.
- **Mod Expansion**- Add +1 mod capacity to a weapon. Can be applied multiple times, however with each additional application of this mod after the first, roll 1d10 and subtract the new mod score of the weapon. If the resulting number is one or below, The weapon is destroyed beyond repair.
- **Expanded Revolving Magazine**- Double the ammo capacity of a revolver-based firearm, adding a second revolving chamber next to the first. Reloading each chamber takes one action (two total actions for a full reload), and switching between chambers requires one bonus action.
- **Expanded Capacity**- Adds 3 ammo capacity to chambered ammo or magazine weapons
- **Forearm grip**- Removes the imposed close range disadvantage for snipers. However, the weapon now requires 2 hands to operate, regardless of any contradictory mods
- **Pistol Grip**- Removes the two-handed property from a rifle, allowing it to be wielded as if it were a light firearm. Doing so requires a minimum strength of 13, and imposes disadvantage on all attacks.

- **Hair-trigger**- Allows a firearm to be fired as a bonus action at -3 to hit.
- **Advanced Blast Chamber**- tweaks the the blast chamber's parameters to grant all shots with this weapon +2 pierce
- **Auto chamber**- Automatically chamber the next shot after firing. Roll 1d6. On a 1 the gun jams.

ARMOR

ARMOR OF THE WEST

Name	Cost	Weight	Soak	Body	Stealth	Durability	Properties
Light Armor							
Leather	\$10	1 lb.	3	TLA	—	—	—
Dry Hide	\$20	2 lbs.	4	TLA	—	—	—
Medium Armor							
Bone-Leather	\$50	3 lbs.	5	TLA	—	—	—
Bone-Hide	\$70	2 lbs.	6	TLA	—	—	—
Bucket with holes	\$30	2 lbs.	3	H	—	—	Special
Heavy Armor							
Steel Plate under Leather	\$100	5 lbs.	12	T	Disadvantage	—	—
Steel Breasplate	\$50	6 lbs.	10	T	Disadvantage	—	—
Shields							
Steel Shield	\$50	1 lb.	5	—	—	—	—
Other							
The Human Body	—	—	3	HTLA	—	—	Special

ABOUT ARMOR

STATS

SOAK AND PIERCE

Unlike 5th Edition D&D, armor has a 'soak' value, rather than Armor Class. This is meant to underscore the fact that a bullet will not simply hit you and 'glance off' armor.

SOAK

Any incoming damage is subtracted by the soak. Soak derives from the armor type.

PIERCE

Pierce is the direct counter to soak, able to exclusively deal damage to an enemy's soak, but not their health. Pierce derives from weapon attacks.

BODY

Armor can be applied to each body part. (H- Head, T- Torso, L- Legs, A- Arms)

STEALTH

Effects on stealth, heavier armor will impart disadvantage to stealth

DURABILITY

TBD

PROPERTIES

Add properties here

SPECIAL ARMOR

- **Bucket Head-** Disadvantage on all perception checks and all to hit rolls; however prevents all critical hits on a headshot
- **Human Body-** human shield! war crimes!