

Firearms Rules.

Ranges:

Firearm	Point Blank	Max. Range	Starting Reload	Min. reload
Pistol	1 ft	5 ft	60 sec	10 sec
Musket	2 ft	10 ft	1 min 30 sec	15 sec
Rifle	4 ft	20 ft	2 min	20 sec

A characters firearms range is worked out by multiplying the firearms range with the character firearms rank. Firearms rank is increased by firing a number of shots equal or greater than the characters current firearms rank during a mission. (I.e. to increase firearms rank from 2nd to 3rd a character must shoot twice with a firearm during a mission). A characters reload time can NEVER be faster than the minimum for that Firearm type. Only one rank may be gained per mission.

Damages:

Firearms do damage depending upon the type of shot loaded in the gun. At Range (any range greater than the shooters Point Blank Range, up to their Max. Range) the damage is just Phys damage to TB. At Point Blank Range it Through damage, causes impaling (prevents spell casting), and knocks the victim to the floor. At Point Blank Range damage against monsters is doubled (to a maximum of 10), against a PC a specific location may be called as the target.

Shot Type	Base Damage	Point Blank vs monsters	Cost
Low Grade	Double	Quad Through	100 GC
Medium Grade	Quad	Eight Through	200 GC
High Grade	Six	Ten Through	400 GC

If the firearm has more than one barrel which can be fired simultaneously, the damage calls are still separate. E.g. a double barrelled pistol loaded with low grade shot would be “Double, Double”, not “Quad”.

Reloading:

Reload times for a character with Firearms Rank 1 are as above. They decrease by the min. reload time for every 3 ranks the character gains. (I.e. at 4th, 7th, 10th rank firearms etc.) For example a character with 7th rank firearms would have a pistol reload time of 40 sec. A character cannot do anything else whilst reloading; both hands are required.

Firearms Special features

Firearms count as enchanted as per a self weapon for the purposes of mystic effects. They are effectively immune to spells cast at/on the weapon. This does not make the person holding it immune.

While special firearms and/or bullets may occasionally be found by adventurers, it is not possible to enhance shot with spells (such as weapon enhancements). If anyone were to do this, although the shot is not immune to the effect, the result of firing it will destroy the gun, making it unusable.

Any special shots are by nature at least Medium Grade.

Firearms Abilities:

Dead Eye – allows the character to fire 1 shot per day and do their Point Blank damage at their Range distance.

Half Cocked – halves the reload time for the next shot loaded (this may take it below the gun's normal minimum), but that shot will then only do Range damage up to the characters Point Blank Range. 1 per 4 firearms ranks.

Marksmanship – allows the character to fire at one and a half times their normal maximum range once a day. Not stackable with Dead Eye ability.

Improved Reload – reduces the characters reload time on a specific type of firearm by the min. reload time for the weapon. Can be bought multiple times, but will never take the reload below the weapons minimum.

Special Firearms:

Blunderbuss – reload time starts at 1 min 30 sec (min. 30 sec), Range 2 ft per Firearms rank. Does damage in a 45° arc up to 5 ft across causing 14/2 lp Through, Impaling to all in range, with a 5 ft knock back & knock down. Requires specific scatter shot to load.

Volley Gun – reload time as per Musket, per barrel.

It can be fired with a range of 1 ft per Firearms Rank Point Blank, hitting a single target and doing Point Blank damage/effect.

It can also be fired with a Range of 5 ft per Firearms Rank. Like the Blunderbuss this also fires a 45° arc, and can hit up to three people. The distribution of how many shots each person in the area is hit with should be as even as possible, but whoever is nearest the centre will take the most if an even split is not possible. Damage as per shot loaded.

N.B. The barrels of the Volley Gun CANNOT be fired separately, though not all have to be loaded to fire it.