

# S&S 5E: Weaponry

## Proficiency

In Sagebrush & Sixshooters 5e, as expected in a Wild West world, all characters, regardless of class, will have proficiency with at least one firearm. Guns are an integral part of the setting and it would be bad form to have some classes thrive playing cowboys while others would have to sit on the sidelines.

That being said, we have taken some liberties as to who has what proficiency, why they have it, and the skill their particular class would use for their firearms.

During their downtime, characters can use the training rules in the Player's Handbook to acquire proficiency, assuming they have enough ammunition to keep the weapons working while mastering their use.

**There are 6 Categories of Wild West Weaponry in Sagebrush & Sixshooters, they are**

1. **Handguns**
2. **Shotguns**
3. **Rifles**
4. **Specialty Weapons**
5. **Explosives**
6. **Exotic Weapons**

Class	Firearm Skill	Firearm Proficiencies
Inventor	Intelligence	Handguns, Rifles, Explosives
Frontiersman	Strength	Specialty Weapon: Black Powder Weaponry, Explosives
Tall-Teller	Charisma	Handguns
Preacher	Wisdom	Handguns, Shotguns
Warden	Wisdom	Handguns, Rifles
Roughrider	Strength/Dexterity	Handguns, Shotguns, Rifles, Explosives
Boxer	Dexterity/Wisdom	Handguns, Shotguns

Marshal	Strength/Charisma	Handguns, Shotguns, Rifles
Trailblazer	Dexterity/Wisdom	Handguns, Rifles
Gambler	Charisma	Handguns, Specialty Weapons: Concealed
Witch	Charisma	Handguns
Pactmaker	Intelligence	Handguns, Shotguns
Occultist	Intelligence	Handguns

## Reasonings

### Strength

- **Recoil Management:** Firearms, especially larger or more powerful ones, often have significant recoil. A character with high Strength would be better equipped to manage and control this recoil, maintaining accuracy and readiness for subsequent shots.
- **Weapon Handling:** Handling heavier firearms or those with substantial kickback effectively requires physical strength. Characters with high Strength could wield such weapons more efficiently, possibly even using firearms that are too unwieldy for characters with lower Strength.
- **Endurance in Prolonged Battles:** Carrying and operating a firearm, particularly in prolonged engagements or while wearing heavy gear, can be physically taxing. Strength contributes to overall endurance, allowing a character to maintain performance without succumbing to fatigue.
- **Physical Intimidation:** In some scenarios, the mere physical presence of a character wielding a firearm can be intimidating. A character with high Strength, brandishing a firearm, can be a daunting sight, potentially swaying the dynamics of an encounter.
- **Forceful Shots:** While not directly impacting the bullet's power, a character's physical strength could be narratively linked to more forceful, impactful shots, especially in a setting where firearms are primitive or have a physical component to their firing mechanism (like a heavy crossbow or a musket).

- **Bursting through Obstacles:** A character with high Strength could use their firearm to blast through obstacles or barriers, using both the firearm's power and their own physical force to overcome environmental challenges in combat.
- **Combative Versatility:** In close quarters, a strong character might use their firearm as a bludgeoning weapon, combining shooting with physical strikes. This approach can be effective when the character is too close to use the firearm traditionally.

## Dexterity

- **Hand-Eye Coordination:** Dexterity directly correlates with a character's hand-eye coordination. This is essential for aiming and accurately shooting a firearm, as it involves precise movements and quick reflexes.
- **Quick Reflexes:** High Dexterity implies quick reflexes, which are vital in combat situations. Characters with high Dexterity can swiftly react to threats, adjust their aim, and effectively respond to fast-paced combat scenarios.
- **Steady Hands:** Steady hands are crucial for maintaining aim and handling the recoil of a firearm. A character with high Dexterity would be able to keep their weapon steady, ensuring more accurate shots.
- **Agile Movement:** Dexterity allows characters to move agilely, which is beneficial for positioning and repositioning in combat to get a clear shot or to take cover. This agility also helps in situations where quick footwork is needed to maintain a line of sight on a target.
- **Fast Reaction Time:** Dexterity influences a character's initiative and reaction time. In gunfights, being able to draw, aim, and fire quickly can be the difference between hitting a target and missing an opportunity.
- **Skillful Handling:** Handling a firearm skillfully involves more than just shooting; it includes the ability to reload quickly, clear jams, and perform maintenance. High Dexterity allows for efficient and dexterous handling of these tasks.
- **Stealth and Precision:** For classes that rely on stealth and precision (like rogues or rangers), Dexterity is key. It enables them to make precise, calculated shots from hiding or from a distance, often capitalizing on their agility and stealth to gain the upper hand.

## Wisdom

- **Situational Awareness:** Wisdom often reflects a character's perceptiveness and intuition. Characters with high Wisdom would excel in reading the battlefield, sensing hidden dangers, or anticipating enemy actions. This keen awareness could lead to more strategically timed and well-placed shots.
- **Calm Under Pressure:** Wisdom is associated with self-discipline, control, and stability of mind. Characters with high Wisdom are likely to remain calm and focused in high-stress combat situations, allowing them to use firearms effectively without succumbing to panic or fear.
- **Instinctive Shooting:** Rather than relying on calculations or physical agility, a character with high Wisdom might use instinctive or intuitive shooting. This approach involves trusting one's instincts to make split-second decisions and shots, which can be particularly effective in chaotic combat situations.
- **Reading Opponents:** Wisdom allows characters to better understand and read others. A wise character could predict an opponent's movements or tactics, allowing them to aim and shoot more effectively, perhaps targeting an opponent's weak points or anticipating their evasive maneuvers.
- **Harmony with Environment:** Characters with high Wisdom may have a deep connection with their surroundings, especially if they are nature-oriented classes. This connection could translate into using the environment to their advantage when using firearms, like understanding how wind and terrain affect a shot.
- **Ethical Shooting:** Wisdom can also encompass ethical understanding and empathy. Characters might use firearms in a way that aligns with their moral compass or ethical beliefs, such as non-lethal shots or aiming to incapacitate rather than kill.
- **Long-Range Judgement:** For activities like sniping, Wisdom can be crucial for judging distance, wind, elevation, and other environmental factors that affect a long-range shot. While this can overlap with Intelligence, Wisdom focuses more on practical, intuitive understanding of these factors rather than theoretical knowledge.

## Intelligence

- **Tactical Knowledge:** Intelligence represents a character's analytical abilities, memory, reasoning, and tactical acumen. Characters with high Intelligence could be better at calculating bullet trajectories, understanding the physics of firearms, and predicting opponents' movements, leading to more effective use of firearms in combat.

- **Knowledge of Firearms:** A character with high Intelligence may have extensive knowledge about different types of firearms, their mechanisms, and their most efficient use. This could include understanding weak points in armor that bullets could exploit, the best type of ammunition for a situation, or modifications that could enhance a firearm's effectiveness.
- **Quick Adaptation:** Intelligent characters can quickly adapt to new situations. In combat, this means rapidly analyzing the battlefield and adapting their firearm tactics accordingly. They can discern patterns in enemy behavior or adjust their shooting strategy based on environmental factors.
- **Strategic Planning:** High Intelligence could allow a character to excel in planning and executing complex strategies involving firearms. This might involve setting up ambushes, creating diversions, or coordinating with allies for synchronized attacks.
- **Aiming Precision:** While Dexterity typically governs aiming due to its focus on hand-eye coordination and physical reflexes, Intelligence can also contribute to precision in a more calculated manner. An intelligent character might use their understanding of ballistics to aim at the most vulnerable parts of a target or to make difficult shots by accounting for variables like wind speed and direction.
- **Crafting and Modifying:** Characters with high Intelligence might be skilled in crafting, modifying, or repairing firearms. This technical knowledge allows them to customize weapons to suit specific needs or to maintain their effectiveness under challenging conditions.

## Charisma

- **Confidence and Precision:** Charisma is often associated with self-confidence and the presence of mind. When handling firearms, especially in high-pressure situations, a character's confidence can directly influence their precision and effectiveness. Someone accustomed to performing under pressure could apply this confidence to calmly and accurately use a firearm, regardless of distractions or stress.
- **Performance and Flair:** The use of firearms could be seen as an extension of a performance. This could manifest as theatrical, precise shots or a flair for dramatic timing. In this sense, Charisma represents their ability to incorporate firearms into a performance style, making each shot not just an act of aiming and firing, but a part of a larger, more artistic endeavor.

- **Intimidation and Deception:** Charisma encompasses abilities like persuasion, deception, and intimidation. Someone might use a firearm as much for its psychological impact as its physical damage. By wielding a firearm with charismatic flair, they could intimidate opponents, deceive them into thinking they are more skilled with the weapon than they actually are, or distract them with bravado and showmanship.
- **Personal Magnetism:** Charisma is a measure of a character's personal magnetism and ability to influence others. In combat, this could translate to the ability to control the flow of battle, drawing attention, dictating pacing, and unnerving enemies with their confident handling of a firearm.

## Properties

Firearms use special *ammunition*, and some of them have the *burst fire* or *reload* property.

**Ammunition.** The ammunition of a firearm is destroyed upon use. Renaissance and modern firearms use bullets. Futuristic firearms are powered by a special type of ammunition called energy cells. An energy cell contains enough power for all the shots its firearm can make.

**Burst Fire.** A weapon that has the burst fire property can make a normal single-target attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage.

**Reload.** A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).

**Misfire.** Whenever y'all make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until y'all spend an action to try and repair it. To repair y'all's firearms, y'all must make a successful Tinker's Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

Weapon	Misfire
Handguns	1
Shotguns	2
Rifles	3
Specialty Weapons	4

Exotic Weapons	5
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## Firearms & Ammunition

### Ammunition

Item	Cost	Damage	Weight	Properties
Handgun Ammunition (10)	3 gp	-	2 lbs.	-
Shotgun Ammunition (10)	5 gp	-	2 lbs.	-
Rifle Ammunition (10)	7 gp	-	2 lbs.	-
Specialty Ammunition (10)	10 gp	-	2 lbs.	-

Name	Cost	Damage	Range	Capacity	Shots/Action	Weight	Category	Properties
Black Powder Pistol	80 gp	2d8 piercing + 1d8 bludgeoning	30/90	1	1	3 lb.	Specialty Weapon: Black Powder	Ammunition , reload (1 shot), loading
Black Powder Rifle	250 gp	2d12 piercing + 1d12 bludgeoning	80/240	1	1	12 lb.	Specialty Weapon: Black Powder	Ammunition , reload (1 shot), two-handed , loading, heavy
Buntline Special	150 gp	2d8 piercing	50/100	6	1	3 lb.	Handgun	Ammunition , reload (6 shots), loading
Coach Gun	100 gp	2d6 piercing	20/60	2	2	7 lb.	Shotgun	Ammunition , reload (2 shots), two-handed , loading
Colt Peacemaker	75 gp	2d6 piercing	40/120	6	1	2.5 lb.	Handgun	Ammunition , reload (6

								shots), loading
Derringer	50 gp	2d4 piercing	30/60	2	1	0.5 lb.	Handgun	Ammunition , reload (2 shots), loading
Flame- thrower	500 gp	3d6 fire	30/60	Fuel Canister	1/4	25 lb.	Specialty Weapon: Flame- thrower	Ammunition , reload (1 cannister), two-handed , loading, worn
Gatling Gun	2500 gp	2d8 piercing + 1d6 fire	100/400	30	10	60 lb.	Specialty Weapon: Gatling Gun	Ammunition , reload (30 shots), mounted, loading
Henry 1860	250 gp	2d8 piercing	80/320	15	1	9 lb.	Rifle	Ammunition , reload (15 shots), two-handed , loading
LeMat Revolver	250 gp	2d6 piercing (handgun) / 1d8 piercing (shotgun)	40/120 (handgun) / 15 (shotgun)	9 (6 handgun/ 3 shotgun)	1 (handg un) / 2 (shotg un)	3 lb.	Specialty Weapon: LeMat Revolver	Ammunition , reload (9 shots), versatile, loading
Remington Model 1858	100 gp	2d6 piercing	40/120	6	1	3 lb.	Handgun	Ammunition , reload (6 shots), loading
Sawed-off Shotgun	80 gp	2d8 piercing	15 feet cone	2	2	6 lb.	Shotgun	Ammunition , reload (2 shots), loading
Schofield Revolver	100 gp	2d8 piercing	40/120	6	1	3 lb.	Handgun	Ammunition , reload (6 shots), loading
Sharps Rifle	200 gp	2d10 piercing	100/400	1	1	12 lb.	Rifle	Ammunition , reload (1 shot), two-handed , loading
Spencer Carbine	120 gp	2d6 piercing	60/180	7	1	8 lb.	Rifle	Ammunition , reload (7



								shots), two-handed , loading
Volcanic Repeater	150 gp	2d6 piercing	60/180	15	1	10 lb.	Rifle	Ammunition , reload (15 shots), two-handed , loading
Winchester 1873	180 gp	2d8 piercing	80/320	10	1	9 lb	Rifle	Ammunition , reload (10 shots), two-handed , loading
M1883 Scoped Rifle	500 gp	2d10 piercing	150/600	1	1	13 lb.	Specialty Weapon: M1883 Scoped Rifle	Ammunition , reload (1 shot), two-handed , loading

## Explosives

### Bomb

As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.

### Gunpowder

Gunpowder is chiefly used to propel a bullet out of the barrel of a pistol or rifle, or it is formed into a bomb. Gunpowder is sold in small wooden kegs and in water-resistant powder horns.

Setting fire to a container full of gunpowder can cause it to explode, dealing fire damage to creatures within 10 feet of it (3d6 for a powder horn, 7d6 for a keg). A successful DC 12 Dexterity saving throw halves the damage. Setting fire to an ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

### Dynamite

As an action, a creature can light a stick of dynamite and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet).

Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for the dynamite. After the set number of rounds goes by, the dynamite explodes on that initiative.

### Grenades

As an action, a character can throw a grenade at a point up to 60 feet away.

Each creature within 20 feet of an exploding grenade must make a DC 15 Dexterity saving throw, taking 5d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

One round after a smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

### Explosives

Item	Saving Throw	Effect	Cost	Weight
Nitroglycerin	DC 15 Dexterity	8d6 thunder damage in a 15-ft radius	80 gp	0.5 lb.
Gunpowder Keg	DC 17 Dexterity	2d6 fire + 2d8 bludgeoning in 15-ft radius	250 gp	20 lbs.
Gunpowder, powder horn	DC 12 Dexterity	1d6 fire + 1d8 bludgeoning in 5-ft radius	35 gp	2 lbs
Dynamite (stick)	DC 12 Dexterity	3d6 bludgeoning	40 gp	1 lb.
Grenade	DC 15 Dexterity	5d6 bludgeoning	35 gp	1 lb.
Smoke Grenade	N/A	Heavily Obscured Area in 20-ft radius	15 gp	2 lbs.
Molotov Cocktail	DC 15 Dexterity	2d6 fire in 10-ft	10 gp	1 lb.

		radius		
Acid Vial	DC 12 Dexterity	3d6 acid in 5-ft radius	25 gp	1 lb.
Oil Barrel	DC 17 Dexterity	4d6 fire + 2d10 bludgeoning in 20-ft radius	100 gp	50 lb.

## My Very First Gun

After character creation, roll on the table below when instructed by your Desert Master. You will receive the gun rolled, loaded, with enough ammunition to load it twice more fully, and the listed proficiency.

d100	Weapon Category
01 - 50	Roll on the Handguns Table, Handgun Proficiency
51 - 80	Roll on the Shotguns Table, Shotgun Proficiency
81 - 95	Roll on the Rifles Table, Rifle Proficiency
96	Specialty Weapon: Black Powder Pistol, Handgun Proficiency, Specialty Weapon: Black Powder Pistol Proficiency
97	Specialty Weapon: Black Powder Rifle, Shotgun Proficiency, Specialty Weapon: Black Powder Rifle Proficiency
98	Specialty Weapon: Flamethrower, Handgun Proficiency, Specialty Weapon: Flamethrower Proficiency
99	Specialty Weapon: LeMat Revolver, Shotgun Proficiency, Specialty Weapon: LeMat Revolver Proficiency
00	Specialty Weapon: M1883 Scoped Rifle, Rifle Proficiency, Specialty Weapon: M1883 Scoped Rifle Proficiency

### Handguns

d6	Weapon
1	Buntline Special
2	Colt Peacemaker
3	Derringer
4	Remington Model 1858
5	Schofield Revolver
6	Colt Peacemaker

### Shotguns

d4	Weapon
1	Coach Gun
2	Sawed-off Shotgun
3	Coach Gun
4	Sawed-off Shotgun

### Rifles

d6	Weapon
1	Henry 1860
2	Sharps Rifle
3	Spencer Carbine
4	Volcanic Repeater
5	Winchester 1873
6	Henry 1860