# FIREARMS

Modern firearms are considered "Advanced Firearms" in regards to any rules involving firearms. Firearms evolve with technology and at different tech levels will have adjustments to their stats. For example; older firearms of the same type might have an increased damage dice, but less critical threat and damage range.

**Capacity:** A firearm's capacity is the number of shots it can hold at one time. When making a full-attack action, you may fire a firearm as many times in a round as you have attacks, up to this limit.

**Loading a Firearm:** You need at least one hand free to load one-handed and two-handed firearms. In the case of two-handed firearms, you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the firearm. The Rapid Reload feat reduces the time required to load one-handed and two-handed firearms to a swift action. Loading any firearm provokes attacks of opportunity. Reloading a firearm with an already filled box magazine is a swift action, but if you also have the Rapid Reload feat for that firearm it is reduced to a free action instead. These reloading actions are move actions: refilling a box magazine, reloading a revolver, or reloading any internal magazine. Loading a belt of linked ammunition is an immediate action. Linking two belts together is a swift action.

**Misfires:** All modern firearms misfire on a natural roll of 1 and that shot misses, even if you would have otherwise hit the target. When a firearm misfires, it gains the broken condition, suffering the normal penalties and its misfire value increases by 4.

**Range and Penetration:** Advanced firearms resolve their attacks against touch AC when the target is within the first range increments, but this type of attack is not considered a touch attack for the purposes of feats such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative –2 penalty for each full-range increment. Advanced firearms have a maximum range of 10 range increments.

**Firearm Ammunition:** Ammunition for firearms and other ranged weapons is covered below.

| Ammunition Type (Quantity) | Cost |
|---|---|
| Machine Gun Ammo (50) | 40 gil |
| Pistol Ammo (50) | 10 gil |
| Rifle Ammo (50) | 30 gil |
| Shotgun Ammo (10) | 20 gil |
| Sniper Rifle Ammo (50) | 50 gil |
| Rubber Bullets (50) | 5 gil |

**Rubber Bullets:** (also called rubber baton rounds) are rubber or rubber-coated projectiles that can be fired from standard firearms. They are intended to be a non-lethal or more specifically a less lethal alternative to metal projectiles, dealing bludgeoning damage rather than piercing damage. A firearm user can use rubber bullets to deal nonlethal damage (at the normal –4 attack penalty for using a lethal weapon to deal nonlethal damage).

## FIREARM TYPES

**HANDGUNS**

A handgun is a firearm that can be used one-handed without penalty. Handguns can be broken down into two smaller groups: autoloaders, pistols and autotek pistols. Autoloaders (sometimes called "automatics") feature removable box magazines, and some models hold quite a lot of ammunition. Pistols are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. Autotek pistols are automatic weapons small enough to be fired with one hand.

### LONGARMS
Longarms are personal firearms that require two hands to be fired without penalty. If fired with only one hand, there is a -4 to attack. This group includes machine rifles, sniping rifles, and assault rifles.

### MACHINE GUNS
Machine guns are belt-fed weapons that typically fire rifle cartridges or light cannon rounds. Lighter guns are frequently carried by dismounted troops and fired from a bipod or occasionally a tripod, while heavier machine guns are found on either a tripod or a vehicle mount. Most are only capable of autofire.

### SHOTGUNS
Shotguns are large-bore weapons that have the Scatter Weapon Quality. If a slug is used to attack then increase the critical hit modifier to x4. Slugs can only target one individual. If pellets are used, the shot gun fires in a cone (15'). All individuals within the cone are targets and each must be rolled separately, with a modifier of -2. In addition, targets are unable to use any concealment abilities. This will affect all targets within the cone, each with a -2 to hit.

## FIREARM RATE OF FIRE

**Single Shot (1):** This is a single shot per each attack granted by the PC's Base Attack Bonus.

**Automatic Fire (A):** This weapon can act as a semi-automatic weapon (see below), or it can fire a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, mirror image, or vanish spells, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 ammo. When taking a full-attack action with an automatic weapon, the wielder can fire as many bursts in a round as he has attacks, provided his gun can hold enough ammo to make all of the attacks, otherwise it only fires what the current box contains (30 box can only have 3 attacks). You may not reload during Automatic Fire.

**Semi-Automatic (S):** A semi-automatic weapon normally fires one shot as an attack. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a -2 penalty on all attacks). If the wielder has the Rapid Shot feat, she can use the additional shot from that as well, but the penalty for all shots fired in that round increases to -6.

## Ranged Weapons Table

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons.

**Damage:** The damage the weapon deals on a successful hit.

**Critical:** The threat range for a critical hit.

**Damage Type:** Ranged weapon damage is classified as Piercing.

**Range:** Modern firearm attacks are against the target's touch AC for the first range increment and have a full 10 range increments.

**Rate of Fire:** How many rounds the firearm fires per round.

**Capacity:** The weapon's magazine capacity and type are given in this column.

**Box:** A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

**Cylinder:** A revolver keeps its ammunition in a cylinder.

**Internal:** Some weapons keep their ammunition in an internal space, which must be loaded by hand.

**Belt Feed:** Machine guns use linked ammunition.

**Size:** A Small or smaller weapon is considered a light weapon. A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount.

**Weight:** This column gives the weapon's weight when fully loaded.

**Cost:** This is the purchase cost to acquire the weapon.

**Table: Firearms**

| Weapon | Damage | Critical | Damage Type | Range Increment | Rate of Fire | Cap | Size | Weight | Cost |
|---|---|---|---|---|---|---|---|---|---|
| **Ranged Weapons (Firearms [Simple] Exotic Weapon Proficiency) Required** | | | | | | | | | |
| Pistol | 2d4 | 19-20/x2 | P | 20 ft. | S | 6 cyl. | Small | 2 lbs. | 475 gil |
| Machina Pistol | 2d6 | 19-20/x2 | P | 30 ft. | S | 7 box | Medium | 3 lbs. | 750 gil |
| Shotgun | 2d4 | x2 | P | 30 ft. | Single | 6 int. | Large | 7 lbs. | 350 gil |
| Machina Shotgun | 2d6 | 19-20/x2 | P | 30 ft. | Single | 5 int. | Large | 11 lbs. | 700 gil |
| Rifle | 2d8 | x3 | P | 150 ft. | Single | 5 int. | Large | 7 lbs. | 575 gil |
| Machina Rifle | 2d10 | x3 | P | 300 ft. | Single | 6 int. | Large | 8 lbs. | 900 gil |
| **Ranged Weapons (Firearms [Advanced] Exotic Weapon Proficiency) Required** | | | | | | | | | |
| Assault Rifle | 2d8 | 19-20/x3 | P | 70 ft. | S, A | 30 box | Large | 10 lbs. | 575 gil |
| Sniper Rifle | 2d10 | 20/x4 | P | 600 ft. | S | 11 box | Huge | 35 lbs. | 8,000 gil |
| Autotek Pistol | 2d6 | 19-20/x2 | P | 30 ft. | S, A | 20 box | Medium | 3 lbs. | 825 gil |
| Machine Gun | 2d8 | 19-20/x2 | P | 300 ft. | A | Belt Feed | Huge | 22 lbs. | 7,500 gil |
| **Ranged Weapons (Firearms [Artillery] Exotic Weapon Proficiency) Required** | | | | | | | | | |
| Flamethrower | 3d6 | - | Fire | - | 1 | 10 int. | Large | 50 lbs. | 750 gil |
| Heavy Autotek | 2d12 | 19-20/x2 | P | 200 ft. | A | Belt Feed | Huge | 75 lbs. | 8,500 gil |
| Rocket Launcher | 10d6 | 19-20/x3 | - | 150 ft. | 1 | 1 int. | Large | 5 lbs. | 575 gil |
| Grenade Launcher | Varies | - | - | 70 ft. | 1 | 1 int. | Large | 7 lbs. | 475 gil |

## RANGED WEAPON DESCRIPTIONS

The following sections describe various ranged weapons.

**Assault Rifle:** This is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts. **Proficiency Required:** Firearms (Advanced)

**Autotek Pistol:** Autotek pistol sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine. This weapon features a three-round burst setting. **Proficiency Required:** Firearms (Advanced)

**Flamethrower:** A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all individuals and objects in its path. No attack roll is necessary. Any individual caught in the line of flame can make a Reflex save (DC 15) to take half damage. Individuals with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a AC equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to individuals and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any individual or flammable object that takes damage from a flamethrower catches on fire; taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single individual or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area. A flamethrower can shoot 10 times before the fuel supply is depleted. **Proficiency Required:** Firearms (Artillery)

**Grenade Launcher:** This weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the grenade launcher can't shoot hand grenades. Attacking with a grenade launcher is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or individual). The differences between using the grenade launcher and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the grenade launcher requires a weapon proficiency to operate without penalty. **Proficiency Required:** Firearms (Artillery)

**Heavy Autotek:** This heavy-duty .50-caliber machine gun has been in service recently and remains a very common vehicle-mounted military weapon around the world. **Proficiency Required:** Firearms (Advanced)

**Machina Pistol:** The autotek pistol is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The autotek pistol is typical of a number of short-barreled (3 inches) small-caliber pistols. **Proficiency Required:** Firearms (Simple)

**Machina Rifle:** A bolt-action rifle with a reputation for accuracy, the machine rifle has been popular with hunters and target shooters since its introduction by the al bhed. **Proficiency Required:** Firearms (Simple)

**Machina Shotgun:** This heavy shotgun fires the largest shotgun round available, the 10-gauge shell. **Proficiency Required:** Firearms (Simple)

**Machine Gun:** This machine gun is used with the military and that of several other armies. **Proficiency Required:** Firearms (Advanced)

**Pistol:** The standard service pistol of the Shinra military. **Proficiency Required:** Firearms (Simple)

**Rifle:** This is a lever-action rifle typical of big-bore hunting rifles found around the world. **Proficiency Required:** Firearms (Simple)

**Rocket Launcher:** This light antitank weapon is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action. When the rocket launcher hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all individuals within a 10-foot radius (Reflex save DC 18 for half damage). The rocket launcher ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius. The rocket launcher has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. **Proficiency Required:** Firearms (Artillery)

**Shotgun:** This is a pump-action shotgun designed for military and police work. **Proficiency Required:** Firearms (Simple)

**Sniper Rifle:** This is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition. To wield this firearm properly, you need at least a 16 Strength to fire whilst standing, otherwise you must be prone and using a Bipod. If using the Bipod, you only need a 12 Strength to fire without penalty. For any Strength less than from the requirement, you suffer a -4 penalty to attack and are knocked prone if standing. This firearm cannot be used with Two-Weapon Fighting, regardless of size/handling. **Proficiency Required:** Firearms (Advanced)

# Explosives

These weapons explode or burst, dealing damage to individuals or objects within an area. Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons. All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories. Explosives require no proficiency to use normally.

**Thrown Explosives**

Make a ranged attack against an unoccupied grid intersection (AC 5 plus range penalties.)

- **Hit:** Individuals in all adjacent squares are dealt damage.
- **Miss:** First, roll 1d8 to determine the miss direction of the throw.
- **1 -** Falls short (straight line towards the thrower).
- **2 through 8 -** Count around the target individual or grid intersection in a clockwise direction.

Then, count a number of squares in the indicated direction equal to the number of range increments thrown. The thrown object lands that number of spaces away from the target. Finally, the item deals damage to all individuals in the square it lands in and in all adjacent squares.

**Planted Explosives**

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off. When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

**Explosives Table**

**Damage:** The damage dealt by the weapon.

**Burst Radius/Splash Damage:** All individuals or objects within the burst radius take damage from the explosive.

**Damage Type:** Damage from explosives and splash weapons is classified according to type.

**Critical:** The threat range for a critical hit.

**Reflex DC:** Any individual caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

**Range Increment:** If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated.

**Size:** A Small or smaller weapon is considered a light weapon. Medium-size or smaller weapon can be used one-handed or two-handed.

**Weight:** This column gives the weapon's weight.

**Cost:** This is the purchase cost to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

| Table: Grenades and Explosives | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Weapon | Damage | Critical | Damage Type | Burst Radius | Reflex DC | Range Increment | Size | Weight | Cost |
| 40mm Fragmentation Grenade | 6d6 | 20/x2 | Slashing | 10 ft. | 15 | — | Tiny | 1 lb. | 650 gil |
| C4/Semtex | 4d6 | 20/x2 | Bludgeoning | 10 ft. | 18 | — | Small | 1 lb. | 300 gil |
| Det Cord | 2d6 | 20/x2 | Fire | See text | 12 | — | Med | 2 lb. | 100 gil |
| Dynamite | 2d6 | 20/x2 | Bludgeoning | 5 ft. | 15 | 10 ft. | Tiny | 1 lb. | 300 gil |
| Fragmentation Grenade | 6d6 | 20/x2 | Slashing | 20 ft. | 15 | 10 ft. | Tiny | 1 lb. | 575 gil |
| Molotov Cocktail | 1d6/1d4 Splash | 20/x2 | Fire | 5 ft | 12 | 10 ft | Small | 1 lb | 10 gil |
| Smoke Grenade | See text | — | — | See text | — | 10 ft. | Small | 2 lb. | 50 gil |
| Tear gas Grenade | See text | — | — | See text | — | 10 ft. | Small | 2 lb. | 300 gil |
| Thermite Grenade | 8d6 | 20/x2 | Fire | 5 ft. | 12 | 10 ft. | Small | 2 lb. | 850 gil |
| White Phosphorus Grenade | 8d6 | 20/x2 | Fire | 20 ft. | 12 | 10 ft. | Small | 2 lb. | 625 gil |

**Grenades and Explosives**

Many explosives require detonators, which are described in Weapon Accessories.

No feat is required to use these thrown weapons.

**40mm Fragmentation Grenade:** This small explosive device must be fired from a 40mm grenade launcher. It sprays shrapnel in all directions when it explodes. The cost given is for a box of 6 grenades.

**C4/Semtex:** So-called "plastic" explosives resemble slabs of wax and can take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet and requires a Craft (explosives) check (DC 15) to link them. The cost given represents a package of 4 blocks. C4/Semtex requires a detonator to set off.

**Det Cord:** Det cord is an explosive in a rope-like form. Technically, det cord doesn't explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off) det cord can also be looped around a tree or post or other object to cut it neatly in half.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all individuals in each 5-foot square through which it passes.

It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6. Det cord requires a detonator to set it off.

**Dynamite:** Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet).

It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Craft (explosives) (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice). Dynamite is sold in boxes of 12 sticks.

To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade) or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

**Fragmentation Grenade:** The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. The cost given is for a box of 6 grenades.

**Molotov Cocktail:** A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand with a Craft (explosives) DC 10 or Intelligence check DC 15. To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

**Smoke Grenade:** On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any individual within the area has total concealment. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green and purple. As such, they can be used as signal devices. The cost given is for a box of 6 grenades.

**Tear Gas Grenade:** On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or he leaves the cloud. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose and mouth provides a +2 bonus on the Fortitude save. The cost given is for a box of 6 grenades.

**Thermite Grenade:** Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment. The cost given is for a box of 6 grenades.

**White Phosphorus Grenade:** White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 2d6 points of fire damage in the following round and risks catching on fire. In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade. The cost given is for a box of 6 grenades.