Gunpowder Weapons In Golarion

Handguns

The current state of the art in personal firearms is a smoothbore weapon with a wheellock firing mechanism. Earlier matchlocks, which required a lit match held in a "matchlock" to fire, and the even earlier hand culverins, which required manual application of a lit match, are still in circulation but no regular forces use them. Though most firearms come from the mass production gunworks of Alkenstar, there are skilled craftsmen in other locations that can and do build firearms.

The smiths of Alkenstar have just developed snaplocks, but have kept the innovation to themselves so far. More reliable and inexpensive flintlocks are doubtless not far behind. A couple artisans have made rifled hunting weapons but these are still unique curiosities. The weapons listed are all wheellocks; differences for matchlocks are noted in the text.

Name	Cost	D (S)	D (M)	Crit	Range	Weight	Type
One-Handed Ranged Weapons							
Pistol	250 gp	2d3	2d4	x3	50 ft.	3 lbs.	P
Blunderbuss pistol	500 gp	2d4	2d6	19-20/x2	10 ft.	5 lbs.	B and P
Two-Handed Ranged Weapons							
Musket, short	500 gp	2d6	2d8	x3	100 ft.	8 lbs.	P
Musket, long	750 gp	2d6	2d8	x3	150 ft.	10 lbs.	P
Blunderbuss	500 gp	1d12	3d6	19-20/x2	15 ft.	8 lbs.	B and P
Explosive Weapons							
Bomb	150 gp	1d10	2d6/2d4	x2	10 ft.	1 lb.	B
Smoke bomb	70 gp		Smoke	x2	10 ft.	1 lb.	-

Proficiency: All matchlock and wheellock weapons require Exotic Weapon Proficiency (firearms) to use without penalty.
Reload: All matchlock and wheellock weapons hold one shot and take two full round actions to load. Reloading takes two hands and provokes attacks of opportunity.
Inaccurate: All non-rifled firearms have an inherent -1 to hit penalty. Matchlock weapons incur an additional -1 penalty to hit due ot the difficulty of keeping a good aim while manually matching the weapon.
Exploding Dice: Whenever you deal damage with a firearm and roll maximum on any damage die, reroll that die and add that roll to the total as well. If you roll maximum on rerolls, continue to reroll, adding to the damage each time.
Misfire: Whenever you roll a natural 1 on an attack roll made with a wheellock weapon, or a 1-2 with a matchlock, your firearm might misfire. Immediately roll 1d20. On a 1, the firearm is broken and the powder explodes out the breech, dealing the weapon's damage to you; on a 2–7, the firearm is broken; on a 8–18, the firearm misfires and is fouled; and on a 19–20, it simply misfires. A fouled firearm requires 2 full rounds to clear before it can be reloaded.

Melee: Pistols may be used as saps and muskets as clubs in melee combat, but they are reasonably fragile and whenever you roll a natural 1 on the attack roll the weapon is broken.

Pistols have a hardness of 10 and 10 hit points; long weapons have a hardness of 10 and 20 hit points.

Weapon Descriptions

Pistol: a single shot wheellock pistol. Matchlocks are also available for 75% of the listed cost (this applies to short and long muskets as well)
Blunderbuss Pistol: Also known as a dragon, this is a large pistol with a bell-shaped barrel. A blunderbuss pistol's damage suffers a -2 penalty per range increment beyond the first.
Musket, short: A wheellock musket with a short barrel suitable for use in close quarters. Also known as an arquebus in matchlock form.
Musket, long: A wheellock musket with a 4 foot long barrel. The long musket must be braced on something or else suffer a -2 penalty to hit. Many such muskets come with a inherent pintle mount so that they can be braced while standing; it requires a move action to set up the pintle.
Blunderbuss: This is a heavy musket with a bell-shaped barrel, also referred to as a musketoon. A blunderbuss' damage suffers a -2 penalty per range increment beyond the first.
Bomb: A bomb, also known as a grenade, is thrown as a splash weapon. It requires one full round action to prepare and light. Once thrown, it explodes and does damage to everyone in a 5' radius from the target or target square. Bombs do 2d6 damage to a directly targeted creature and 2d4 splash damage.
Smoke bomb: A smoke bomb is thrown as a splash weapon, and puts out a 10' radius cloud of smoke. It requires one full round action to prepare and light. The smoke dissipates normally.

Ammunition: Balls are 3 gp per 10, but there are no standard sizes so they usually have to be custom cast.   An ounce of gunpowder is needed to propel a bullet. Gunpowder is sold in small kegs (15-pound capacity, 20 pounds total weight, 300 gp each) and in water-resistant powder horns (2-pound capacity and total weight, 40 gp for a full powder horn).

Field Grade Weapons

Most cannon are cast bronze, smooth bore, muzzleloading weapons, although some are breech-loading and older ones are constructed of iron bars welded and bound together. Because they are expensive and rare, many cannons are ornately carved and decorated, and larger ones often have unique names.

Name	Cost	Damage	Weight	Range	Mount	Crew	Ready
Bombard	10,000 gp	12d10	8000 lbs.	400 ft.	-	6	10/4
Cannon	8,000 gp	10d10	6000 lbs.	300 ft.	Very Heavy	5	6/3
Demi-cannon	6,000 gp	8d10	4000 lbs.	250 ft.	Heavy	4	5/2
Culverin	4,000 gp	6d10	3000 lbs.	200 ft.	Medium	3	4/2
Small culverin	2,000 gp	4d10	2000 lbs.	150 ft.	Light	2	3/2
Swivel-gun	1,000 gp	2d10/4d6	200 lbs.	100 ft./25 ft.	-	1	2/1

Damage: Assuming solid shot, this is the damage done on a direct hit. Cannon (with the exception of swivel-guns) cannot effectively be aimed at a specific person, but instead are aimed at a specific area with the intent of damaging a structure. Monsters that are size Huge or larger can be individually targeted (assuming they stay still for the several rounds needed to aim and fire the weapon). When a cannon hits its target area, it only does its listed damage to that 10x10x10 part of the structure, not any creature there. (On a natural 20, the cannon hits an unlucky person in that area dead on and does full damage to them as well.) However, cannons often do splash damage. If the cannon is using stone shot and firing into a stone environment (like most towns), this damage comes from stone fragments (slashing), or if the cannon is using any solid shot and firing into a wooden environment (like a ship), the damage comes from wooden shivers (piercing). Anyone in the 10x10 target area must make a DC 15 Reflex save or else take ¼ the direct damage inflicted by the shot from the fragments. For example, if a PC is hiding in a 10x10 wooden shack that is hit by a culverin inflicting 35 points of damage on the structure, he may take 8 points of fragment damage if he fails his save.
Crew: All members of the crew must have at least one rank in Profession: siege engineer.
Ready: Cannons all require the listed number of full round actions to reload and then aim with a normal crew. They must be re-aimed every time they are fired because their recoil moves them significantly out of place. If they are operated with a smaller crew than the listed minimum, the time it takes to reload them is proportionately longer.

Proficiency: All cannon require Profession: Siege Engineer (or Artillerist, or Cannoneer, or whatever you want to call it) to operate.
Inaccurate: All cannon have an inherent -4 to hit penalty due to the difficulty of aiming them precisely. This penalty may be reduced by 1 for every 5 points the gunner has in Profession: siege engineer. A gunner uses their base attack bonus, Int bonus, and other modifiers for range, vision, motion, etc. to determine their total attack bonus.
Misfire: Whenever you roll a natural 1 on an attack roll made with a cannon, the cannon might misfire. The crew chief must immediately roll a Profession: siege engineer check at DC 15 (the rest of the crew may assist). A successful check indicates that the wad simply misfired and the cannon must be reloaded. A failure by up to 5 indicates that the cannon is fouled and requires 2 full rounds to clear before it can be reloaded. A failure by up to 10 means that the cannon gains the broken condition and requires repair before further use. A natural 1 on this check means that the cannon has exploded and does its full normal damage to everyone and everything within 10 ft.

Weapon Descriptions

Bombard: Very large caliber front-loading cannon used in sieges. They fire hundred pound stone balls. Bombards are too large for most ships to carry. A variant of bombard that is used for indirect fire is called the mortars.

Cannon: A heavy bronze cannon firing a 36 to 50 pound shot, also known as a basilisk. These usually can only be placed on the bow mount of very large galleys.

Demi-Cannon: Also known as the cannon-perier, it fires a 24 pound shot. This is the heaviest weapon that can be fired from the side of a ship, and a large ship at that.

Culverin: The culverin is a medium cannon firing an 18 lb shot. These are the most common large weapon mounted broadside on sailing ships.

Small Culverin: Also known as the demi-culverin, this weapon fires a 9-10 lb shot and is suitable for mounting on many ships, including on the top deck.

Swivel-gun: Swivel-guns, which come in varieties also known as falcons, falconets, or robinets, can take a 1-2 pound solid shot or be filled with a dozen pistol shots. They do 2d10 damage to hard targets with solid shot, but when loaded with pistol shot do 4d6 damage, less 2 points per range increment, in a 10x10 square. A gunner applies their Dexterity bonus to hit instead of their Int bonus with a swivel-gun.

Ammunition: stone or lead solid shot are the most common ordnance in cannon. There is also chain or bar shot which is effective against rigging (normal solid shot passes through rigging doing only minimum damage). Grapeshot or canister shot can also be used; this does not do structural damage but targets the crew, doing a number of 6-sided dice of damage equal to the number of 10-sided dice the cannon deals with a normal shot to all crew in a 10x10x10 area.

Gunpowder in bulk is 20 gp per pound. You usually use a charge half the weight of the shot. Solid shot costs about 1 gp per pound.