

Sundered Era Weapons

Key-

PCB- Pathfinder Core Book

APG- Pathfinder Advanced Player's Guide

PUC- Pathfinder Ultimate Combat

IHCS- Infinite Horizons Campaign Setting

Discovering Era Weapons

Table 1.1 Discovering Era Simple Firearms

Weapon	Cost (GP)	Cost (UC)	Cost (RC)	Damage (small)	Damage (medium)	Damage Type	Critical	Misfire	Range Increment	Capacity	Special
<i>Light Simple Firearms</i>											
Hold-out Pistol	50	500	11	1d3 T	1d4 S	B and P	20 x3	1	10ft	2	
Pistol, Light	60	600	11	1d4 T	1d6 S	B and P	19-20 x3	1	10ft	5	
Revolver, Light	50	500	11	1d4 T	1d6 S	B and P	19-20 x3	1	10ft	8	
<i>One-Handed Simple Firearms</i>											
Pistol	75	750	12	1d6 S	1d8 M	B and P	19-20 x4	1	20ft	10	
Revolver	60	600	11	1d6 S	1d8 M	B and P	19-20 x4	1	20ft	6	
Pistol, Heavy	125	1250	13	1d8 S	1d10 M	B and P	20 x4	1	15ft	10	
Revolver, Heavy	100	1000	13	1d8 S	1d10 M	B and P	20 x4	1	15ft	5	
<i>Two-Handed Simple Firearms</i>											
Carbine	175	1750	13	2d6 M	2d8 L	B and P	20 x4	1	100ft	5	
Carbine, Pistol Cartridge	100	1000	13	1d8 M	1d10 L	B and P	19-20 x4	1	60ft	10	
Carbine, Assault	225	2250	14	2d4 M	2d6 L	B and P	19-20 x4	1	100ft	20	Burst Fire
Carbine, Battle	250	250	14	2d6 M	2d8 L	B and P	20 x5	1	100ft	20	Burst Fire
Hand Cannon	200	2000	14	1d10 M	1d12 L	B and P	20 x5	1	20ft	5	Exotic Weapon
Heavy Rifle	350	3500	14	2d10 M	2d12 L	B and P	20 x4	1	300ft	5	
Heavy Rifle, Battle	500	5000	15	2d10 M	2d12 L	B and P	20 x5	1-3	200ft	20	Automatic Fire, Burst Fire
Light Rifle	175	1750	13	2d6 M	2d8 L	B and P	20 x4	1	200ft	5	
Light Rifle, Assault	225	2250	14	2d4 M	2d6 L	B and P	19-20 x4	1-3	200ft	20	Burst Fire
Light Rifle, Battle	250	2500	14	2d6 M	2d8 L	B and P	20 x5	1-2	150ft	20	Burst Fire

Rifle	250	250	14	2d8 M	2d10 L	B and P	20 x4	1	250ft	5	
Rifle, Assault Rifle	300	3000	14	2d6 M	2d8 L	B and P	19-20 x4	1-3	150ft	20	Burst Fire
Rifle, Battle Rifle	325	3250	14	2d8 M	2d10 L	B and P	20 x5	1-2	150ft	20	Burst Fire
Shotgun	100	1000	13	3d6 M	3d6 L	B and P	20 x3	1	20ft	5	Deadly [2], Scatter
Shotgun, Combat	250	2500	14	3d6 M	3d6 L	B and P	20 x3	1	25ft	10	Deadly [2], Scatter
Shotgun, Light	75	750	12	3d4 S	3d4 M	B and P	20 x3	1	20ft	5	Deadly [2], Scatter
Shotgun, Heavy	275	2750	14	3d8 L	3d8 H	B and P	20 x3	1	20ft	5	Deadly [3], Scatter
Sub-machinegun	300	3000	14	1d6 T	1d8 M	B and P	19-20 x3	1-4	10ft	20	Automatic Fire, Exotic Weapon
Sub-machinegun, Light	275	2750	14	1d4 T	1d6 M	B and P	19-20 x4	1-4	10ft	20	Automatic Fire, Exotic Weapon

Wayfaring Era Weapons

Table 1.3 Wayfaring Era Simple Firearms

Weapon	Cost (GP)	Cost (UC)	Cost (RC)	Damage (small)	Damage (medium)	Damage Type	Critical	Misfire	Range Increment	Capacity	Special
Light Weapons											
Blaster, Hold-out	100	1000	13	1d4 T	1d6 S	S	20 x4	1-2	20ft	10	Burst Fire, electricity
Blaster, Light Pistol	150	1500	13	1d6 T	1d8 S	S	20 x4	1-2	20ft	15	Burst Fire, electricity
Ion, Hold-out Pistol	100	1000	13	1d3 T	1d4 S	B	19-20 x3	1	20ft	10	Stun (DC 11), electricity
Ion, Light Pistol	150	1500	13	1d4 T	1d6 S	B	19-20 x3	1	20ft	15	Stun (DC 13), electricity
Laser, Light Pistol	150	1500	13	1d4 S	1d6 M	P	18-20 x3	1	30ft	15	Fire
One-handed Weapons											
Blaster, Heavy Pistol	275	2750	14	1d10 S	1d12 M	S	20 x4	1-2	30ft	30	Burst Fire, electricity
Blaster, Pistol	200	2000	13	1d8 S	1d10 M	S	20 x4	1-2	30ft	50	Burst Fire, electricity
Ion, Heavy Pistol	275	2750	14	1d8 S	1d10 M	B	19-20 x3	1	30ft	30	Stun (DC 17), electricity
Ion, Pistol	200	2000	13	1d6 S	1d8 M	B	19-20 x3	1	30ft	50	Stun (DC 15), electricity
Laser, Heavy Pistol	275	2750	14	1d8 S	1d10 M	P	18-20 x3	1	30ft	30	Fire
Laser, Pistol	200	2000	13	1d6 S	1d8 M	P	18-20 x3	1	30ft	50	Fire
Mass Driver, Pistol	300	3000	14	1d8 M	1d10 L	B and P	20 x3	1	40ft	20	Deadly [3]
Plasma, Pistol	400	4000	14	n/a	n/a	-	20	1-3	20ft	20	Electricity and Fire, Splash
Two-Handed Weapons											
Assault Rifle, Blaster	600	6000	15	2d8 M	2d10 L	S	20 x4	1-2	250ft	50	Automatic Fire, electricity
Assault Rifle, Laser	600	6000	15	2d8 M	2d10 L	P	18-20 x3	1	300ft	50	Burst Fire, Fire
Assault Rifle, Mass Driver	750	7500	15	2d6 L	2d8 H	B and P	20 x3	1	300ft	30	Deadly [3]
Carbine, Blaster	375	3750	14	2d10 M	2d12 L	S	20 x4	1-2	125ft	30	Burst Fire, electricity

Carbine, Ion	375	3750	14	2d6 M	2d8 L	B	19-20 x3	1	125ft	30	Stun (DC 15), electricity
Carbine, Laser	375	3750	14	2d8 M	2d10 L	P	18-20 x3	1	150ft	30	Fire
Carbine, Mass Driver	500	5000	15	2d8 L	2d10 H	B and P	20 x3	1	150ft	20	Deadly (3)
Carbine, Plasma	600	6000	15	n/a	n/a	-	20	1-3	75ft	20	Electricity and Fire, Splash
Hand Cannon, Mass Driver	375	3750	14	1d10 L	1d12 H	B and P	20 x3	1	40ft	20	Deadly (3)
Heavy Rifle, Blaster	750	7500	15	2d10 M	2d12 L	S	20 x4	1-2	300ft	30	Burst Fire, electricity
Heavy Rifle, Ion	750	7500	15	2d8 M	2d10 L	B	19-20 x3	1	300ft	30	Stun (DC 19), electricity
Heavy Rifle, Laser	750	7500	15	2d10 M	2d12 L	P	18-20 x3	1	400ft	30	Fire
Heavy Rifle, Mass Driver	1000	10000	16	2d10 L	2d12 H	B and P	20 x3	1	400ft	20	Deadly (3)
Heavy Rifle, Plasma	1000	10000	16	n/a	n/a	-	20	1-3	125ft	20	Electricity and Fire, Burst (10ft)
Light Rifle, Blaster	275	2750	14	2d6 M	2d8 L	S	20 x4	1-2	200ft	50	Burst Fire, electricity
Light Rifle, Ion	275	2750	14	2d4 M	2d6 L	B	19-20 x3	1	200ft	50	Stun (DC 16), electricity
Light Rifle, Laser	275	2750	14	2d6 M	2d8 L	P	18-20 x3	1	250ft	50	Fire
Light Rifle, Mass Driver	450	4500	15	2d8 L	2d10 H	B and P	20 x3	1	250ft	20	Deadly (3)
Rifle, Blaster	500	5000	15	2d8 M	2d10 L	S	20 x4	1-2	250ft	50	Burst Fire, electricity
Rifle, Ion	500	5000	15	2d6 M	2d8 L	B	19-20 x3	1	250ft	50	Stun (DC 17), electricity
Rifle, Laser	500	5000	15	2d8 M	2d10 L	P	18-20 x3	1	300ft	50	Fire
Rifle, Mass Driver	750	7500	15	2d8 L	2d10 H	B and P	20 x3	1	300ft	30	Deadly (3)
Rifle, Plasma	750	7500	15	n/a	n/a	-	20	1-3	125ft	30	Electricity and Fire, Burst (10ft)