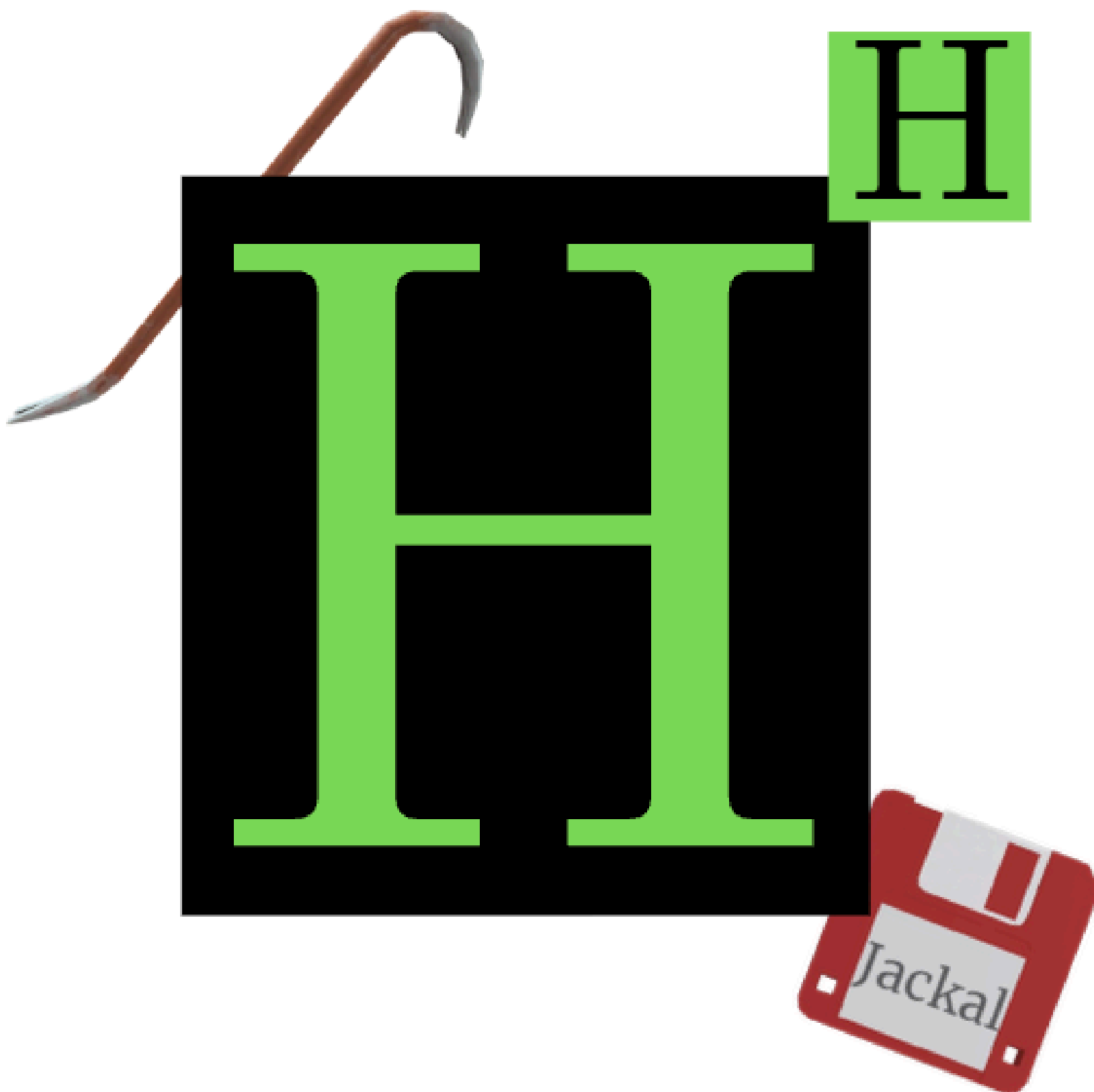




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INTRODUCTION

So, you want to play Halfwells and Hand Grenades.

HAHAHAHAHAHAHAH

Oh, you're serious?

Shit man, I wasn't prepared for that-

Anyway, back 2 srs.

Halfwells and Hand Grenades is a homebrew version of Dungeons and Dragons (made by yours truly) that uses a different combat system, different classes, new items, it basically turns the game into No Big Deal as a roleplaying game.

So, if you want to play...lets's make a character!

CHARACTER BASICS

So, here you'll learn how to make a character for Halfwells and Hand Grenades.

Sounds simple, right? Just grab a standard DnD character sheet and-

WRONG.

First, our Leveling System! It's much more simple than the DnD system, as leveling up (gaining 100 exp+100 for every extra level) gives you 10 more HP and 2 more damage for every weapon. (if that sounds like a lot remember the fighter equivalent's health amount is 100)

This variant has 7 unique classes, and I will list them here.

(Author's Note: If you are curious about the items I mention here, please see the Items heading.)

Gunman: A basic starter class, like the Fighter. Great for new players, and starts with 100 hp. Starts with a KICK-10 9mm submachine gun. They have a slight 5% resistance to bullet damage.

Negotiator: A class that is best suited for negotiating and making deals with other companies. Has 85 hp, and is equipped with a Hardball .449 pistol, and a phone to call others with phones. They have +2 to charisma and roll +2 in charisma saving rolls.

Mercenary: A sneaky little bastard that has mastered the art of the steal. Equipped with a "The Fix" silenced pistol, a butterfly knife and a smoke

grenade. Has a +2 in all stealth-related rolls, and deals 10 more sneak attack damage. Has 90 hp.

Medic: A coworker that managed to get ahold of some medical supplies. He can heal you, and even bought a Healthpen revolver off the black market. Has 75 hp, and is equipped with the Healthpen Revolver, a class exclusive weapon that heals whoever is shot, 2 bandages, and a bonesaw.

Marksman: A representative equipped with a long range marksman rifle, great for picking off enemies from a large distance. Has 90 hp, and is equipped with a Ruby '52, and binoculars. Rolls +2 on all gun-related hit rolls.

Combatant: This class is equipped with a shotgun, great for close quarters combat, and can even attach a bayonet for even more power. Has 100 hp, a Doppio 12-gauge and a bayonet for mounting on any shotgun.

Juggernaut: A heavy class equipped with an automatic rifle and is VERY tanky, but is much slower, bulkier, and horrible for stealth. Has 125 hp, and is equipped with a Ural-79 assault rifle, and a permanent ballistic vest that makes you take -25% less bullet damage and lets you carry 1 extra slot of ammo for your primary. Has -2 dexterity.

And of course, there are SUBCLASSES! After reaching level 3, you can respec into 1 of 2 subclasses for your class optionally. Subclasses include:

Street Fighter Gunman: Allows you to specialize into melee combat, dealing +10 damage with melee, but -1 when rolling firearm hit checks.

Blitzer Gunman: You can now move 6 tiles instead of 4, but you now only have 90 HP.

Conman Negotiator: Gain advantage on deception and persuasion rolls, BUT all other charisma related rolls have disadvantage.

Aggressive Negotiation Negotiator: Gain advantage on intimidation rolls but gain disadvantage on all other charisma related rolls.

Thief Mercenary: Gain the ability to lock pick and hack computers, but you roll -1 on weapon hit checks.

Hitman Mercenary: Gain +2 on weapon hit rolls and deal +10 damage on sneak attacks, but you need to roll higher to become Hidden.

Bludzager Medic: Upon performing a successful attack, heal 10 HP. Your health is reduced to 70.

Chaplain Medic: You can now perform Holy Healing, healing your teammate over time for 15 HP every turn for 3 turns, and removing debuffs, but your syringe revolver is disposed of and replaced with a Bible, that removes debuffs from teammates.

Sniper Marksman: You can now crit on a 19 with rifles, but you can no longer magdump.

Scout Marksman: You can now “mark” enemies with your binoculars, making them take 1.25x damage, BUT you now only have 85 HP.

Breacher Combatant: You now deal extra damage in small rooms and unlock the subclass exclusive Flashbag Pouch (infinite flash bangs, starts with 3 flash bangs and regenerates 1 every 3 turns and they stun and blind enemies), BUT you deal much less damage in long range.

Slugger Combatant: Your standard shotgun shells are replaced with slugs, that deal an even 75 damage across all ranges, but cost 50 dollars instead of 35.

Dreadnaught Juggernaut: You gain a bulletproof shield that lets you protect yourself and others from ALL bullet damage from one side, BUT you can now only move 2 tiles OR attack.

Demoman Juggernaut: You gain a Thumper grenade launcher with infinite ammo that can only be used once every 3 turns. Said thumper deals 75 damage to anyone within 1 tile of the blast, instakills those directly hit, and deals 50 damage to anyone within 2 tiles. In return, you have your bulletproof vest removed.

ABILITY SCORES & THEIR ABILITIES

Now, for ABILITY SCORES!!!

Ability scores are a little different in H&H, as instead of the typical roll, they will roll a D20. For every 5 numbers rolled, 1 point is added to related rolls. (I.E: 17 on Strength will translate as +3 to strength related rolls.) And of course, each stat translates into this game differently too.

STRENGTH: Good for melee attacks, smashing stuff, brute force.

CONSTITUTION: Good for more health, tanking damage, protecting others.

DEXTERITY: Good for dodging attacks, ranged weapons, moving faster.

INTELLIGENCE: Good for healing, predicting, book smarts.

WISDOM: Good for perception, looking around, street smarts.

CHARISMA: Good for convincing, charming, making deals.

And each of the Ability Scores have their own Abilities! These abilities go as follows:

STRENGTH ABILITIES:

Tip Cover: Does what it says on the tin. Allows you to roll to bring down or smash an enemy's cover. Doing so successfully allows you to perform another action.

Parry & Reposte: Roll to block an enemy's melee attack. Blocking successfully will allow you to shove the enemy 1 tile (1) away and deal 20 damage to them.

Kick Door: Kick open a locked door, instantly opening it but producing a noise that can be heard by people 1d8 tiles away. Requires Strength 10 or higher.

CONSTITUTION ABILITIES:

Defend Your Friend: Allows you to run in front of an enemy's attack on your teammate to take the hit for them, and your higher constitution stat, as well as affecting rate of success, will affect if you are actually able to take the hits.

Hold Steady: You become unable to move until you end Hold Steady, but you gain a 50% damage reduction from ALL attacks.

Last Stand: If you succeed in a Constitution saving throw after getting downed, you get up with 10 HP and double damage for 3 turns.

DEXTERITY ABILITIES:

Trickshot: Roll for a higher barrier attack, dealing the same damage but hitting it increases morale of your team, which makes them ALL deal 1.25x damage for 2 turns.

Wallbang: Depending on damage, using a higher roll barrier for their weapon, can penetrate through certain walls and cover. It does reduce their weapon's damage though. For every 10 points of damage, it can penetrate through 1 inch of material.

Quick Wits: Perform two actions this turn.

INTELLIGENCE ABILITIES

Improvised Rewire: Attempt to rewire an electronic system using only the tools at hand.

Manufacture Medicine: Over the course of 2 turns, manufacture a crappy Healthpen that heals 25 HP.

Special Application: On your next use of a healing item, heal +25 more HP.

WISDOM ABILITIES

Crack Armor: After using this ability, the next melee hit against someone with armor will ignore the armor's damage reduction.

Loot&Scoot: Become able to find a certain piece of loot within a building and get it without fighting. (depending on a stealth roll)

Quiet as a Mouse: Your next move that makes noise can be heard by 2 tiles less.

CHARISMA ABILITIES

Let us Go: Attempt to convince the enemies to let you go from the battle, only works if you did not initiate the battle.

Bribe: Attempt to Bribe an enemy to your side. Costs 25 dollars to use, and you have to roll a 15 or higher to succeed. For every extra 5 dollars you "wager," one more space you can roll on for a success is unlocked. (I.E: Using Bribe with a wager of 25 will cost 50\$ but you will now only need to roll a 10 or above)

Holdup: Attempt to take someone hostage. If doing so is successful, the hostage will become passive, doing as you say, provided if they're carrying a weapon, you've disarmed them.

SKILLS

And then there is the Skills! Skills are much different from D&D in this version. Each skill says what your character is proficient at. Each skill provides +1 to 1 or 2 ability scores.

Skills include:

- Hunting (+1 to Dexterity)
- Wilderness Survival (+1 to Constitution, Wisdom)
- Skeet Shooting (+1 to Dexterity)
- Negotiating (+1 to Charisma)
- Boxing (+1 to Strength,)
- Melee Combat (+1 to Strength, Dexterity)
- Law (+1 to Charisma)
- Throwing Knives (+1 to Dexterity)
- Mapmaking (+1 to Intelligence)
- Construction (+1 to Strength)
- Sewing (+1 to Dexterity)
- Medicine (+1 to Wisdom, Intelligence)
- Psychology (+1 to Wisdom)
- Blunt Combat (+1 to Strength)
- Weaponmaking (+1 to Wisdom, Dexterity)
- Thievery (+1 to Dexterity)
- Sneaking (+1 to Dexterity)
- Breaching (+1 to Strength)
- Explosives (+1 to Wisdom, Constitution)

But of course, you can only pick five.

RACES

And of course, it wouldn't be a D&D homebrew without RACES!!!!!!

Of course, races will be a little different, as almost ALL people in this game are human. However, I won't stop you from being a certain race, as that's the DM's job to decide. (even though that DM will likely be me)

Humans

Pros

- +1 to Charisma
- +2 to Intelligence
- +1 to Wisdom

Cons

- No Darkvision
- -1 to Constitution

Neutral Thingies

- They have slurs for EVERY SINGLE (non-human) RACE (I.E: Dragonborn: Scaly, Automaton: Clanker or Wireback)
- They literally caused the creation of most races.

Dragonborn

Pros

- +1 to Constitution
- Wings: You can climb on walls and fly for 1 turn at a time as your movement ability.
- Darkvision

Cons

- -1 to Charisma
- Takes 25% extra damage from sharp melee weapons.(Yes the spork counts as a sharp melee weapon)

Neutral Thingies

- Created by a Human going into an Alamont genetic experiment.

- Often have good relations with the Alamonts.

Furmen

Pros

- Does not get a Cold debuff when in Snowy environments.
- Deals Sharp damage with their punch
- Darkvision

Cons

- -1 Charisma
- Stronger debuff in Hot environments.

Neutral Thingies

- A common subspecies of humans in the North, that evolved to gain fur and claws, and as thus have been (somewhat) accepted as normal humans.
- For some reason, they really like BFDI.

Automaton

Pros

- Punches deal 10 more damage
- +3 Intelligence
- Darkvision

Cons

- -2 Charisma
- -1 tile of movement

Neutral Thingies

- Often called “clankers” or “wirebacks”.
- Gamers often attempt to steal their ram.
- Manufactured by Yoromoto.

COMBAT SYSTEM

So that's it for our character system, now for our COMBAT SYSTEM!!!!!!

So our combat system is a little different from DnD.

It's still turn-based of course, but due to the fact we are using guns, the spell slots in this version have been replaced with "Ammo Slots!"

"Ammo Slots" are 10 slots you can use to store "Magazines," packages of ammo that work for different guns. Each magazine stores a certain amount of "bullets" that are used up by different amounts depending on the gun. For example. "The Fix" fires in shots of 1, meaning it uses 1 bullet per basic shot with it. However, the Ace carbine uses 3 bullets per shot, due to firing a 3 shot burst. And certain weapons can do a "Magdump" shot that uses all the bullets in a magazine, but provided all or some of the shots hit, it can do extreme damage. Once a magazine in play has been emptied, next turn a "Reload" move can be initiated, removing the magazine from your inventory and your ammo slots, dropping it on the ground. To inform you, magazines in your inventory cannot be transferred to the Ammo Slots mid battle.

Now, for the actual *Combat!!!!*

It is turn based, and depending on your current items, you can perform different moves with those items, requiring different rolls and dealing different amounts of damage, with different requirements. You can also use items, which can heal your character or apply effects, or you can attempt mercy, which often require decent charisma stats but let you get away without fighting.

But of course, it wouldn't be a fight without DEATH.

When you lose all your health, you become “downed,” and every turn you make death saving throws until you fail and die, are stabilized by a medic or Healing item, or roll a Nat 20 to get back up with 1 HP. When you “die,” your character no longer becomes usable.

We also have a variety of damage types, categorized in this table.

Damage Type	Weapons that Use It	Effect
Blunt	Bat, Bonesaw (Blunt End)	5% chance to Insta-Down
Sharp	Spork, Butterfly Knife, Bonesaw	Deals extra damage to Dragonborn
Fire	Flamethrowers, weapons loaded with Dragon’s Breath Rounds	Deals 2d4 Damage over Time for 3 turns
Bleed	10% chance to happen when dealing damage with Sharp weapons	Deals 1d4 damage over time for the rest of the battle.
Bullet	All (non-shotgun) Guns	Deals a set amount of damage.
Shell	All Shotguns	Spreads the set amount of damage across 1d4 people in the general vicinity of the shot.
Poison	Snakes, artificial poisons, poison toads, neurotoxic flowers.	Deals 2d4 damage over time until the battle ends or cured via using a Healthpen. When used out of battle, it applies an affect based on poison type.

And in terms of movement, we do that a little differently too. On a battle board, 1 tile or square = 1 or about 3.3 feet. You can move up to 4 tiles in a turn and perform an action, with exceptions for the Automaton race that can only move 3 and act, and the Juggernaut class that removes -1 from your movement range.

Now, it's time for everyone's (NOT) favorite, the Damage Dropoff table!

Weapon Type	When Dropoff Occurs	Dropoff Each Tile
Pistols and SMGs	After 6 Tiles	-3 damage every tile
Shotguns	After 4 Tiles	-5 damage each tile
Carbines	After 7 Tiles	-2 damage every tile
Rifles	After 8 Tiles	-2 Damage every tile
LMGs	After 8 Tiles	-3 Damage every tile

ROLLS, CHECKS AND THROWS

There are many different rolls and checks in H&H, like D&D. I mean, it's a freaking D&D Homebrew, it's gotta have some rolls! So, I created this helpful little table to help you see what each ability score correlates to in rolls in game. I'll explain these rolls later down the line. The DM can also ask for ability score checks directly.

Ability Score	Rolls/Checks
Strength	Grip, Athletics
Constitution	N/A
Dexterity	Acrobatics, Sleight of Hand, Evasion
Intelligence	Investigation, Nature, Mechanisms, Engineering
Wisdom	Insight, Perception, Medicine
Charisma	Deception, Intimidation, Bluffing, Persuasion

Each roll/check/whatchamacallit each correlates to a common action in game. Here...is a handy table to explain. (i fucking love tables)

Roll/Check	Explanation
Grip	Holding on to an object tight. Like climbing up something.
Athletics	Athletic activity, like sports or running.
Acrobatics	Acrobatic activity, like gymnastics.
Sleight of Hand	Hand-based trickery, such as

	concealing an object on you or pickpocketing someone.
Evasion	Dodging attacks or other actions.
Investigation	What it says on the tin. Investigating an area for clues or other things.
Nature	The ability to recognize nature and it's creations.
Mechanisms	The ability to understand the inside works of an object.
Engineering	The ability to construct complicated objects.
Insight	Attempting to determine the true intentions of something.
Perception	To detect the presence of something.
Medicine	Expertise in healing and medical care.
Deception	Attempting to deceive or trick someone.
Intimidation	An attempt to intimidate someone to do what you want.
Bluffing	Lying to someone. A subcategory of deception.
Persuasion	Attempting to convince someone of something.

Undefined Checks

A category for checks and rolls I did not define.

Stealth Checks: You roll a D20. If you pass the check, you become Concealed. While concealed enemies will not attack you. Every turn you must make another stealth check to stay concealed. You must not be in combat in order to attempt to become Concealed. Doing things such as taking an important item, attacking an enemy, or making a loud noise will unconceal you. After attacking out of stealth, that attack will be a Sneak Attack. Sneak attacks deal +5 damage and allow you to take the first initiative guaranteed on the ensuing combat, if any.

Saving Throws: You roll a D20 in order to save yourself in a certain aspect or situation. These primarily are based on ability scores, but can also be thrown for specialized checks. These will help you not fucking die to something instantly. Also come in clutch while you're downed.

Minor Mechanics

Currency and Pay

The currency of Sublandia is Sublandian Dollars, simply known as Dollars or Cash by most. These act similar to real world USD, albeit with a much lower inflation rate. Here are the increments of SD.

Copp: Equivalent to 1 cent, or 0.01 SD.

Silv: Equivalent to 10 cents, or 0.10 SD.

Plat: Equivalent to 25 cents, or 0.25 SD.

Single: Equivalent to 1 SD.

Deuce: Equivalent to 2 SD

Fiver: Equivalent to 5 SD.

Half-Score: Equivalent to 10 SD

Score: Equivalent to 20 SD.

Jubi: Equivalent to 50 SD.

Centur: Equivalent to 100 SD

Stack: A stack of 100 Half-Scores, rubber banded. Equivalent to 1000 SD.
Normally used in corporate deals.

Now, pay depends on what group you're hired by. These companies fluctuate pay but companies have rules that you are (mostly) required to abide by, lest you get fired.

Group	Pay	Rules
Major Companies	1000 SD per day	No civilian casualties by your hands, keep combat to a minimum, maximize deals

Coyote	500 SD per day	Keep civilian casualties down
Minor Crime Groups	250 SD per day	None
Police	1250 SD per day	Keep civilians out of peril whenever possible, keep lethality to a minimum, go for arrests.
Military	1500 SD per day	Do not let any civilians die under any circumstances, always capture or kill, minimize ammo usage, always complete objectives as stealthily as possible
Contract	Depends on Contract	None

Map

Halfwells and Hand Grenades takes place on the planet of Sublandia, but the thing about it, it's mostly all up to your choice. It's a modern society of course, and it has a city called San Rosa (one of the major cities, a coastal city), but that's the only real defined thing about it. The rest of the map is up to your imagination. Go nuts!

Items:

Weapons Category:

(Author's Note: About ammo consumption, each gun comes with a single free magazine full of bullets, and more can be bought at shops.)

Pop .22

- A low caliber pistol that can only be obtained from Alamont's vending machines, spread across San Rosa. It is extremely low damage, but very concealable and cheap, costing only \$250 dollars. Roll a 5 or higher to hit a shot.
- Deals only 10 damage per shot, and has 10 ammunition inbuilt into the pistol with an inbuilt magazines.
- It's inbuilt magazine makes it not need an available magazine slot.

"Tiny-T" Snub

- A cheap revolver that can be bought from most arms dealers. It shoots 3 low damage pellets, similar to a shotgun. Low damage, but cheap and good for CQB. Costs \$400 dollars. Roll a 7 or higher to hit a shot.
- Deals 8 damage per pellet, but deals 10 damage per pellet instead if firing at an enemy from 3 feet or less away. However, every pellet has its own hit roll.
- Ammo type is "Snub Cylinder," costing \$50 dollars. Has 5 shots per cylinder.

Hardball .449

- A decent pistol that can be bought from any gun merchant. It shoots a pistol caliber shot of .449 ammunition, dealing good damage for such a cheap weapon. Costs \$500 dollars. Roll a 7 or higher to hit a shot.
- Deals 20 damage per bullet.
- Ammo type is ".449 Magazine," each costing \$50 dollars per magazine. Mag holds 12 bullets.

"The Fix"

- A russian silenced pistol that is more rare than other pistols, but well worth it. It shoots a .33 caliber bullet that can put down most threats. Don't miss. Costs \$750 dollars. Roll a 7 or higher to hit a shot.
- Deals 40 damage per bullet, and is silenced, allowing you to perform more sneak attacks after performing one already.
- Ammo type is ".33 Magazine," and costs \$75 per mag. Each mag holds 7 bullets.

Kick-10

- A boxy submachine gun that comes with a free “Dankonics” suppressor, spraying down enemies as the cheapest full auto weapon you can obtain. Great for newbies. Costs \$1000 dollars. Roll a 10 or higher to hit a shot. (shots must be rolled for individually)
- Deals 15 damage per shot, and fires in bursts of 3, all must hit for maximum damage but can still do good damage. Is suppressed.
- Ammo type is “9mm Magazine”, costs \$100 dollars per mag and each one contains 33 bullets.

PK-Pitch

- A compact, “affordable” submachine gun. Great for close quarters and deals higher damage than the Kick-10. Cheap and utilitarian, but you may miss some shots due to its comparatively high roll-to-hit barrier. Costs \$1500 dollars. Roll a 15 or higher to hit a shot. (shots must be rolled for individually)
- Deals 20 damage per shot, firing in bursts of three, dealing a high damage per burst, but is hard to hit.
- Ammo type is “10mm Magazine,” costs \$150 per mag and each mag contains 30 bullets.

DS-02 “Wrecker”

- A single-shot, bolt action 50.BMG pistol. Yes. You heard me right. 50.BMG. Deals insane damage, but recoil and handling is absolute DOGSHIT. Roll 17 or higher to hit a shot. Costs \$1750.
- Deals a whopping 85 damage, but with how heavy it is, you’re better off just throwing the bullet at them yourself and hoping you hit it.
- Ammo type is “50.Round”, costing 50 dollars per round.

Ruby ‘52

- A clip fed marksman rifle that deals high damage, and has low damage dropoff at range, great for snipers. Costs \$2000 dollars. Roll a 15 or higher to hit a shot.
- Deals a whopping 50 damage per shot, but its high recoil and big, outdated frame requires a high dexterity stat for actually hitting shots.
- Ammo type is “Ruby Clip”, costing \$200 per clip and holds 8 rounds per clip.

Doppio 12-Gauge

- A coach gun, produced in Italy, dealing high close quarters damage but is essentially useless over 35 s. Packs a huge punch, but cannot be trusted in long range encounters. Costs \$2250 dollars. Roll a 13 or higher to hit a shot.
- Deals 75 damage per shell, but has EXTREME spread and damage falloff, and in long ranges damage will often be spread across clusters of enemies.
- Ammo type is “12 Gauge Shell,” costing \$35 dollars per shell, and needing 2 shells (or about \$70) to reload the weapon.

Romano 12-5

- A pump action shotgun, similar to the Doppio, but with extended magazine size has more mobility, is more concealable, in exchange for more recoil, and slower fire rate. Costs \$2350. Roll a 10 or higher to hit a shot.
- Deals 65 damage per shell, and has the same spread and damage falloff as the Doppio.
- Ammo type is "12 Gauge Shell," costing \$35 dollars per shell, and requiring 5 shells (or about \$175 dollars).

Ural-79

- An assault rifle that performs well at medium range, dealing great damage for its price, and its automatic fire, while slower than others, still is good with the rifle's high damage. Costs \$2500 dollars. Roll a 15 or higher to hit a shot. (shots must be rolled for individually)
- Deals 35 damage per shot, and fires in bursts of 3. However, it's high recoil makes its magdump quite ineffective.
- Ammo type is "7.9 Magazine," and costs \$250 dollars.

Caracosa Rifle

- A bolt action marksman rifle with a scope and laser, dealing great damage at long ranges, but requires a high dexterity stat and a bipod for maximum likeliness for hitting the shot. Costs \$3500 dollars. Roll a 15 or higher to hit a shot.
- Deals 80 damage per shot, and has NO damage falloff or maximum range.
- Ammo type is "6.5 Round," costing \$125 dollars each, and the rifle has only one shot. Make it count.

Ace

- A top-of-the-line assault carbine, dealing high damage, extremely accurate, and fires fast. Costs \$3250 dollars.
- Deals 40 damage per shot, and does not require many attributes to shoot effectively. Has high range and fires in bursts of 3. Roll a 10 or higher to hit a shot. (shots must be rolled for individually)
- Ammo type is ".556 Magazine," each costing \$325 dollars and holding 30 shots per magazine.

Tach-91

- A fully automatic shotgun, known and feared by many. Okay handling, but high stopping power and a reputation that preceded it. Costs \$3750.
- Deals 75 damage per shot, fires in bursts of 3, and requires you to roll 13 or higher to hit a shot.
- Ammo type is "12-Gauge Drum Mag", costing \$375 each and holding 21 shots.

Jericho 7.62

- A big, bulky LMG with high magazine capacity but not much damage. It essentially is a hose of bullets, but is quite pricey, costing \$4500 dollars. Roll a 15 or higher to hit a shot. (shots must be rolled for individually)
- Deals 30 damage per shot, and fires in bursts of 10. Due to its bulk, it has a high roll threshold for a hit, but with the amount of shots, you're bound to hit at least one, right?
- Ammo type is "Box Magazine," costing \$500 dollars each and holding a whopping 100 rounds per mag.

"Nock" Magnum

- A high damage, flashy revolver shooting literal anti material rounds, luxurious, and its price reflects it, at \$5000 dollars. Roll a 7 or higher to hit a shot. (shots must be rolled for individually)
- Deals a humongous 70 damage per shot, and doesn't require much dexterity due to being a pistol!
- Ammo type is ".50 Speedloader", at \$450 per speedloader.

AT-MS "Spear"

- A military grade missile launcher, that can lock onto targets for an all but guaranteed hit. Extremely expensive, sure, but well worth it provided you can afford it. Costs \$10000.
- Has 2 modes, Manual and Lock-On.
- Manual: Roll 14 or higher to hit a shot.
- Lock-On: Take 1 turn to lock onto a chosen target, then next turn fire, for guaranteed hit.
- Instakills on direct hit (for non bosses, for bosses it deals 100 damage), deals 75 damage within 2 tiles of the explosion, and deals 50 within 3 tiles.
- Ammo type is "Spear Missile", costing \$1000 per missile.

Bat

- A cheap blunt melee weapon. Good range, and decent damage for a melee. Costs \$100 dollars.
- Deals 1d4 x10 damage, and requires a strength check to deal maximum damage.

Crowbar

- A slightly stronger blunt melee weapon. Great range, and better damage than a bat. Also iconic for fighting off brain crab aliens in a classic shooter. Costs \$150.
- Deals 1d4x12 damage, and can be used to break open locked doors, producing a noise that can be heard from 1d4 tiles away.

Kitchen Knife

- A very sharp kitchen knife. Not great range, but you can try to throw it for a ranged attack, but you'll have to get it back. Deals 2d4x8 Sharp damage.

- Costs \$250.

Combat Knife

- A professional combat knife. Used often by the Sublandian Armed Forces as a backup, combat knives are the go to for any mercenary that takes themselves somewhat seriously. Deals 2d4x9 Sharp damage.

Butterfly Knife

- A concealable, ornate knife that deals great damage and instakills on sneak attacks. Costs \$600 dollars.
- Deals 2d4 x9 Sharp damage.

Brass Knuckles

- A pair of brass knuckles. A simple weapon, sure, but boy they kill. Powerful enough to knock someone out in a single swing, a good old pair of Brass Knuckles show you don't play around. Costs \$750.
- Deals 2d4x10 Blunt damage.

Claymore

- An ornate sword, crafted by a master blacksmith. Sharp, classic, elegant and striking. Sure it's extremely impractical and over-the-top, but it'll cut down anything in your path. Costs \$2500.
- Deals 3d4x10 Sharp damage.

Spork

- ...why would you buy this? Costs \$1 dollar.
- Deals 1d4 damage depending on your roll. You can also optionally roll a D20, and if you hit a natural 20, you instakill. Roll a Nat 1, and you get downed. Anything in between, you deal 1 damage. Damage type is Sharp.

Bonesaw

- A medical bonesaw. I don't know how you got your hands on this, but it sure as hell works. Cannot be purchased.
- Deals 3d4 x7 Sharp damage with the Sharp side, deals 2d4x10 Blunt damage with the Blunt side.

Utilities Category:

Healthpen

- A spring loaded syringe. Push into your thigh and it'll automatically heal you by 50 HP.
- Watch out though, using it more than 2 times per battle will cause an overdose, making you only heal 25 health for the next pen after overdosing, and using it again during an overdose will down you.. Each one costs \$25 dollars.

Healthpen Revolver

- A spring loaded revolver loaded with healthpens. These healthpens do not cause overdosing, but only heal 25 damage per pen. It can heal teammates from any range.
- Has infinite ammo, shooting yourself will only heal 15 damage.

Bandages

- A roll of cloth that can be used to plug bleeding wounds. Heals 25 damage and removes bleeding.
- Costs \$25 dollars.

Ballistic Vest

- A plate carrier loaded with a titanium plate. Gives you an extra slot in your ammo slots and gives you 25% resistance to bullet damage.
- Costs \$1000 dollars and lasts for 5 battles.

Smoke Grenade

- Creates a smokescreen wherever you throw it. It conceals your position to the enemy, making them unable to see or attack you for a turn. They can still hear you though.
- Costs \$100 dollars.

Fragmentation Grenade

- A fragmentation grenade that spells doom to anyone in its general vicinity.
- It deals 80 damage to anyone within 1 of it, and deals 50 to anyone within 3 s of it. Costs \$500 dollars.

Phone

- A cell phone. Can be used to call teammates or NPCs who also have phones.
- Costs \$500 dollars.

Binoculars

- Binoculars. They let you see far. Nuff' said.
- Costs \$200 dollars.

Bayonet

- A bayonet that can be mounted on any shotgun or rifle.
- You can melee attack with it, dealing 1d4x 10 damage depending on a strength check.
- Costs \$350 dollars.

Lockpick

- A set of lockpicking tools. Allows you to get past locked doors easily. Great for sneaking into and out of enemy buildings. Breaks upon failing a check with it, making it unusable. Do a dexterity roll to see if you make it past.
- Costs \$25 per kit.

Lethal Poison Pills

- Lethal poison pills that can be dissolved or mixed into food or drink. Kills instantly, can only be used out of battle.
- Costs \$100 per pill bottle, and can be used 3 times before having to dispose of it.

Lethal Poison Syringe

- A syringe filled with a concoction of lethal poison. Can be injected into a target when directly next to them. Kills instantly out of combat, inflicts Poison damage along with dealing 50 Damage in combat.
- Costs \$150 per syringe, can only be used once.

Lethal Poison Knife

- A kitchen knife dipped in lethal poison. It inflicts Poison on hit, but mostly acts like a normal kitchen knife. Deals 2d4x9 damage.
- Costs \$325 per knife, inflicts poison always.

Sedative Pills

- A bottle of SleepiTime pills, commonly used by people to get to sleep better. Can be dissolved or mixed into food and drink. Instantly knocks out a target, can only be used out of battle.
- Costs \$75 per pill bottle, can be used 3 times.

Sedative Syringe

- A syringe filled with ground up SleepiTime pill powder, mixed into water. Can be injected into a target when directly next to them. Downs temporarily for 2 turns and inflicts Poison damage in combat, knocks out instantly out of combat.
- Costs \$125 dollars, can only be used once.

Tranq Gun

- A dart gun commonly used for sedating animals. When shot at a target and hits them, they will instantly be knocked out when out of combat, while in combat however, it downs a target.
- Costs \$300, can only be used once.

Emetic Poison Pills

- A bottle of laxative pills, used commonly by the elderly. This bad boy makes you blast out of both ends, good for luring targets into isolated bathrooms or other areas. Can be slipped into food and drink. Can only be used out of combat.
- Costs \$50 per pill bottle, can be used 3 times.

Emetic Poison Syringe

- A syringe full of diluted, ground up laxative powders. Causes a target to start throwing up, making them head towards a bathroom or other place to throw up while out of combat, but while in combat, it will inflict Poison.
- Costs \$100, can only be used once.

Chocolate Emetic Poison

- A box of chocolate laxative that looks just like a regular bar of chocolate. You can give it to a target, who may begin eating it, causing them to need to throw up or take a dookie.
- Costs \$25 dollars, can only be used once, and required a charisma roll to work properly.

Flashlight

- A normal ass flashlight, or “torch” as the Brits call it. Grants 4 tiles of Darkvision all around you when held.
- Costs \$50.

Circular Saw

- A circular saw produced by Palisade Industries. Can cut through walls to make entry holes, but can only be used 4 times before the sawblade itself breaks, requiring you to replace it, using up a turn if in combat, and it makes a sound anyone within 2d4 tiles can hear.
- Costs \$150 for the saw, and \$50 for each extra blade.

Drill

- A cordless power drill produced by Palisade Insustries. Good for breaching, but can be used as an improvised melee weapon if you’re feeling sadistic. Can be used to break open doors and destroy certain tech, but doing so will create a noise that anyone within 1d6 tiles can hear. When used as a melee, it instakills non-bosses, and bosses will take 100 damage, but it takes 1 turn to kill the target after getting close enough. It’s classified as Sharp.
- Costs \$50. Can buy a Reinforced Drill Bit for \$25 that allows you to drill through safes.

Brick

- A regular-ass brick. Can be used for breaking glass and can also be used as a thrown Blunt weapon if you have 10 or higher in Strength. Deals 1d4x10 Blunt damage upon being thrown, but ya gotta pick it up after ya dunce.
- Costs \$5.

Rewire Kit

- A rewire kit with a screwdriver, some wires and other requiring supplies. Can be used to rewire most electronic systems. Requires Intelligence 7 or higher to use, and requires intelligence 15 or higher to rewire anything.
- Costs \$100.

Screwdriver

- A Phillips-head screwdriver. Can be used to unscrew things, and if you have Strength 15 or higher, can be used as a Sharp melee weapon. Deals 1d4x10 damage.
- Costs \$25.

Briefcase

- A military-grade briefcase. Can be used to conceal small arms and up to 3 utility items, and also makes a damn fine bludgeon. Deals 1d4x10 Blunt damage when used as a melee.
- Costs \$200.

Ammo Pouches

- Some small pouches that can be placed on your belt to hold extra ammo. Allows you to carry 5 extra magazines in your Ammo Slots.
- Costs \$500.

C4

- High-grade plastic explosive with a remote detonator. Powerful enough to blast through steel, concrete, or anything in your way. Sure, it's loud, but it's going to show you don't fuck around. Anyone within 2 tiles of the brick will be downed instantly, anyone within 1 tile will die instantly, and anyone within 4 tiles will take 75 damage.
- Costs \$750 per brick.

Breaching Charge

- A professional breaching charge with remote detonator, often used by military fireteams to quickly and safely break open doors. Definitely not quiet, but more quiet than C4. Anyone within 2d4 tiles can hear it.
- Costs \$500.

Molotov Cocktail

- A cheap cocktail of flammable substances inside a glass bottle, with a cloth stuffed inside. When the cloth is lit up and the bottle thrown, it smashes onto the ground, creating a fireball and a small fire concentrated within 2 tiles of the impact zone. Anyone entering the zone will be inflicted with Fire every turn, until they leave.
- Costs \$50, can be manufactured if you find rubbing alcohol, a glass bottle, and a cloth.

Satchel Charge

- An improvised charge stuffed into a satchel, and can be rigged with a timer, being able to be set to take up to 6 turns to detonate. High power, and can blow through almost anything. Instakills within 2 tiles of the detonation, instadowns within 3 tiles, and deals 75 damage within 5 tiles.
- Costs \$1000, can be manufactured using C4, and 2 Molotovs.

Thermite

- A Jerry can filled with thermite. Can be used to burn through everything and anything, It's incredibly expensive, sure, but it's the universal breaching tool.
- Costs \$1250 to purchase, and takes 3 turns to complete breaching.

Proximity Mine

- A military grade proximity mine, great for setting traps. Once set on a tile, anyone that steps on that tile gets downed instantly, and anyone exactly 1 tile away takes 75 damage.
- Costs \$250, and can be defused and picked up, taking a turn.

Bodybag

- A big ass medical grade bodybag. Allows you to carry one body in the bag inconspicuously. However, once shit hits the fan, you lose -1 tile from your movement.
- Costs \$75.

Gun Attachments

NOTE: Only one of each attachment type can go on a weapon.

Suppressor

- Barrel Attachment
- Reduces noise. After shooting with a suppressed weapon for a sneak attack, you can sneak attack again.
- For all weapons.

Choke

- Barrel Attachment
- Tightens spread. When firing a shotgun, flip a coin instead of rolling a d4. Heads=1 person hit, Tails=2 people hit.
- For shotguns only.

Holo Sight

- Top Rail Attachment
- A sight for better aiming. Increases range of a weapon by 1 tile.
- Can be equipped on all weapons.

Scope

- Top Rail Attachment
- A high-magnification sight for sniping. Increases range of a weapon by 3 tiles.
- For rifles and snipers only.

Laser

- Side Rail Attachment
- A laser pointer for pinpointing shots. Increases rate of hitting a shot by 2.
- Can be equipped on all weapons.

Flashlight

- Side Rail Attachment
- A rail-mounted flashlight for seeing in the dark. Grants you 3 tiles of darkvision to wherever you're facing, and 2 tiles of darkvision everywhere around you.
- Can be equipped on all weapons.

Stendo Mag

- Magazine Modification
- An extended magazine produced by Stendo Arms. Increases your magazine size by 2 for the Fix, by 5 for the Hardball, by 10 for SMGs, by 15 for Assault Rifles, and by 50 for LMGs.
- Can be equipped on all (MAGAZINE ACCEPTING) weapons.

Shortened Mag

- Magazine Modification
- A shortened magazine. Reduces ammo capacity in exchange for more mobility and being less likely to be caught during searches. Reduces magazine size by 2 for the Fix, by 5 for the Hardball, by 10 for SMGs, by 15 for Assault Rifles, and by 50 for LMGs. You can now move an extra tile while this magazine is loaded. +2 to Dexterity when loaded.
- Can be equipped on all (MAGAZINE ACCEPTING) weapons.

Vertical Grip

- Bottom Rail Attachment
- A straight-facing grip. Decreases recoil. +2 to all weapon hit checks.
- Can be equipped on all weapons.

Bipod

- Bottom Rail Attachment
- A bipod. Stabilizes your aim. +4 to all weapon hit checks.
- Can be equipped on rifles, snipers, and LMGs only.

Organizations:

Alamont

- An Aplachee military arms manufacturer. The creators of the Pop.22, and they also produce military vehicles and warheads. They prefer to deal with firepower, literally and figuratively. One of the major companies.

Bergmann

- A multimedia conglomerate that dominates the entertainment and news industry. They tend to buy out smaller news stations, and run many prominent theater productions. They originate in the south, and also work with the SIA for counterintelligence operations. (for some reason) One of the major companies..

Halfwell

- A banking company established in Denver, their representatives are hailed as master negotiators, and will do anything to get that deal. They work in stocks and banking, but I wouldn't trust them with my money. One of the major companies.

Renetti

- A luxury fashion company, once a small tailor shop, now dominating the clothing market with luxury clothes at an "affordable" price. Renetti is famous for it's high quality that only the 1% could ever afford. One of the major companies.

Yoromoto

- A car manufacturing company that evolved into tech, originating from the north in the 1950s. They are a leader in computing and robotics, dominating the tech space with their computers. One of the major companies.

ULTRACORP

- A mysterious company that is one of the riches in San Rosa. Nobody knows much about them, all that is known is that they are rich,richity rich.

THE GOVERNMENT

- Headed by Judd. B, the government of Sublandia decides to ignore all the company on company violence. Why? Not much is known. Most likely they are getting a cut of the profits, but that is just a theory, after all.

Coyote

- (This organization is original and is not canon to No Big Deal.)
- Coyote is a criminal organization that works in the shadows. Need a merc for hire? They have em. Need illegal weapons? They got em.. Need a heist carried out? They have them. Need a safehouse? They have plenty, alright.

Aloha Burger

- A cheap fast food place. Cheap, good for the price, and fast. Workers of the major companies love stopping by on their lunch break, and it's generally agreed upon as a "no combat zone" by reps of most companies.