

# DDB EQUIPMENT AND OTHER RULES

BY A DUDE NAMED ETHAN TRAPOLINO,  
WITH NOTES FROM A COOLER HOMIE NAMED TOMMY EVANS

# EQUIPMENT

## WEAPONS

In the galaxy, there are an unmeasurable about of weapons that can used to defeat enemies in any way possible. They come in the form of guns, blades, and even explosives.

### WEAPON PROPERTIES

Here are a few properties of the infamous weapons of the galaxy.

**Dual-bladed.** Some melee weapons have the dual-bladed property, meaning they have two distinct blades attached to it. Items can have two blades without having this property. When you take the attack action with a weapon with this property, you can make another attack with it as a bonus action, adding your proficiency bonus to the attack roll.

**Reload.** Most ranged weapons have the reload property. This has to do with the exchange of things called charge packs.

Charge packs contain a certain amount of ammunition and take a certain amount of time to reload.

The quality is shown on the Weapons table as (X, Y), where X is the amount of time to reload (bonus action,

action, etc.) and Y is the amount of ammunition per charge pack.

**Stun.** Some weapons can stun their attackers. A target targeted or affected by a stun weapon must make a Constitution saving throw against the weapon's stun DC. On a fail, the target is stunned for 1 hour. If

**Rapid.** There are a few weapons that are stationary and have the capability to rapid fire far faster than other artillery. If a weapon has this property, you can fire it once as a free action during your turn.

**Radius.** Weapons with the radius property fire explosives, so any creature within 10ft of the target takes the damage as well.

### CARTRIDGES

Weapon cartridges allow for ranged weapons to do different types of damage and different effects when an attack lands. If the cartridge properties require a DC check, the DC is 10 + your proficiency bonus for pistols, and 11 + your proficiency bonus for carbines and rifles. When referring to damage, it will be depicted as X/Y, where X is for pistols, and Y is for carbines and rifles. You can only replace your current cartridge with a new one over a short or long rest.

#### AMMUNITION AND EXPLOSIVES

Name	Cost	Pistols	Carbines	Rifles	Weight	Properties
Ammunition			3	1	2	
Charge Packs	25cr	—	—	—	1/2lb.	—
Rocket	200cr	—	—	—	2lb.	—
Baxan Cartridge	200cr	d4	d8	—	1lb.	DC check or knocked prone
Rexan Cartridge	300cr	d4	d8	—	1lb.	DC check or stunned 1 round
Tsaian Cartridge	300cr	d4	d8	—	1lb.	Extra d4/d6 damage against droids











## UUF

This is the Universal Utilitarian Federation, a chamber of government parallel to but separate from the PGA. It provides not over law and enforcement but rather in services to the people of PGA space. They have several unions that are not against it but rather a part of it, as it sees its workers as civil works doing the most right thing they could in a world so corporately controlled.

**Requirements.** None

**Type.** Government

**Neutralities.** PGA

## FACTION WEAPONS



OME FACTIONS USE SIGNATURE WEAPONS TO GIVE them an advantage when fighting others. These weapons come in several forms and have some extraordinary abilities.

Normal proficiency in a weapon type does not grant proficiency with a faction's weapons.

## AAC

This is the Azeban Ataxian Collective, a collective planets that still choose to remain separate, even after the galactic civil war. In this space resides many of the gangs head of operations, as well as the Disembodied Fleet. Here, they have their own form of currency called "atas".

**Requirements.** None

**Type.** Government

**Allies.** the gangs

The only way to gain proficiency a faction's weapons is to join them or be a part of them in some way.

Name	Cost	Damage	Weight	Properties
<i>Futsunushi</i>				
Hammer Class Pistol	150cr	2d4 radiant	2lb.	Ammunition (30/120), light, reload (6, bon)
<i>Chaser Conclave</i>				
Laser Revolver	—	1d4 radiant + 1d6 fire	2lb.	Ammunition (80/320), light, reload (6, bon)
<i>Frowning Gaflorpashantanap</i>				
Mega-super-deadly-gun	—	1d12 radiant	25lb.	Ammunition (range 80/320), heavy, reload (12, turn), rapid







# FEATS

Most of the original feats can be applied to your character, but the following feats do not exist in this version of D&D 5e: **Crossbow Expert**, **Elemental Adept**, **Mage Slayer**, **Magic Initiate**, **Ritual Caster**, **Spell Sniper**, and **War Caster**. Some of these simply do not work in the cyberpunk world, whereas others are altered into the feats above to fit galaxy with advanced tech and overbearing corporations.

## FAST HANDS

You have become a master at reloading. You can now reload pistols as a free action. The sniper rifle, flame thrower, and rocket launcher you can now reload as a bonus action (except you can fire one rocket per turn). And the Gatling gun you can reload as an action.

## QUANTUM INITIATE

You awaken quantum powers within you. Choose one Quantum Gift from the Quantum Gifts chapter to learn. After you use a quantum gift learned from this feat a number of times equal to your proficiency bonus, you cannot do so again until you finish a long rest.

Additionally, you can take this feat multiple times, learning new quantum gifts to use, however, you do not gain any additional uses of gifts from this ability.

## GRAPPLER

*Prerequisite: Strength 13 or higher* You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappled by.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

## HEADSHOT

*Prerequisite: Dexterity 13 or higher* You have mastered the art of blowing people's brains out.

- Increase your Dexterity score by 1, to a maximum of 20.
- When making a ranged attack and you don't have disadvantage, your weapon attacks score a critical hit on a roll of 19 or 20.
- If you take this feat again, when making a ranged attack and you don't have disadvantage, your weapon attacks score a critical hit on a roll of 18-20.

## HEAVY WEAPON MASTER

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

## IMPROVISED WEAPON MASTER

You are accustomed to having to use your ranged weapons as a melee weapon when necessary. You gain the following benefits: You can use your blaster to make a melee attack against one enemy when they are within 5ft of you. When you do so, use your Strength modifier for the attack roll, ignoring the modifier if it is negative. If you hit, your attack does 1d4 damage, unless the weapon has the Heavy property, in which case it deals 1d6 damage.

## INFILTRATOR

*Prerequisite: Dexterity 13 or higher* You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding. When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position. Dim light doesn't impose disadvantage.







# ANIMAL CAMPANIONS



HE FOLLOWING IS AN ALPHABETIZED LIST OF potential companions for the Scoundrel Beast Master path.

