

Detailed statistics for handguns using nWOD house rules
(Strange Passages: <http://strangepassages.blogspot.com/>)

Pistol Name	Caliber	Mag.	To Hit	ROF	Damage	Durability	Size	Cost	Notes
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Duty Pistols

Berreta M9	9mm	15	2	+2	1	3	2	700	Semi Auto
XD9	9mm	19	2	+2	1	3	1	600	Semi Auto
M1911	.45 ACP	7	2	+1	2	3	1	500	Semi Auto
Glock 17	9mm	17	2	+2	1	3	1	650	Semi Auto
Ruger SP101	.357 mag	5	2	+1	1 (9 again)	3	1	500	Revolver
Ruger GP-100	.357 mag	6	2	+1	1 (9 again)	3	2	600	Revolver

Subcompacts and Pocket Pistols

Glock 26	9mm	12	0	+1	1	2	0	550	Semi Auto
Glock 36	.45 ACP	6	0	+0	2	3	0	600	Semi Auto
Kel Tec PF9	9mm	7	0	+1	1	2	0	250	Semi Auto
Sig P232	.380	7	1	+2	0	3	0	600	Semi Auto
Ruger LCR	.38 Special	5	1	+1	1	3	0	400	Revolver

High End Pistols

Sig P226	9mm	18	2 (+1)	+2	1	4	1	900	Semi Auto
Sig P226 (.357 Sig)	.357 Sig	13	2 (+1)	+1	1 (9 again)	4	1	1000	Semi Auto
HK USP or P30	9mm	15	2 (+1)	+2	1	4	1	900	Semi Auto
HK 45 or Mk23	.45	10	2 (+1)	+2	2	4	2	1000	Semi Auto
FN 57	5.7mm	20	2	+3	1 (AP)	3	1	1100	Semi Auto
Colt Python	.357 mag	6	2 (+1)	+1	1 (9 again)	4	2	1200	Revolver
Colt Anaconda	.44 mag	6	2 (+1)	+0	2 (9 again)	4	2	1500	Revolver

Extra-Heavy Pistol

Desert Eagle	.50 AE	7	2	+0	3	2	2	2000	Semi Auto
Taurus Raging Bull	.44 mag	6	2	+0	2 (9 again)	3	2	800	Revolver
Taurus Judge	.410 gauge	5	4	+0	1 (9 again)	2	2	500	Revolver

Range:

Range stats are the same for all pistols: 20/40/60 (yards or meters) with modifiers of 0/-2/-4 dice to the attacker's shot.

Caliber:

The type of cartridge fired by the gun. This determines the gun's base damage.

Mag. (Magazine Capacity):

The number of cartridges that the gun can fire before needing to be reloaded. If desired, all semi-automatic guns can be stored with an additional cartridge in the chamber, giving them a magazine capacity of 1 above the number listed.

To Hit:

The bonus dice that a character receives to an attack roll using this weapon. This stat is a combination of the absolute accuracy of the weapon, the ease with which it can be aimed in combat, and other factors (shotguns have a high to hit because of the shot shell spread). Numbers

in parenthesis indicate an additional bonus that the shooter gains if they are willing to spend a full round action aiming their shot (this negates the shooter's defense). Firing an aimed shot only takes a single cartridge, but a shooter cannot make both an aimed shot and an all out attack in the same round (using the ROF stat, as described below).

ROF:

This replaces the usual all-out attack bonus for attacks with this firearm (and stacks with the usual 'to hit' bonus), and represents the ability of the shooter to make accurate, rapid, followup shots. Each bonus die on the attack roll indicates one additional cartridge fired. The shooter can take part of the bonus by firing less than the maximum number of cartridges, but the action is still a full round action that negates defense. A shooter cannot use both the aiming bonus (above) and the ROF bonus in the same round.

Damage:

If any successes are achieved on the attack roll, after cover, defense, and all other modifiers are taken into account, this number is added to any successes to determine the total damage dealt by the attack. '9 again' indicates that all 9's rolled on the attack roll are re-rolled, and (AP) indicates that the damage dealt by this gun is armor piercing.

Durability:

This indicates the ability of the gun to withstand the rigors of extended use. Any time that no successes are rolled on an attack roll using this gun *and* the roll includes a number of 1s equal to or greater than the durability stat, the firearms malfunctions in a manner left to the GMs discretion (usually a jam of some sort that takes a couple of Wits+Firearms rolls to clear).

Size:

The size of the weapon. These don't quite match up with by the book nWOD sizes (the 2 would still be a 1), but are generally similar. Size has the following effects:

- The user must have Strength equal to or higher than the Size to shoot the weapon 1 handed.
- Rolls to conceal the weapons suffer a penalty equal to the weapon's size. At the GM's discretion, this penalty may be doubled if the character concealing the weapon is subjected to a detailed search (a pat-down or similar).
- A shooter using the weapon in close quarters combat takes an attack penalty equal to the weapon's size. At the GM's discretion, this penalty may be doubled in grappling, ground-fighting, or similar circumstances.

Cost:

A typical price for the weapon, in US dollars. Used weapons in good condition will not usually cost much less than the listed price. Battered or damaged weapons can be had for as little as half the listed price, but these are likely to have lower 'To Hit' and 'Durability' stats than those listed.

Notes:

The type of firearm is indicated here.