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About This Game

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PAYDAY 2 is an action-packed, four-player co-op shooter that once again lets gamers don the masks of the original PAYDAY crew - Dallas, Hoxton, Wolf and Chains - as they descend on Washington DC for an epic crime spree.

The new CRIMENET network offers a huge range of dynamic contracts, and players are free to choose anything from small-time convenience store hits or kidnappings, to big league cyber-crime or emptying out major bank vaults for that epic PAYDAY. While in DC, why not participate in the local community, and run a few political errands?

Up to four friends co-operate on the hits, and as the crew progresses the jobs become bigger, better and more rewarding. Along with earning more money and becoming a legendary criminal comes a new character customization and crafting system that lets crews build and customize their own guns and gear.

Key Features

- Rob Banks, Get Paid – Players must choose their crew carefully, because when the job goes down they will need the right mix of skills on their side.

- CRIMENET – The dynamic contract database lets gamers pick and choose from available jobs by connecting with local contacts such as Vlad the Ukrainian, shady politician "The Elephant", and South American drug trafficker Hector, all

with their own agenda and best interests in mind.

- PAYDAY Gun Play and Mechanics on a New Level – Firing weapons and zip tying civilians never felt so good.

- Dynamic Scenarios – No heist ever plays out the same way twice. Every single scenario has random geometry or even rare events.

- Choose Your Skills – As players progress they can invest in any of five special Skill Trees: Mastermind, Enforcer, Ghost, Technician and Fugitive. Each features a deep customization tree of associated skills and equipment to master, and they can be mixed and matched to create the ultimate heister.

- More Masks than Ever – PAYDAY 2 features a completely new mask system, giving players the ability to craft their own unique mask together with a pattern and a color combination, resulting in millions of different combinations.

- Weapons and Modifications – A brand new arsenal for the serious heister, covering everything from sniper and assault rifles to compact PDWs and SMGs. Once you've settled for a favorite, you can modify it with optics, suppressors, fore grips, reticles, barrels, frames, stocks and more, all of which will affect the performance of your weapon. There are also purely aesthetic enhancements - why not go for the drug lord look with polished walnut grips for your nine?

- Play It Your Way – Each job allows for multiple approaches, such as slow and stealthy ambushes, to running in guns blazing. Hit the target any way you want, and watch as the heist unfolds accordingly.

- New Game Content All the Time – More than 70 updates since release and still going strong with new heists, characters, weapons and other gameplay features like driving cars and forklifts. Every month offers new free content and paid DLC as PAYDAY 2 continues to be developed by the OVERKILL crew until at least 2017.

Title: PAYDAY 2
Genre: Action, RPG
Developer:
OVERKILL - a Starbreeze Studio.
Publisher:
Starbreeze Publishing AB
Release Date: 13 Aug, 2013

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Minimum:

OS: Windows 7

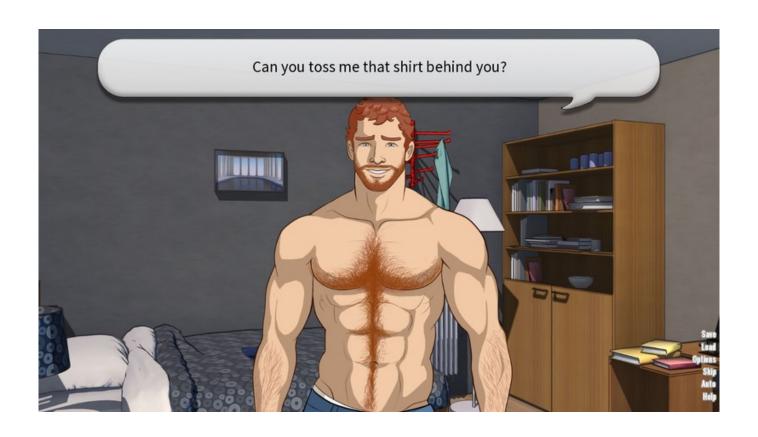**Processor:**2 GHz Intel Dual Core Processor

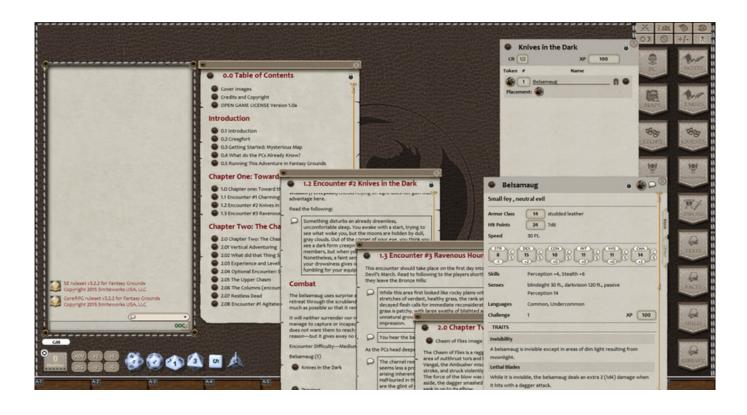**Memory:**4 GB RAM

Graphics: Nvidia & AMD (512MB VRAM)

DirectX®:9.0c

Hard Drive:31 GB HD space

Sound: DirectX 9.0c compatible

English,German,French,Italian,Dutch,Russian

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5E ruleset v3.2.2 for Fantasy Grounds
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CoreRPG ruleset v3.2.2 for Fantasy Grounds
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OOC

GM

1.2 Encounter #2 Knives in the Dark

advantage here.

Read the following:

Something disturbs an already dreamless,
uncomfortable sleep. You awake with a start, trying to
see what woke you, but the moons are hidden by dull,
gray clouds. Out of the corner of your eye, you think you
see a dark form creepi
members, but when yo
Nonetheless, a faint ser
your drowsiness gives
fumbling for your equip

Combat

The belsamaug uses surprise
retreat through the scrubland
much as possible so that it rer

It will neither surrender nor r
manage to capture or incapac
does not want them to reach t
reason—but it gives away no

Encounter Difficulty—Medium

Belsamaug (1)

- Knives in the Dark

1.3 Encounter #3 Ravenous Houn

This encounter should take place on the first day into
Devil's March. Read to following to the players shortl
they leave the Bronze Hills:

While this area first looked like rocky plains wit
stretches of verdant, healthy grass, the rank an
decayed flesh calls for immediate reconsiderat
grass is patchy, with large swaths of blighted a
unnatural grow
impression.

You hear the ba

As the PCs head deep

The charnel ree
seems less a pro
arising inherent
stroke, and struck violently
The force of the blow was
aside, the dagger smashed
Half-buried in th
are the glint of

2.0 Chapter Tw

- Chasm of Flies Image

The Chasm of Flies is a ragg
area of outthrust tors and l
Vangal, the Ambusher misc
stroke, and struck violently
The force of the blow was
aside, the dagger smashed
sank in up to its elbow

Knives in the Dark

| CR | 1/2 | | XP | 100 |

| Token | # | | Name | |
| 🐾 | 1 | Belsamaug | | |

Placement:

Belsamaug

Small fey , neutral evil

Armor Class	14	studded leather
Hit Points	24	7d6
Speed	30 ft.

STR	DEX	CON	INT	WIS	CHA
8	15	10	11	11	14
-1	+2	+0	+0	+0	+2

Skills	Perception +4, Stealth +6
Senses	blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages	Common, Undercommon
Challenge	1	XP	100

TRAITS

Invisibility

A belsamaug is invisible except in areas of dim light resulting from moonlight.

Lethal Blades

While it is invisible, the belsamaug deals an extra 2 (1d4) damage when it hits with a dagger attack.

Great quality plane. A lot of fun to fly. Nicely detailed cockpit.. best $8 browser game ive ever paid for. Pros:

+ Creepy atmosphere

+ Good music

+ Good voice-acting

+ Good character animations

+ The funky haircuts in the sheep shearing minigame

Cons:

- Unskippable, thus very frustrating puzzles and mini-games

- Low resolution, and the outside movement is shown from a top-down viewpoint, which doesn't look good at all

- Really dark environments & perpetual night throughout the whole game, which adds to the atmosphere, but makes it annoying to try to find my way around the place

- Because of this blackness, top-down viewpoint and low resolution graphics, it's hard to see where the terrain ends, so it's easy to fall off the edge of the cliff

- The end of the plot was disappointing, I hoped for some other explanation behind the events

The game is really difficult and has poor graphics for the entertainment value it provides. Having to wander in pitch black darkness for half the game seems like a bad decision from the developers. The game could have been so much better if they did the graphics in the same high quality as they did the sound design.. when you think of shmups. You Think of Ghost Blade. It's a fun Port of the Dreamcast Indie.. Played on MAC. I haven't seen any problems to play. I have also boardgame version but I prefer digital one to avoid to calculate enemy actions. It's hard to win, I've only draw in my best game yet.. I couldn't believe what I was doing when I paid $2 for this. Now I use it every game. You need patience for this game. You have to be prepared to fail, fail, fail, and almost make it once or twice before you fail again. This is one of those games that shows the difference between challenging and maddening. It's a pattern, but the grind isn't really worth it... I will say that the music was awesome and the custom track option was cool.

I can only reccomend this game if you enjoy challenging your friends to be miserable or if you like to fail. Am I failure? Absolutely. Because of this game. Everything else was going great for me and then I played 64 and now I'm balding.

Really good game. If you want a game more realistic than Farming Simulator 2013 you would like this game. Seems good no major bugs or problems.. A short thoughtful bitter-sweet linear VN (no choices) dealing with an old man's loss of memories, his hopes and his dreams. It deals with the issue sensitively and should help and comfort anyone having to deal with a loved one suffering from this condition, though it will likely bring a tear to the eye. There are 4 achievements and 5 cards (but only 1 card dropped for me ingame).. I am done with two parts of Avadon and 3-th part is much better than I expected. I really liked how the energy-system was remade. Don't need anymore use cheap spells and save energy for tough battles. New Friendly-fire system also make challenge more challenger. The story of the folowers has become more diverse.. Basically an improvement over CoD 1 in every way. Not made by the same studio so the levels aren't as unique as in the original, but they are still very enjoyable and more challenging. The gameplay is improved and there's some additional variety in level settings including bomber gunner and Dutch resistance levels.. Simple but fun. I was a bit worried that the throwing mechanics might not be accurate enough, but I was pleasantly surprised that the balls went where I threw them, and when I missed, I felt like it was my own fault. I like how the difficulty ramps up pretty gradually, with each level changing one small thing, but those small things add up. A bit light on content for its price in the current state, but I understand that it's Early Access. Would probably be a great game for introducing casual players to VR.. A nice feeling arcade shooter. Basically, you stand your ground (or duck) and shoot laser beams at robots while hiding behind your shield. The robots come from all directions (including above you and below you) and you have to take them out while avoiding the humans. The game is very short (maybe 15-20 mins of gameplay to complete it) but easy to pick up, and best of all - it's FREE.. Boring gameplay, easy puzzles, grating sounds.. iBomber Defense is a fun game if you really like tower defense games and if you're bored.

On the downside is that it is rather bland - I don't really have a problem with the low amount of turrets, enemies and maps (although there are quite a few maps). It's mostly how the two campaigns are very much alike, and how the quickplay is exactly like the part of the campaign you've already played. The enemies come at exact same times and in the same order, making it rather boring, and thus with a low replayability.

The music gets annoying after a while, but it's mostly the 'boom'-sounds without any other background sound that make it very obvious that this game could very easily be improved.

I would think it's worth buying for a very low price, but don't expect too much of it.. In this hit sequel of Bob The Builder, after Bob The Builder lost his business and went bankrupt shortly after his business of talking machines fell, he decided to join a government operated Business which has no Union which I must add. In this title you must make it to the other side of the construction buildings to get a more fair wage in which you previously had, but the managers won't allow that, and thus Bob The Builder changes his name to Mr. Bobley to create a Union. It's a twin-stick style co-op shooter with an emphasis on multiplayer.

I could imagine it'd be ok in a lan scenario, but overall it's just too unpolished and simple to hold your attention for long.

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