

MECHANICS MEGA DOC

I HAVE ATTEMPTED A NUMBER OF SIGNIFICANT CHANGES in the making of this game, in order to add extra depth and potential to the world of Mircuria, I am attempting to compile the actual rules changes as best as possible here. Though some systems such as the airship system exist in separate documentation.

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ROLEPLAY SYSTEMS

LOYALTY:

Loyalty is a score which is used to determine how committed NPC allies are to the party. When an NPC first joins the party they start with a score equal to the highest party members charisma score divided by 2. When the party completes a goal for the NPC or gives them a significant gift their loyalty score increases by 1d4, alternatively when the party harms or disregards the NPC the score decreases by 1d4. NPCs with a score of 6 or less are considered to be tentatively attached to the party, scores between 7 and 13 are considered to be loyal friends and NPCs with a score of 14 or greater are generally willing to risk life and limb in the name of the party.

MORALE:

Morale is a way of determine the willingness of NPCs to continue fighting. The NPCs morale score is a value between 2 and 13 and at specific points in combat the DM rolls 2d6 to determine if the creature flees. This system should not be uses a replacement for good RP but can be used for randomly determining the enemies commitment to combat. Generally speaking, the points in combat when morale checks are made are the following:

- When a group tries to evade combat by fleeing or talking Every 5 turns of a chase
- When the creature takes its first point of damage in a combat
- When the creature is reduced to 1/4 of its maximum hp
- When their first ally dies
- When half their allies are no longer free to act (paralyzed, dead, charmed)

CRAFTING

Proficiency with certain tool sets allows you to create certain items pertaining to that tool set. An item takes a number of days equal to gp cost/100 to create. Each craftable item is crafted with 'parts' which represent loose items which can be assembled into an item. Parts have grades and categories, for instance high-grade weapons parts could be used to create more complex and expensive weapons like the rotary cannon. Creating an item typically uses only a single parts 'item' but in instances like automata multiple parts items may be required. See the crafting section for extra details.

CHARACTER CREATION

STARTING MAGIC ITEM:

All characters can start with a common magical item that does not have a mechanical impact

STARTING EQUIPMENT:

All characters should take the class starting equipment, you may replace the weapons and armour with versions in this source at the DMs discretion

COMBAT RULES

POTION CONSUMPTION:

When consuming healing potions you may drink the potion as a bonus action, rolling the dice as standard or you may drink the healing potion as an action regaining the maximum hitpoints for that healing potion. Forcing another person to drink a potion takes a full action and they must be either incapacitated or willing. When forcing another person to drink a healing potion they roll the dice as standard.

SURPRISE CRITICAL:

If the first attack against a surprised creature is made from within 5 feet, then that attack is made with advantage and if successful deals maximum critical damage for that attack.

SWITCHING WEAPONS:

Drawing or holstering a weapon can be done as your object interaction on your turn, however should you wish to switch weapons from one equipped one to another this takes a full action and object interaction.

DELIMB:

Delimbing a creature can be done automatically by certain weapons or as a result of certain significant attacks. This rule is meant to represent loss of limbs in the chaos of combat not calculated removal of body parts. When a creature is delimbed the attacker rolls a d12 and consults the table below, the DM rolls if it is an environmental effect causing the delimiting. It is up to the DMs discretion what the result of the limb-loss is but it should generally involve loss of use for that limb.

D12 Result	Limb Lost
1-3	Right Arm
4-6	Left Arm
7-11	Legs
12	Head

FIREARM RULES

AKIMBO:

If you are proficient with firearms or ranged weapons and are wielding two light firearms or ranged weapons, after you fire one, you can use a bonus action to attack with another light firearm you are holding. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

FIREARM PROFICIENCY:

There are multiple types of proficiencies associated with firearms: longarms, heavy guns, shotguns, sidearms and Special Weapons (special weapons require a unique proficiency for each gun to wield it). The general rule of a firearm using Dexterity vs. Strength depends on its weight. If the fire arm weighs 9 lbs. and under it is considered a dexterity Weapon. If the firearm weighs 10 lbs. and over it is considered a Strength weapon.

AMMUNITION:

Each firearm has an ammunition type listed in the properties, this is the only type of ammunition that the gun can fire. Common ammunition types are: 9mm, 5.56mm, 7.76mm and .50cal. The types of ammunition that a given weapon can fire are detailed in the weapon properties.

RELOAD(x) & LONG LOAD(x):

The reload and long load properties specify the number of attacks that can be made with the weapon before it runs out of ammunition. After making the number of attacks specified by the gun's reload/long load number, you must reload the weapon using ammunition on hand before it can be used again. Ranged weapons with the reload property must be reloaded using an action or bonus action. Ranged weapons with the long load property take an action to reload its ammunition. If you wield two light ranged weapons with the reload property, you can reload them both at once as an action during your turn. If you are wielding a light ranged weapon with the reload property in one hand and have your hand occupied by something other than another light ranged weapon with the reload property, the ranged weapon takes an action to reload.

SHELL LOADING(x):

Firearms with the shell loading property must be reloaded after a certain number of attacks, just like weapons with the reload property. However, reloading must be done by inserting each piece of ammunition in at a time. Fully reloading your gun this way takes an action during your turn. Alternatively, as a bonus action,

you can reload up to two pieces of ammunition into the weapon.

SAVE DC's:

If you are not proficient with a fire arm then the save DC for its special action is 10, if you are proficient with that firearm then the save DC for its special action is $8 + \text{dexterity modifier} + \text{proficiency bonus}$.

FIREARM PROPERTIES

MISFIRE(x):

If you make an attack roll and the roll matches or is lower than a firearm's misfire number (excluding bonuses), your gun jams. You cannot make an attack with it again until you spend an action to clear the chamber. Your firearm's misfire number then goes up by 1, to a maximum of 10. You can spend 1 minute and make a Dexterity (Tinker's tools) or Intelligence (Tinker's tools) check equal to DC 10 + your gun's misfire number to reduce your gun's misfire number back to the original misfire number.

FLAWED:

If you make an attack with a weapon that has this property two turns in a row, the firearm's misfire number goes up by 1, to a maximum of 10.

AUTOMATIC(x):

Automatic firearms can make a separate attack that releases a salvo of bullets per pull of the trigger. As an action, you can force any creatures of your choice in a 15-foot square centered on a point within your gun's maximum range to make a Dexterity saving throw, taking the gun's automatic damage on a failed save, or half as much damage on a success. This action subtracts rounds from your gun equal to three times the number of creatures affected. Additionally, guns with the automatic property always expends six rounds per attack.

BAYONET(x):

These firearms are built with a blade that can be used for a melee attack. The damage and any other properties of the weapon when used in melee are listed in parentheses. You are not considered proficient in melee attacks made with a bayonet unless you are proficient with improvised weapons.

BOLT-ACTION:

When using a bolt-action firearm, you can fire only one piece of ammunition from it when you make an attack with it, regardless of the number of attacks you can

normally make. After making an attack with this weapon, you must use an action or bonus action to clear the spent cartridge from the weapon before you can fire it again.

BURST FIRE(x):

Burst fire firearms are able to make a special attack that releases a stream of multiple bullets. As an action,

you can force up to 4 creatures of your choice in a 100 foot line originating from you to make a Dexterity saving throw, taking your gun's burst fire damage (listed in parentheses) on a failed save, or half as much damage on a success. This action subtracts rounds from your gun equal to two times the number of creatures affected. Additionally, guns with the burst fire property always expends 3 rounds per attack

HEAVY(x):

Heavy weapons can only be wielded as standard by creatures with a strength score equal to or higher than the value in parentheses. If a creature does not have high enough strength then firearms with the heavy property have to be made stable via going prone and spending or bonus action to set up the stand or being posted on a piece of nearby low-cover in order to be fired effectively due to their weight. You cannot attack more than once during your turn while wielding a heavy firearm.

SCATTER(x):

Firearms with the scatter property have two types of damage, a regular damage roll and a scatter damage roll. When you make an attack roll with one of these guns against a creature, compare your attack roll to the AC of all creatures within 5 feet of the target. If your attack would hit them, deal the firearm's scatter damage roll to the creatures. You do not add your ability score modifier to the damage of this attack, unless that modifier is negative.

SILENCED:

When attacking with a silenced weapon, the stealth check you roll after making a weapon attack is made with advantage.

EXPLOSIVES

These small handheld explosives are used by throwing them as an action. Choose a point anywhere within a maximum distance of 10 times your Strength modifier. When the grenade reaches that point, it detonates, forcing everyone in an area centered on that point to make a DC 15 Dexterity saving throw. On a failed save, a creature takes damage based on the type of grenade used and suffers any additional effects; on a successful

save, it takes half as much damage and does not suffer from the additional effects.

Alternatively, a mine can be planted in the ground, hidden from sight and triggered when a creature steps on it. Planting a mine takes 1 minute. A creature moving more than half its speed that moves into the mine's space must succeed a Dexterity saving throw or take damage as above. If a creature is moving at a slow pace, the DC of this saving throw is reduced by their Dexterity modifier.

A creature looking for traps can make an Intelligence (Investigation) check contested by your Dexterity (Sleight of Hand), Charisma (Deception), or Intelligence (Deception), whichever is higher. On a success, your mine is discovered.

A creature aware of the mine after it is discovered takes only half damage on a failed save, or no damage on a successful one.

All grenades have an ammunition equivalent useable with grenade launchers, ammunition has a range of 40ft.

MELEE WEAPON PROPERTIES

HIDDEN:

A weapon with the hidden property is designed to be easily concealed by the holder. If you have proficiency with a hidden weapon, you also gain advantage on Dexterity (Sleight of Hand) checks to hide the weapon.

NON-LETHAL:

Weapons with this property are designed for subdual, and always deal non-lethal damage.

MODERN ARMOUR

BALLISTICS RESISTANCE (BR) AND DAMAGE REDUCTION (DR):

With the increase in the effectiveness of ranged weaponry, armorers needed to follow suit. Improvements in metallurgy and engineering have created better, stronger materials designed to withstand the force of a bullet.

Armor developers have devised many different ways to minimize the damage from firearms. Some use thicker metal plating; others use multiple layers of thick cloth and tightly woven metal; still others use magical means. Regardless of the method, these improvements are all represented by a new property: ballistics resistance.

Armor with ballistics resistance have the designation BR followed by a number. When an enemy makes an attack with a firearm against you, your get a bonus to your AC equal to this BR number. For example, if you are wearing a Light Undercover Shirt, your base armor class is $11 + \text{your Dexterity modifier}$. With a modifier of 3, you have an armor class of 14. When you are attacked with a firearm, the shirt's ballistics resistance gives you a +2 bonus, so now your armor class is 16 against that attack.

Heavy armor does not benefit from ballistics resistance; instead they have a property called damage reduction, or DR. When hit by a round from a firearm that does not ignore armor, the damage is reduced by an amount equal to the DR number.

PROSTHETICS

The adventurer's life is not an easy one, and odds are that sooner or later, someone is going to be missing something. While magical healing is an amazing thing, the truth is that most parties aren't going to have a healer of sufficiently advanced level to cast regenerate and replace a missing limb, or even lesser regenerate to reattach one. At lower levels, the amount of money required for such healing may be unattainable. In short, there are going to be times when someone's going to need an artificial replacement for their own flesh and blood, at least in the short term.

There are many ways in which a character can lose a limb (not the least of which is the sever combat maneuver) but not all are described in detail. It is mentioned that someone who is turned to stone, damaged, and then turned back to flesh suffers the same "deformities" that were suffered while petrified.

Presumably this would mean a missing arm or leg. Others are more vague, but the description of the regenerate spell clearly states that it regenerates lost limbs, indicating that such a thing can happen. There are also products available from other companies, usually products that detail critical hits and fumbles, that specify the loss of limbs on occasion.

There are several different levels and types of replacements for a missing limb, from the incredibly basic, such as hook hands and peg legs, to mechanical and magical replacements that are nearly as capable as the genuine article

ARMOUR FOR PROSTHETICS:

Armoured prosthetics are easily achieved by adding armor-grade leather or steel to a prosthetic. A character with funds to spend can choose to add mithril or adamantine armor to a prosthetic. Typically, only full-length prosthetic arms or legs are armored. Rather than granting an armor class bonus (as armor worn by a

character would), armor for prosthetics instead increases the hit points of the prosthetic, making it less vulnerable to damage from an enemy's blade.

TYPES OF PROSTHETICS:

Prosthetics come in two types: mundane and magical. Mundane prosthetics are further categorized into Basic, Cosmetic, Intermediate, Mechanical, and Combat.

Basic prosthetics, such as the gaff hand, peg leg or crutch, are very simple prosthetics that do not resemble the actual lost limb at all and have the most basic functionality. Basic prosthetics do grant a character some sense of wholeness and capability, however. Basic prosthetics are the least expensive of all prosthetics.

Cosmetic prosthetics are sculpted, high quality replacements that look life-like (at least at first glance) but aren't actually functional. In this sense, cosmetic prosthetics are not as functional even as basic prosthetics but do more for a character's self esteem and hide his injury from the eyes of others.

Intermediate prosthetics are partially functional replacements capable of grabbing and releasing objects, or allowing one to walk stiffly but at a reasonable pace. Intermediate prosthetics include hinged forearms and calves, to which other types of prosthetic can be attached.

Mechanical prosthetics are fully articulated prosthetics with multiple moving parts, such as clockwork arms and hands capable of grasping and holding most everyday objects, even up to and including weapons, or clockwork legs capable of walking and running. Other mechanical prosthetics include clamps and haft locks, which make holding and gripping things much easier. Mechanical prosthetics are often extremely expensive.

Combat prosthetics are technically a basic prosthetic in the form of a weapon, an artificial limb that sacrifices appearance and function for lethality.

Magical prosthetics are just that – a variety of prosthetic types that provide the full function of the missing limb, and sometimes more. Magical prosthetics are the most expensive of all prosthetics

CRAFTING

GENERAL RULES:

A significant part of the world is centred around innovation and creation, as such it fits that characters should be able to create their own gear instead of relying on stores. Crafting is something that can be done during downtime, not on the fly.

In the world there can be found and purchased 'parts' this represents non-specific parts that would commonly be required in the making of certain items. Each parts item can be considered to be enough to make one item out of. The grades of these parts and their cost modifiers are as follows:

GRADE BY COST MODIFIER

Grade	Cost Modifier
Scrap	0.5
Common	1
Quality	25
High-Quality	50
Special	60
Esoteric	-

Special grade refers to parts which are masterfully made and are required for very specific items (such as Special Firearms), Esoteric grade refers to parts which are beyond the common understanding and are used in building novel, strange and powerful items such as magical prosthetics, these parts are considered extremely rare and do not have specific costs.

PARTS TYPE BY COMMON COST

Parts Type	Cost for Common Type (gp)
Common Parts	5
Weapon Parts	10
Firearm Parts	10
Prosthetic Parts	20
Vehicle Parts	50
Armour Parts	10
Explosives Parts	20
Biotech Parts	10
Automaton Parts	50

The actual process of crafting is a downtime activity, it takes an amount of time to create an item equal to gp cost of item / 100 days (minimum of half a day). Two creatures working on the same item halves the time requirement though both must pass the check, three creatures divides the time by three but all must pass the check, etc. A creature cannot give the help action to the check and also work on the item at the same time.

At the end of the crafting period you make a single craft check, the DC of this check is determined by the item you are crafting as each item has different measures for this. You may use modifiers like bardic inspiration at the DM's discretion but this is done with the understanding that this is being used every day for the crafting period. If you pass the roll, you create the item, if you pass it by 10 or more then you are granted an additional benefit (for example, you may create a +1 variant of a firearm). On a failure no parts are expended, but the time is wasted. On a failure by 10 or more you lose the parts you were using to create the item. In addition, some

items like explosives may have additional effects on failure.

WEAPON CRAFTING:

When crafting a melee weapon, the DC required to create that item is $8 + \text{gp cost of item} / 30$ (rounded down). Crafting melee weapons uses smiths or tinkers tools depending on the item. (DM's discretion)

FIREARM CRAFTING:

Firearms have multiple different sub-categories in crafting, firearms, attachments and modifications. Each one uses a single firearm parts item of a specific grade dependant on the item being made. All these rolls are made with gunsmiths tools.

When crafting a firearm, the DC required to create that item is $8 + \text{gp cost of item} / 40$ (rounded down). Significantly failing the check does not have additional effects.

When crafting an attachment, the DC required to create that item is $8 + \text{gp cost of item} / 100$ (rounded down). Significantly failing the check does not have additional effects.

When applying a modification to a firearm, the DC required is $8 + \text{gp cost of item} / 200$ (rounded down). Significantly failing the check does not have additional effects.

PROSTHETICS CRAFTING:

When crafting a prosthetic, the DC required to create that item is $8 + \text{gp cost of item} / 100$ (rounded down). Crafting prosthetics uses tinkers tools.

VEHICLE CRAFTING:

Vehicle crafting covers multiple different things, the building of the vehicle itself, upgrading the vehicle with armour and gadgets and building weapons for it. The tools needed to do this could be smiths tools, tinkers tools, gunsmiths tools or others (DM's discretion). Any attempt at vehicle crafting must take place in an area fit for purpose like the garage suite on your ship or a mechanics shop.

Vehicle crafting takes a number of days equal to the gp cost of the object / 20 instead of the usual 100. The DC of the check itself is $8 + \text{gp cost of the check} / 20$.

ARMOUR CRAFTING:

When crafting armour, the DC required to create that item is $8 + \text{gp cost of item} / 80$ (rounded down). Crafting armours generally uses smiths tools, armourers tools or tinkers tools depending on the item. (DM's discretion).

EXPLOSIVES CRAFTING:

Grenades are a rare armerment specifically used by military units and armed forces though artisians have figured out how to create such a dangerous weapon. They are extremly difficult and dangerous to manufacture so not many know the ins and outs of these items.

Crafting a grenade is a dangerous thing to do to in your free time. With the chance of explosion or a malfunction going off after it is finished. grenades are a useful but volitile item to add to ones arsenal. With each grenade is a DC. This DC determines the difficulty of creating a grenade based on the cost of it and the damage type associated with it. To craft a grenade one must be proficient in tinkers tools.

When crafting an explosive, roll against the crafting DC, on a success the grenade is useable as described, on a failure the materials are consumed and the downtime is used, but no item is created. On a failure by 5 or more, you are subjected to the effects of the explosion.

BIOTECH CRAFTING:

When crafting biotech, the DC required to create that item is $8 + \text{gp cost of item} / 100$ (rounded down). Crafting biotech uses the biotech kit.

AUTOMATON CRAFTING

When crafting an automaton, you must create each section of the automaton individually, such as needing to build the arms, torso, legs and head seperately. Combining the items in the final step requires one day of work and a DC 20 automakers kit check.

Individually, when crafting the automatons parts the DC required to create that item is $8 + \text{gp cost of item} / 100$ (rounded down). Crafting automaton uses the automakers kit.