

MECHANICS MEGA DOC



HIS DOCUMENT CONTAINS ALL THE VARIOUS mechnaical changes I have made to the traditional 5e system to outfit it for this campaign.

GENERAL RULES / 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 attacked 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 determing 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. See the crafting rules page for further information on this but in short, 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.

CHARACTER CREATION RULES

STARTING FEAT:

All characters start with a feat

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 delimbing. 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.

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 + dexterity modifier + 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.