

Optional/variant rules used

It would take too long to list every optional and variant rule I'm using, so we'll discuss things on a case by case basis and ask me anything if you have questions before we start.

We'll be using average HP and background feats (see backgrounds)

Homebrew rules for this campaign (WIP)

Firearms

Firearms are either simple or martial weapons. I have created my own document containing a list of firearms and explanations of firearm properties, as well as some variant rules for already existing game mechanics.

Currency

Gold, Silver, and Copper will exist as normal but they will only exist as physical currency. Electrum will instead be the Gold value in your bank. Convert between your physical money and bank as you wish before you start but you'll have to convert elsewhere later on. Decimals are allowed.

Ability score generation

We will be using my own point buy rework system (see other pdf)

Backgrounds

Everyone will use a custom background. You will gain no features from your background, but you will gain a feat from either Tough, Skilled, or Magic Initiate. You will also not take standard background equipment, instead you will get clothes of your choice +75GP.

Among the customizing your background rules, vehicle proficiencies and tools that aren't artisans' tools are permitted.

You will also get a mobile phone (basic smart phone).

Class equipment

You get normal class starting equipment, from which you can select appropriate firearms. You may not sell firearms you gained as part of your starting equipment.

Vehicle proficiency

You need a vehicle proficiency of the appropriate type to operate a vehicle. For the sake of simplicity, the proficiencies are:

- >Land
- >Water
- >Air

Your rules

I will not be implementing any of the normal homebrew rules you use, barring not really tracking carry capacity and rations and stuff (ammo will be tracked). This means no ASI cross progression when multiclassing. This also means no handwaving of spell components, but you can flavour a components pouch as your spellcasting focus if you want.