**D&D Campaign 2015: Outworlders**

Game Concept: Modern Earth characters are transported into the D&D realm

Concept Background:

Pinacle Industries: a mega-corporation founded in 1995 by Ernest B. Blackacre. Originally it was founded as a delivery device manufacturing company seeking government contracts for missile launch and propulsion systems. This company has divisions worldwide. Its main corporate HQ is in Witchita Falls, about 80 miles northwest of Dallas/Ft. Worth. It employs over 3000 people at its HQ, and has over 300,000 employees worldwide. Not counting the corporate HQ (where all the players work), the largest divisions are in Wyoming (weapon/ballistic missile research and dev), North Carolina (electrical and computer design and manufacture), Washington (medical and science device research and dev), Munich Germany (transportation technology research and dev), and Brazil (pharmaceutical research and dev).

Pre-game Narrative:

Each of character works for Pinacle Industries. Some have been with the company for just a few years, others much longer. Their backgrounds vary widely, and each character is somewhat of an expert in his/her profession and skillsets. All characters are Supervisors (or higher) in their respective departments or divisions. This does not mean they necessarily supervise other employees – it means they have been around long enough and done well enough to have earned at least one promotion. (Ranking in the company is based on a Service Level quotient, to wit: New employee is S1. Supervisors are S3. Managers are S5. Directors are S8. Vice Presidents are S10. Corporate officers are typically S13 and up. The COO (he is currently acting CEO) of the company, Riles Squire, is considered S15.) Each character may select his/her own rank/level within the company: choose anything from S3 to S8 and notate it.

Pinacle Industries: a mega-corporation founded in 1995 by Ernest B. Blackacre – a former Engineer also with an Astrophysics background. Originally the company was founded as a delivery device manufacture and production entity, seeking government contracts for missile launch and propulsion systems. The company has done remarkably well, now with divisions worldwide. Its main corporate HQ is in Witchita Falls, about 80 miles northwest of Dallas/Ft. Worth. This is where all the characters work. The HQ employs over 3000 people, and the worldwide divisions employ 300,000 happy employees. Not counting the corporate HQ, the largest divisions are in Wyoming (weapon/ballistic missile research and dev), North Carolina (electrical and computer design and manufacture), Washington (medical and science device research and dev), Munich Germany (transportation technology research and dev), and Brazil (pharmaceutical research and dev). Travel to/from the major international divisions by company executives is done via SpaceX-built, suborbital hypersonic planes. As part of your character background, if any of you want to notate that your character has visited or worked in one of the five major divisions previously, that’s fine. In fact that might make sense if your character’s background relates directly to what a particular division specializes in.

All characters know each other. It will be left up to the individual players and the group as a whole to determine whether any of your characters are related to each other, or have specific connections. But your primary (and mandatory) connection has to do with Gaming. All of your characters are gamers. Some may also be LARPers. Whatever the case, they have all been friends for at least a few years (perhaps met in college), and they typically get together at someone’s residence (in Witchita Falls), on a weekend once a month, and game together. Sometimes boardgames, sometimes RPGs. There is no Dungeons and Dragons in your world. However, there is a game called Tunnels and Trolls (T&T), which has been an old favorite of yours. This serves one main purpose: When your characters are inexorably transported/dropped/kicked/fallen into the D&D realm, they are familiar with and aware of the Fantasy Setting in general. Since there is no D&D, your characters will NOT know of D&D monsters, mythos, and histories. Their experience with Tunnels & Trolls is merely to create a mindset where they will eventually recognize their surroundings and know it is something out of a fantasy setting – just not one they will initially be familiar with. (So bringing a game book or having game data on your character’s cell phone will do little to help him understand the D&D realm once he is there, be advised.)

The time is now: 2015. The date: May 29th. It’s a Friday, it’s close to noon and lunch break. Your characters all have plans to Game together on Saturday. Each of them is working in their respective departments, going about their daily business and doing a fine job about it. This is where the game begins.

Creating your Character – some initial thoughts

Rules below will go into detail, but think about the background and personality traits of your character. All characters start as employees of the company. In metagaming standards, you all know your character will eventually end up in the Dungeons and Dragons world. This means you should create a modern-era Earthling employee of this company, but keep an eye towards the direction the character will go once in D&D realm.

Some examples of possible character concepts can include:

* Engineer
* Scientist or Physician
* Maintenance Supervisor
* Security Guard or Supervisor
* Marketing or Advertising Manager
* Computer Specialist
* Finance or Accounting Manager
* Attorney or Compliance Manager

Game Books Used and Allowed:

Arms & Equipment Guide (AEG)

Book of Challenges (BoC)

Book of Exalted Deeds (BoED)

Book of Vile Darkness (BoVD)

Cityscape (Csc)

Complete Adventurer (CAd)

Complete Arcane (CAr)

Complete Champion (CC)

Complete Divine (CD)

Complete Mage (CM)

Complete Psionic (CP)

Complete Scoundrel (SC)

Complete Warrior (CW)

Deities and Demigods (DaD)

Dungeon Masters Guide I and II (DMG)

Fiend Folio (FF)

Frostburn (FB)

Ghostwalk (GW)

Libris Mortis (LM)

Magic Item Compendium (MIC)

Monster Manual, all (MM)

Planar Handbook (PLH)

Players Handbook I and II (PH1 and PH2)

Psionics Handbook (PsH)

Races of Destiny (RoD)

Races of Stone (RoS)

Races of the Dragon (RoDr)

Races of the Wild (RoW)

Rules Compendium (RC)

Sandstorm (SS)

Spell Compendium (SC)

Stormwrack (SW)

Stronghold Builders Guidebook (SBG)

Unearthed Arcana (UA)

If it isn’t on the list, it is not allowed. When creating your character, you are to only use the Players Handbook I, and the DMG I.

Character Creation:

Attributes:

Ability Scores are completed as follows (c.f. DMG p.169). *All ability scores start at base 8.* Using **28** points adjust your ability scores based upon the chart below. For ability scores of 14 or lower, you buy additional points on a 1-for-1 basis. For ability scores higher than 14, it costs more (see the table below). Note that there may be additional opportunities to raise your ability scores.

**Ability Point Ability Point**

**Score Cost Score Cost**

9 1 14 6

10 2 15 8

11 3 16 10

12 4 17 13

13 5 18 16

Class:

Each player to create a level 1 character using either Expert or Warrior starting class (DMG pp108 – 110).

Expert Class (DMG p109): Has d6 hit dice and less attack bonus than Warrior class but makes up for that with slightly more starting skill points. Emphasis is on WILL save bonus. Start with maximum HP. Expert classed characters are proficient in the use of all simple weapons and light armor (no shields).

Warrior Class (DMG p.109): Has d8 hit dice and more attack bonus than Expert class, but slightly fewer starting skill points. Emphasis is on FOR save bonus. Start with maximum HP. Warrior classed characters are proficient in the use of all simple and martial weapons and all armor and shields.

During the first game session, the characters will earn level 2 either just before or just after entering the D&D world. This will be level 2 for their chosen starting class (Expert or Warrior).

*Once in the D&D realm* they may immediately begin accumulating experience towards a D&D class of their choosing – but one that is appropriate for their type of background and preference. The Earth class (Expert or Warrior) is an overlay – a free multiclass for all players. In other words, there is an element of meta-gaming here. When the character is created, the player should have in mind the type of D&D class that the character will eventually choose. Then the player should design and create his character around that future class goal. (For example, if a player wants his Character to become a Cleric once he enters the D&D realm, then he should create his starting character with skills and feat(s) that may relate to healing and religion. An example would be a Doctor that is also an avid devotee of Christianity.)

Once the D&D class is selected, the character immediately progresses (at level 1) of the new class, including all D&D-related bonuses and characteristics, as normal. Characters should manage to achieve level 1 status in that D&D class by the end of Game 2 (which means they will all be level 3 multiclass: level 2 Warrior or Expert, and level 1 D&D class).

Race:

All characters start as human. Any player wishing to have a non-human character may do so. They should select which non-human race they want, and create their starting character *as if* they were already that race. Apply all racial traits (except those pertaining solely to appearance), including feats bonuses, attribute modifications, favored class, etc. Note that not all abilities will immediately take effect while in the Earth realm (i.e. someone wanting to play a Dwarf will not have Darkvision until they enter the D&D realm). While they are on Earth, they will look and act Human. Once in D&D, they will change…

Once in the D&D realm, the characters will change, and any new racial preference will be instantly applied externally (appearance, size, etc.). Logic behind this is that in passing into the D&D realm using the means I created for this game, a person’s inner characteristics often emerge – and these can sometimes take the form of a racial change.

Alignment:

Any alignment may be selected, though the GM cautions against choosing NE or CE. Typically in my games I play alignments somewhat informally and loose. They are most important in religious and clerical matters.

Hit Points per level:

Beginning at level 2, characters roll for HP at each level (using hit dice for their chosen D&D character class), but with the following modifications:

D4 = roll but ignore (reroll) 1s and 2s D6 = roll but ignore (reroll) 1s thru 3s

D8 = roll but ignore (reroll) 1s thru 4s D10 = roll but ignore (reroll) 1s thru 5s

Then add in CON bonus (if any).

Feats (PH p.87ff):

Characters begin the game as humans (even though they may change their race later once they enter the D&D realm – see above), and at level 1, which means they start with 2 Feats.

* One Feat *must* be selected when the character is created.
* The second Feat may either be selected at character creation, OR the Feat (slot) may be saved and the second Feat selected later (*after* the character enters the D&D realm but before the character reaches level 3). This is a meta-gaming feature and the choice is the player’s.
* All Expert class characters receive the Skill Focus (choose skill) feat *for free*.
* All characters will receive a bonus Feat, *determined by the GM*, depending entirely on the chosen Primary Profession (see below).

Players may select generally from the list of Feats in the Players Handbook at the beginning. Feats from other game books are *not* allowed for character levels 1 and 2.

Below is a list of Feats which are **not** allowed to be taken at levels 1 and 2:

Augment Summoning, Combat Casting, Eschew Materials, Extra Turning, Improved Counterspell, Improved Turning, Natural Spell, Spell Focus, Spell Mastery, Spell Penetration; Meta-magic Feats and Item Creation Feats.

The following Feats may be taken and applied towards a firearm weapon (instead of a bow weapon):

Point Blank Shot, Precise Shot, Shot on the Run, Improved Precise Shot, and Rapid Reload.

**Modification to Feats in Player’s Handbook:**

Certain Feats are modified to provide greater skill check boosts. The following Feats provide a **+4 bonus** (rather than +2) to the skill which they modify. Each of these can be taken only once.

Agile, Alertness, Animal Affinity, Athletic, Deceitful, Deft Hands, Diligent, Investigator, Magical Aptitude (yes, that one is allowed), Negotiator, Nimble Fingers, Persuasive, Self-Sufficient, Stealthy.

The following Feats are modified as follows:

* Endurance feat provides +5 bonus to the conditions listed (rather than +4)
* Skill Focus feat adds +5 bonus on checks with selected skill (rather than +3)
* Toughness feat adds +4 HP (rather than +3), and may be taken multiple times

Skills (PH p.61ff):

Expert Class characters start with Skill Points = (5 + INT modifier) x4.

At level 2 the PC earns Skill Points = 5 + INT modifier.

Warrior Class characters start with Skill Points = (4 + INT modifier) x4.

At level 2 the PC earns Skill Points = 4 + INT modifier.

Characters may “save” 1 or 2 skill points to allocate *after* they enter D&D realm, but they must be used before reaching level 3 or they are lost. (GM advises to keep 1 or 2 skill points saved.)

At character creation, go ahead and allocate the skill points (and saving 1 or 2 points if you wish). Pick skills using the D&D character sheet. Note that the Maximum Skill Ranks rule at level one prevents players from initially allocating more than 4 skill points for any given skill (but see below for an exception), not counting bonuses and modifiers. For specific Modern Earth skills (like physics, chemistry, medicine, pharmacology, civil engineering, plumbing, computer programming, driving, etc.), go ahead and indicate those on the character sheet – either placing them under Craft or under Profession, depending on what they are. (For example, a character that is a Chemist for the company would have Chemistry as a primary Profession – and allocate points to it. That character might also be skilled as an electrician, so write electrician as Craft – and allocate points to it. If you are unsure whether a skillset should be listed as a Craft or a Profession, use your best judgment or ask me.)

Every character must select one **Primary Profession** – this will represent their primary job at the company. (For example, if the character is a mechanic or electrician for the company, then list Electrician or Mechanic under Profession instead. If he is a Security Guard, then list “Security” as a Profession and allocate points to it.) You may allocate *up to* 10 skill points to that Profession when you create your character (rather than the standard Level + 3 skill points maximum). This represents a significant exception to the Maximum Skill Ranks rule. And note that those 10 points come out of your character’s total starting skill point pool (they are not additional bonus points).

Players may select additional Professions for the character if desired, but only the Primary Profession can be given (up to) 10 starting skill points.

Every skill (and Profession) listed at character creation will translate over into the D&D realm – either as a direct useful skill, or as having a synergistic effect on other, related skills.

*Special Note:* to prevent Gaming the game (i.e. cheetin), characters slyly selecting a Primary Profession like Diplomat or Negotiator or Arbitration Attorney in order to hope the 10 points they allocate to that will translate into 10 points in Diplomacy once the character enters the D&D realm, will be disappointed. The GM reserves the right to curtail and/or redirect sly attempts at Profession selection geared towards sly advantages. The GM is not against Players making the most of a character and its skills, and being creative about it, but the GM will not allow gross imbalance to take place as a result, so be warned. (If you have a specific question about this, please email your GM.)

PCs are generally expected to multiclass out into a formal D&D class starting at level 3. Once they select their new class, they abide by all characteristics and rules pertaining to that class – including skills points per level.

Class Skills: **All** skills are considered class skills for the PCs.

Maximum Skill Ranks: PC level +3 (before all modifiers).

I intend to strictly enforce the Max. Skill Ranks rule. (The one exception is the Primary Profession.)

*New Skill: Repair*

Allows generalized repairs to a variety of items.

This skill is DEX-based, and cannot be used untrained.

*New Skill: Sailing*

Knowledge and ability in the use of small boats and sailing vessels under 50 feet.

This skill is DEX-based, and cannot be used untrained.

Skills in this game will take on an important role. Most of the modern-era Earth skills chosen in the beginning will translate over to, as well as have a synergistic effect on, D&D skills. While all skills chosen at character creation will accompany the character when they enter D&D, some skills may not have any usefulness in the D&D world. To help offset that disadvantage, synergistic effects and/or skill translations (from one to another) will be allowed. The players will find out what those are after the game starts.

Artifacts: (items from the modern world)

When the characters start the game at the company, each character will already have a few items on them. Most of these will be common to all characters. Some items will be selected by the characters as additional items (see below). And an extra bonus item or two may be awarded once the character is complete (GMO).

Starting Equipment:

All characters will start with the following, representing what they have on them at the time the game starts. Given the nature of the campaign – especially in the beginning, it is important to list and track all specific items the characters have. Note that no character starts with any gold pieces, and any personal equipment (cars, stuff at home, bank accounts) that a character may list will not be relevant to the game.

Clothing:

* Underwear (shorts, T-shirt, and socks)
* Pants or skirt (pants recommended; dark color)
* Button down collared shirt (any color/pattern)
* Sport coat or blazer (dark color, w/company logo)
* Tie (optional)
* Hat or cap (optional)
* Belt (leather or fabric)
* Shoes (sturdy standard work shoes, athletic shoes, or hiking boots equivalent)
* Company wrist watch (non-digital)
* Cell phone (non-smart phone; full charge = 48 hours); also functions as walkie-talkie up to ½ mile
* One personal jewelry item (max 10gp value)

Class-based add-ons:

* If Warrior class, receive all of these: small belt pouch, small basic pocket knife, pen, small notepad, whistle, sunglasses, wallet (DL, cash, credit cards, business cards), ID card
* If Expert class, receive all of these: digital watch (w/calculator), pen & pencil, sunglasses or reading glasses (or combo), wallet (DL, cash, credit cards, business cards), ID card

None of those devices provide any actual skill bonuses, but are merely useful minor tools.

Profession-based add-ons:

Once a player has provided his character background and profession, he is to use 8 points and select additional Items from the lists below. Players are advised to select Items which are appropriate for the character’s Primary Profession and personal proclivities. In some instances, choices may be denied. (For example, a company physicist will not be carrying a revolver or flak vest or large toolkit.) Here are a few examples for your reference:

* Maintenance Supervisor: short flashlight, multi-tool, std toolbox, gloves, utility belt, etc.
* Research Physicist: Laptop, printer, paper ream, smartphone, etc.
* Project Engineer: Laptop, smartphone, portable magnifier, multi-tool, etc.
* Physician or Med Tech: flashlight, surgical mask (etc.), penicillin, poison kit, std first aid kit, etc.
* Security Guard: long flashlight (or gun light & police club), handcuffs, flak vest, revolver
* Field Researcher: LED Lantern, large blade, binocs, lighter, long coat (or belt + camo clothes)

This list is exhaustive – meaning if not on the lists below, player cannot take the Item. Item points listed below are based on the relative power and utility of the item *in the D&D realm*, not in the Earth world. Note that some items will have usefulness beyond the bonuses described below. Use your imagination.

Once players make their items selections, the GM may award additional items, based upon the characters’ role in the company and Primary Profession (and to fill in any possible obvious gaps). This is GMO and will be a mystery for now.

Tech Item Points Basic Description or Bonus

*Portable Electronics*

Laptop Computer (solar recharger) 2 4 hours continuous use before recharge

Portable Printer 1 Hooks to computer, camera, or phone

Paper (mini-ream = 100 pages) 1 For printing documents, pictures, or writing

Smartphone device 3 Similar to iPhone 6; 6 hours continuous use

Smartphone solar recharger 1 2 hours sunlight = 1 hour recharge

Digital Camera (mini) 1 Takes and stores up to 500 pics

*(Camera battery will die after 6 hours continuous use unless purchase Rechargeable Battery, below)*

*Light Sources*

LED Lantern (1 battery) 1 Hand-held LED lantern; as Hooded Lantern

Flashlight (long, w/std battery) 2 Sturdy Mag light; function as Light Mace (d4/d6)

Flashlight (short, w/std battery) 1 Small powerful LED flashlight

Extra Standard Batteries (4) 1 1 battery = 24 hours continuous use

Rechargeable Battery (1) 2 Include solar recharger

*Each rechargeable battery = 24 hours continuous use; takes 1 hours sunlight to recharge 3 hours of re-use*

Notes: all Flashlights operate as Light spell in 60’ beam/cone (10’ at terminus)

*Personal Defense*

Handcuffs 1 Heavy-duty Handcuffs w/2 keys

Swiss Army Knife / Multi-tool 1 +2 Craft and +4 Repair synergy

Large knife/blade 2 8” or longer blade; function as Short Sword

Police Club 2 Retractable combat Club; function as Light Mace

Pepper Spray 1 As Acid Splash spell (d3), 10’ max range; 10 uses

Flak Vest 2 +2 AC

Flak Jacket (advanced) 3 +3 AC

*Personal Utility & Tools*

Lighter 1 Flick your Bic to light simple fires (50 uses)

Box of matches 1 Box of 100 (matches not as reliable as a lighter)

*(Use of a lighter or match to light fire is a free action; flint+steel to light fire is a full round action)*

Sturdy Walking Cane 1 Function as Quarterstaff (d4/d6) – *nonlethal dam*

Binoculars 2 +3 Survival bonus; +5 Spot bonus long distances

Portable Magnifier (for eye) 1 +5 Appraise synergy

Backpack or Carrying Case 1 Holds bunch of items; durable & water resistant

Basic Tool (select one) 1 +2 Craft synergy; function as d4/d4 weapon

(*Choose: hammer, hatchet, saw, lg scissors/wirecutters, screwdrivers/wrenches, power drill*)

Basic Toolbox (w/3 basic tools) 2 +3 Craft, +3 Disable Device, +3 Repair synergy

Standard Toolbox (w/5 basic tools) 3 +5 Craft, +5 Disable Device, +5 Repair synergy

*(Note: each toolbox contains small items plus basic tools, each basic tool can be used as a d4/d4 weapon)*

*Clothing*

Heavy all-weather long coat 2 +1 AC; as Endure Elements (cold) spell; pockets

Utility Belt 1 Like police belt (holster, pouches, several slots)

Gloves 1 +4 Climb; all-weather, sturdy hand protection

Tall Combat-style Boots 1 +1 AC; heavy-duty protection below knee

Camo Overclothes (pants/jacket) 1 +5 Hide synergy when outdoors

*Food and Drink*

Bottles of Water or Juice 0.5 2 12oz containers

Snack Item (vending machine) 0.5 4 small food items in packages

*(Note: every 0.5 points spent on Food/Drink items can sustain character for 1 day)*

*Medicine/Medical:*

Surgical mask, cap, and gloves 1 +5 FOR saves vs. poisons and diseases (if worn)

Penicillin (or equivalent) 1 30 doses; 10 doses over 3 days = Remove Disease

Body-enhancing Drug 1 Each dose +4 FOR and +4 REF saves for 1 hour

Mind-altering Drug (prescription) 1 Each dose +6 WILL save for 1 hour

Poison Treatment Kit 1 8 Detect Poison, 4 Delay Poison, 1 Neutralise P

Basic First Aid kit 1 +2 Heal; 8 Cure Minor Wds, 4 Cure Lt Wds

Standard First Aid kit 2 +4 Heal; 4 Cure Lt, 2 Cure Mod, 2 Delay Poison

*(Note: once the spell-equivalents are used up, the kit can still provide the Heal bonus indefinitely)*

*Modern Firearms (DMG p.146)*

Revolver (.38/357) 3 Comes with 30 bullets (5 reloads)

Semi-auto Handgun (9mm/.40) 3 Comes with 30 bullets (2 full mags)

Shotgun (.12 or .20 gauge) 3 Standard 5+1 shotgun (comes with 12 shells)

Reloads (1 mag or 2 rev) 1 1 15-rd magazine or 2 6-rd revolver reloads

Reloads (6 shells) 1 6 additional shotgun shells (attach to gun stock)

Silencer (for handgun) 1 Eliminates gun sound; 10 uses (repairable)

Laser Sight (for handgun) 1 +5 attack bonus

Flashlight (for handgun) 1 As Small LED Flashlight (see above)

Notes: Handguns will do 2d6/2d6 damage; crit x2, range increment 40’, 3 lbs; piercing

Shotgun will do 2d8/2d8 damage, crit x2, range incr 30’, 7 lbs, piercing

Special Notes about Earth Tech Items:

Even the sturdiest of items can possibly break. Even the best rechargeable battery can eventually lose its ability to hold a charge. And even a full box of matches will run out some day. Some items can be damaged when immersed in water. Others may not withstand a fall or an impact. And getting hit with an area-of-effect spell may subject tech items to saving throws (if the character fails his save). So do not expect most items to last forever. That said, the more carefully protected the item, the better its chance of long-term survival. And don’t forget that Repair skill has a chance or repairing some of the items (depending upon severity of damage or malfunction).

Also take note that when you are out of bullets, you are out of bullets. Do not expect to be able to use your modern Earth ingenuity to make more bullets using D&D realm resources, or use spells (which create items) to make additional bullets and expect them to work properly. Tech items brought into the game are highly useful, but will wane and eventually be damaged, discarded, or used up.

Languages:

The question may arise – what languages should starting characters take, and will they be useful once in the D&D realm? The GM will not directly answer that question just yet. What I will require is that ALL characters spend 1 of their starting skill points on English as a language (includes speaking, reading, writing). Then, all characters receive one additional bonus language for every point of INT bonus (per PH book). Go ahead and notate what those languages are.

If any character desires additional languages beyond those provided by the INT bonus (i.e. in the case where a character may have a lower INT bonus or not have one at all), then they must spend starting skill points on them (one skill point = one language). Note that the maximum number of languages any character can have when the character is created is **five**.

One interesting idea may be for a character with a History background (either as a Knowledge or as a Profession), to select ancient or dead languages, or take Linguistics in general. The GM will not say whether this could be useful later on, only that it could be interesting.