Amazing Adventures (5th Edition)

Making a Character in this Campaign

Don’t worry about how long this document is. Fact is, if you know the 5e system for D&D you could probably skip everything after the “Background” section. I just put the **5e Terminology** and **Mechanics Questions** there as a quick reference, since these things come up in EVERY campaign.

# Character Classes

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| --- | --- |
| Class Name/Brief Description | Notes |
| Arcanist – User of the mystic arts | No Techno-mage variant, since it’s 1939. You cast like a sorcerer. |
| Gadgeteer – Two flavors: Creator and user of gadgets, or you have a guy who provides gadgets for you to use (and NPC). The “Powered hero” option will not be allowed in this campaign. | Your GM will not be making your gadgets for you. If you take this you have to be ready with equipment. |
| Gumshoe – Hard-boiled detective or Intrepid reporter | Good fighting & Investigating skills |
| Hallowed – Priest, Shaman, or other Holy-man | Life, Death, Nature domains provided; others are in the 5e PHB\* |
| Hooligan – Criminal or Ex-con with less virtuous adventuring skills |  |
| Mentalist – Psychic | If you only want a dash of mentalist, see the “wild talents” feat instead. |
| Occultist – A magic wielder who has gained power through a pact with otherworldly forces |  |
| Pugilist – Pitfighter, boxer, martial artist, wrestler, etc. |  |
| Raider – Archaeologist or other field scientist with real-world skills AND knowledge |  |
| Socialite – You’re rich or simply good at schmoozing with/pretending you’re rich |  |

\*While the 5e Amazing Adventures book is mostly self-contained, this is a time when you are referred to a D&D book.

# Ability Scores

Assign the following numbers to STR, DEX, CON, INT, WIS and CHA in any order you like, keeping in mind that every class has favored abilities that impact its capabilities and Armor Class.: **17, 15, 13, 12, 10, 10.**

Alternately, at first level, you may reduce 4 of those scores by 1pt each, and in return gain 1 feat and proficiency in two additional skills.

**Hit Points** will always be MAX for your Hit Die at every level.

# Alignment

Characters may not be an evil alignment.

# Skills

Unlike D&D 3.5 where you keep pumping points into a skill, you select skills you are proficient in and that’s it. You’ll be asked to make a check as “A Charisma or Deception roll”. If you don’t have Deception then you’re just making a D20 roll and adding your CHA modifier. If you’re proficient in Deception, you get to add your Proficiency bonus as well. And if you have “Expertise” you get to add your Proficiency bonus a second time.

Generally the roll for a skill is going to be the same stat (such as Swimming being an STR/Athletics check. But if you needed to look at a river and decide if it was swimmable, the GM might ask you to make an INT/Athletics check, so you’re using your INT mod but if you have Athletics Proficiency you get to add that bonus.

# Feats

You can take a feat at first level by dumping ability points (See *Ability Scores*, above). Additionally anytime your class says “Score Improvement” you can choose to take a feat instead of the class feature. (Pg75). Most feats have pre-requisites.

# Background

Mentor/Sponsor: Each of you will have someone who brought you into the team. Come up with a circumstance under which you were discovered (“Rose jabbed the thief in the back with the handle of her umbrella and threatened to shoot him. The thief dropped the lady’s purse and ran. A witness to this event felt she had potential for the council.”) Mentors tend to select people based on personal interaction with them rather than something they heard (unless they then went out to witness them first hand).

Physical Description: Keep in mind this is 1939. Most ethnicities were frowned upon, but that should not dissuade you from making an interesting, well-rounded character. Actual age should not be any younger than 21.

Motivation: Your character is someone elite, larger than life (or has the potential to be). If you always run from a fight you’re not likely to have ever been selected by the Council.

# 5e Terminology

**Advantage and Disadvantage**. If you are instructed that you have either of these you make your roll TWICE. With Advantage you take the better of the two. With Disadvantage you take the lesser of the two.

**Expertise.** If you have an “expertise” it means you use double your proficiency bonus for that roll.

**Passive Score**. 10+ Ability Mod + Proficiency bonus. It’s the default roll you are assumed to have made in moments where you aren’t specifically calling for a roll. *Example: Vic with a 12 INT, with a +2 Proficiency bonus, walks by a table and has no reason to say “I search the table”. The GM takes his score (10+2+2=14) and sees it’s above the threshold to passively notice a familiar name on a stack of flyers on the table.*

Also, if you are proficient in a skill, this is assumed to be the minimum you roll (except 1 is always a fail). So if the same character asked to search an office, being proficient in perception, they’re going to have a minimum result of 14 unless they roll a 1 on the search.

**Proficiency**. If you have proficiency in something it means you get to apply your Proficiency Bonus to the roll. This applies to skill rolls, saving throws, and weapons.

**Resting**. A *Short Rest* is downtime of 1 hour minimum where the character can only eat, drink, read, or tend wounds. Regain 1 HD+ CON Mod. A *Long Rest* is 8 or more hours of similar light activity. Regain all lost HP. Recovery of some abilities will require a long rest (as noted in the ability).

**Sanity**. Unlike an out-and-out *Call of Cthulhu* game you will not often be required to make Sanity (“San”) checks. When it happens, the GM will call for a WIS or CHA save (his option)—DC 8+Creature’s CR (for creatures). Short-Term madness is for D10 minutes (table, pg239), long-term is D10x10 hours, while indefinite madness is an ongoing flaw until cured.

# Injury

**Massive Damage.** You can die from massive damage when you are reduced to 0 HP by a blow and take more damage beyond that—reducing you to negative what your total HP would be*. (See example below.)*

**Unconsciousness.** Reduced to 0 HP. If you regain any HP (even if you’re still negative) you become conscious.

If you reduce a foe to 0 HP you can opt right then whether the blow was lethal or they are merely unconscious.

**Death saves.** If you start a turn with 0 HP, roll a D20. On 10+ you register a success. On 9 or less you register a fail. Once you have 3 of either of these your fate is decided. If you take further damage while at 0 HP, you immediately register a fail towards your tally.

To stabilize an unconscious person make a Wisdom/Medicine check at DC10.

Example (of all of the above): Rose and Trask are in a pitched battle. Trask strikes her with a bat, doing 3 HP, dropping her to 5, then later gets in another shot for 2, taking her to 3 HP. She manages to dodge him for several rounds before he gets upset and finally pulls his Heavy pistol and shoots, hitting her. She takes 10 HP! She’s below half hitpoints when she takes the blow so the Massive Damage rule could come into play: She’s now at -7 HP. Since she only started with 8 HP, if he’d done just one more point with that shot she’d be dead right now.

As she lay there unconscious teetering between life and death she starts making saves. First one she rolls 13 so that’s good. However, with his action, Trask, who realizes he needs to make sure she’s dead, kicks her once, for 1 HP. Because she sustained further damage while unconscious, she takes an automatic fail. So now she’s got one success and one fail toward recovery/death. Trask leaves her for dead. Fortunately she makes two out of the next three saves, meaning that she got 3 positive saves before she could score three fails. She stops bleeding. If not found and tended to it will be at least an hour before she wakes up (When following a “short rest” she opts to recover 1 HD of HP. Though she only rolls a 2 and is technically at negative 6 HP (the initial -7 and -1 for the kick +2 for recovery) she is awake. She can cautiously find her way to help and plot revenge!

# Equipment and Wealth

Your class will give you starting equipment. Among these are Tool Kits (pg108). Toolkits allow you to apply your Proficiency bonus when trying to produce a tangible real-world result. You can have most things (with GM approval) before game starts with some logic (someone with a low wealth rating may not have a boat, etc.)

For the same of rounding things off, 1$ in 1939 is worth $20 today. So the wealth chart for 1939 looks like this:

|  |  |  |  |
| --- | --- | --- | --- |
| 1939 Dollars | 2020 Dollars | Wealth Roll DC | Sample Purchases in 1939 |
| $3 | $50 | 5 | Skates |
| $5 | $100 | 10 | Wristwatch, Guitar, Car Battery, Movie projector |
| $25 | $500 | 15 | Rent on a House, Bicycle, Radio, Still camera |
| $50 | $1,000 | 17 | Small Tractor |
| $250 | $5,000 | 18 |  |
| $500 | $10,000 | 20 | New car, Prefab House, |
| $5,000 | $100,000 | 25 |  |
| $25,000 | $500,000 | 30 |  |

A wealth roll during play isn’t required for most common every day things (Cigarettes, new shoes, a meal, etc.).

# Mechanics Questions

Every system or campaign we play seems to have some kind of variance. Some of these things can be dispensed with immediately below…

**Movement**: You may **move and take an action**, or you may **take an action and then move,** and you **may move-attack-move** if you have any movement left over. And if you have two attacks *you can move in between them.*

Additionally, interacting with Objects as **part of your movement** is FREE (pg214). In fact a lot of actions restricted normally the way we play are actually free as part of a move action. These include:

* Picking up an object in your path
* Taking something simple off or putting something simple on (like a ring, cloak hood, etc.)
* Drawing a weapon from a sheath
* Pulling a small item from a pack (like a potion)
* Pulling a torch from a wall sconce
* Tapping the floor with a 10’ pole
* Handing an item to another character
* Turn a key in a lock

**Disengaging** means that your *movement* *doesn’t provoke opportunity attacks for the rest of the turn*. If you couple that with what’s above, you could disengage and since you’re only moving, you could draw a weapon or hand an already drawn weapon to another player, etc., without an attack of opportunity.

**Dodge as an action**: You must be able to see the attacker. You make a DEX save with advantage. If you succeed, your opponent has disadvantage attacking you this round.

**Aiding a teammate (one helper)**: If you elect to aid a teammate in a skill roll or an attack, the person helped gains advantage on their roll provided they do it before your next turn.

**Aiding a teammate (more than one helper):** The helper with the highest ability score provides advantage (like above) and each subsequent person adds their Ability score bonus. So if Mike has STR 17 (+3) to try and knock down a door, Joe with STR 15 (+2) and Alex with STR 12 (+1) both help. Joey being the highest, gives Mike “Advantage”. Alex lends an additional +1 to the roll.

It’s slightly different with combat: First person helping (distracting a foe, etc.) gives advantage. Each subsequent person adds +1 (not their ability score).

**Unseen foes**: If you have a legitimate idea where the target is (like hearing but not seeing them) or you choose a square (and it happens to be the one they are in) you may attack at Disadvantage. If you don’t know where they are and target the wrong square it’s a miss automatically.

**Grappling**: It’s an attack action but instead of an attack roll, roll STR/Athletics; your target rolls their choice of STR/Athletics or DEX/Acrobatics. On a win they are considered grappled. Your speed is halved while moving a grappled foe (unless they are two or more sizes smaller). Escape attempts are made on the target’s turn. On the grappler’s turn they can do hand combat damage (like a choke hold). Alternately you can restrain the target. The target gets a free escape attempt. If they fail the escape, they are **restrained**: Speed 0, Attack rolls against them are at advantage and attacks made by them are at disadvantage; they also have disadvantage on DEX saves.

**Blinded**: Individual has disadvantage while attacking and others have advantage while targeting them.

**Charmed**: Charmer gets advantage on all social interactions with the charmed.

**Frightened**: Disadvantage on ability checks and attack rolls while the source of the fear is within sight and you won’t willingly move closer to them.

**Prone**: Crawling only. Attacker has advantage if within 5’. Beyond that, the attacker has disadvantage.

**Climbing, Swimming, and Crawling**: Half movement rate, not accounting for impediments and hazards.

**Jumping**: If you move at least 10’, you jump a distance up to your STR score and a high jump is 3+ STR Mod feet. A standing jump and standing high jump are half that.

**Stunned**: Automatically fail STR and DEX saves. Attacks against you have advantage.

**Sneak Attack (Hooligan):** All you need is “Advantage” on your attack roll. Flanking is not required if your target simply has another active enemy within 5’ of him.

**Critical Hits and Misses**:

* In combat, 1 is an automatic miss, 20 is an automatic success. Furthermore, on 20 you do double the **dice** of damage. For a 1 there *may* be additional complications (GM option). (pg216).
* For skill rolls, 1 is an automatic miss, 20 is not an automatic hit… you must still exceed the target DC.

**Gadgets**: In this game system, gadgets essentially are devices that emulate the same effects that you might find in the spell lists. *Magic Missile* might be used to emulate a Pistol with homing rounds, or a *Minor Illusion* of you sleeping in your bed can be a holographic projector, *Darkness* might be a UV Neutralizing cloud. Just give it some reasonable grounding in junk science. It’s going to be kept to the same general restrictions as the spell, with maybe a little bit of fudging to make the effect more genuine. The GM will allow compromises in the build (such as in green below).

Pistol with Homing Rounds *(Magic Missile).* 120’ range, Three 1D4+1 bullets of “force damage”. Somatic component (being able to operate the pistol) and Verbal component (You give it directions on who to target).

Presence Masking Field Prism *(Pass without Trace)*. Each person within 30’ gets +10 to DEX/Stealth checks and can’t be tracked except by magic because of the reproduction of your background being projected in front of you via this prism. Verbal/Somatic requirements are waved and in return, this only works in a 180 degree arc.

Neural Wave Transceiver *(Detect Thoughts)*. Concentration required; For up to a minute the wearer of this metallic headpiece that resembles the cap from an electric chair can read thoughts of creatures INT over 3 within 30’. You must ask questions in order to find the associated thoughts.

Keep in mind when selecting spells that there are certain things that aren’t scientifically quantifiable… for example: Good and Evil. So a “Protection from Good or Evil” field is likely unworkable (unless the game suddenly infuses evil or good as a substance that can be measured).