



WICKED

FOUNDATIONS

GAMES AND ACCESSORIES

Designer Application

When completed, save as a pdf and email a copy to:

info@wickedfoundations.com

Game Designer Test

Below is a monster from Wicked Foundations. Please find all inaccuracies in the document and correct them using red highlights. Inaccuracies consist of the following: mechanical, design, and mathematical issues.

Mr. Fuzzybottom

Medium construct, chaotic evil

Armor Class 15 (natural armor)

Hit Points 127 (15d10+26)

Speed 30ft

STR	DEX	INT	CON	WIS	CHA
18 (+4)	14 (+2)	9 (-1)	18 (+4)	12 (+1)	14 (+2)

Saving Throws Str +7 Con +7

Skills Stealth +5 Performance +4

Damage Resistances bludgeoning

Condition Immunities charmed, exhaustion, poisoned, paralyzed

Senses Dark vision 60ft., passive Perception 11

Languages Common

Challenge 5 (1,800 xp)

Slip of the tongue. Any creature that starts its round grappled by Mr. Fuzzybottom's tentacle-like tongues is immediately drawn 10ft. closer to him.

Hug. At the start of Mr. Fuzzybottom's round, any opponent that is already grappled and adjacent is drawn into his hungry maw, where they take 11 (2d10) piercing damage.

Multiattack. Mr. Fuzzybottom can make 3 attacks a round with Tonguing.



Actions

Tonguing. Melee attack +7 15ft range, one target. Hit: 8 (1d6 +4) bludgeoning damage. The target is grappled (escape DC 15) if they aren't already, and restrained. Each target restrained in this way reduces the number of tonguing attacks Mr. Fuzzybottom can do by one.

Tongue Wrestle. If Mr. Fuzzybottom has two or more creatures grappled he can bash them together, doing 8 (1d6+4) bludgeoning damage to each.

Long answer questions:

1.) Detail an example of when you GM'd a 5e game and the party completely derailed your narrative. Explain what happened to trigger the derailment, explain how you reacted to it, and detail how you improvised to provide for the players a seamless experience.

2.) What other ruleset/settings for tabletop gaming do you play? How do those compare to 5e and tell us about your experiences with it. We want well-rounded game designers.

3.) What are your strongest strengths regarding tabletop design? Are you focused more on narrative, combat, or dungeon design? Detail your strong suits to us with examples of your work that make you proud.

4.) When constructing a campaign, what aspect deserves the most attention? Why is this aspect so important and what would happen if this aspect was lacking?

5.) Horror requires a sense of vulnerability and perversion of normalcy. How would you reflect the horror setting through encounters and mechanics while still adhering to open game license parameters?
