Running Aldyn In Dungeons And Dragons 5e

Aldyn is a scifi setting that isn't especially easy to run in DND 5e's fantasy format. Aldyn does however share a lot of elements with classic fantasy and as a result there isn't as much things needing change as you may expect.

Magic

Magic in 5th Edition comes in a variety of categories– primal, divine, and arcane– and is played through a variety of classes. There is little limitation to where power comes from in standard DND, but in a magic-rare setting like Aldyn, magic is a lot harder to obtain. Here's a short guide to magic in the setting.

Spells

Magic and technology are much more closely linked in this setting than within standard DND, and technology is much ahead of standard DND. As a result, a number of new spells are added to the list:

- [42 Cyberpunk/Modern Spells]
    - C: Corrode, Hotwire, On/Off
    - 1: Create Ammunition, Detect Network, Digitize, Digital Alarm, Infallible Relay, Keyword Trigger, Quicksearch, Remote Access, Ricochet, Trick Machinery,
    - 2: Autoaim, Arcane Hacking, Brake, Bypass, Digital Lock, Digital Phantom, Camera Override, Find Vehicle, Empty Magazine, Overheat, Restart, Shred
    - 3: Haywire, Invisibility to Cameras, Protection from Ballistics, Reclamation, Reconstruct
    - 4: Conjure Knowbot, Digital Nondetection, Jammer Sphere, Synchronicity, System Backdoor
    - 5: Banish AI, Commune with City, Shutdown
    - 6: Digitize Consciousness
    - 8: Transport via Wormhole
    - 9: Nuke

Categories of Magic

Primal *Druids and Rangers*	**Divine** *Clerics and Paladins*	**Arcane** *Artificers, Bards, Sorcerers, Warlocks, and Wizards*
Rare for Holders Elves and Kalashtar have primal abilities often (though Kalashtar view nature less clearly) Merdhrai have ice/snow nature powers	Almost Never for Holders Kenku and Shifters take the dark side Dragonborn and Aasimar often have these powers	Very common for Holders Built into IWAs Paradimensionals and Tieflings Merdhrai have ice/snow nature powers

Other:
- Psionics: Scathari
- Technomancy: Zith Tsar, Holders
- Probability: Halflings

Classes and Subclasses

Below are the allowed classes and subclasses. Note that some magic classes may be locked behind magic proficiency (such as holder usage or a magic race).

Classes

Artificer *Tasha's Cauldron*	**Barbarian** *5e Player's Handbook*	**Bard** *5e Player's Handbook*
Cleric *5e Player's Handbook*	**Druid** *5e Player's Handbook*	**Fighter** *5e Player's Handbook*
Monk *5e Player's Handbook*	**Paladin** *5e Player's Handbook*	**Ranger** *5e Player's Handbook*
Rogue *5e Player's Handbook*	**Sorcerer** *5e Player's Handbook*	**Warlock** *5e Player's Handbook*
Wizard *5e Player's Handbook*	**Blood Hunter** *Mercer's Blood Hunter 2020*	**Inventor** *Kibbles CCC*
Occultist *Kibbles Occultist 1.3.2*	**Psion** *Kibbles CCC*	**Warden** *Kibbles Warden 1.2*
Warlord *Kibbles' Warlord*	**Savant** *Laserllama's Savant*	**Multiclassing** *Generally Allowed, Ask DM*

Alternative Classes:
- I accept most any of LaserLlama's alternative classes as long as you have a reason you dislike the primary class and you tell me you're doing it beforehand.
- Other popular alternative classes online I may allow on a use by use basis.

Subclasses

- For the Base Classes (aka the 13 in Green) and the Blood Hunter, I accept any class listed on DND Wikidot, aka any official book subclass or the 2020 Blood Hunter document which is compiled on the site.
- For Kibbles' Classes, I allow any of his extended options, but may not allow ones that are very old or he has taken down from his main site.
  - Same with Laserllama's Savant expanded options.
- As for other subclasses, I'm generally rather open with most subclasses, but I much prefer reflavoring existing subclasses. If you have an idea you don't think fits into the normal DND classes, I'd be more than willing to help you make it work, even if it takes some slight reworking of abilities.
  - That said, subclasses I allow most easily are subclasses from top creators that I know have extensive balance testing: creators KibblesTasty, Laserllama, Spectre Creations (TheArenaGuy), Griffon's Saddlebag, and somanyrobots.

Weapons and Armor

Weapons

For Weapons, there's a few varieties that I use for base weapons. I enjoy the options from the Darkmatter book from Mage Hand Press, but admit that some of the other content in the book has variable balance. As a result, not all of the weapons in there are allowed, but many are, albeit with slightly different flavor.

NOTE: all stats are currently using the stats found in the books but with damage types that aren't labeled. I'll fix this at some point soon with a table that gives this information.

Base DND Weapons	**Darkmatter Weapons**
Blasters / Ranged	Blasters
- Pistol (Light Crossbow)	- Ion Cannon
- Plasma Shortbow	- Phaser
- Sling	- Repeater (now two handed)
- Nuvian Blowgun (Blowgun)	- Standard Carbine
- Hand Cannon (Hand Crossbow)	- Swarm Pistol
- Rifle (Heavy Crossbow)	- Concussion Rifle
- Plasma Longbow	- Blitz Cannon
- Net	- Diode Beam
Melee	- Magnus
- Metal Club (Club)	- Plasma Launcher
- Metal Greatclub (Greatclub)	- Volcanic
- Plasma Tomahawk (Handaxe)	Melee
- Light Hammer	- Antimatter Dagger (Dagger repl.)
- Punishment Mace (Mace)	- Laser Claws
- Quarterstaff	- Ballistic Gloves
- Thunder Spear (Spear)	- Battlefist
- Plasma Cutter (Battleaxe)	- Laser Halfsword (Shortsword repl.)
- Zap Sphere (Flail)	- Laser Sword (Longsword repl.)
- Desert Glaive (Glaive)	- Repulsor Gauntlet
- Plasma Mauler (Greataxe)	- Rocket Hammer
- Laser Tonblade (Greatsword)	- Wrenchinator
- Thunder Halberd (Halberd)	
- Laser Lance (Lance)	
- Morningstar	
- Thunder Pike (Pike)	
- Hyperfoil (Rapier)	
- Laring (Scimitar)	
- Trident	
- War Pick	
- Laser Whip (Whip)	

Mechanic: Power

Laser Guns and Blasters require power to be used. Some spells (Create Ammunition, Overheat, etc.) can manipulate the ammunition of blasters because of their usage of energy. Energy Cells

are the ammunition for all guns and serve as a basic reload source. They last for a decent while in fights, but can be scrambled by overheating guns or security measures of some locations.

ARRANGED BY SIMPLE/MARTIAL			
DM in italics, ammo labeled by color for ranged weapons (Red = power cells, Orange = bullets, Yellow = Other)			
Simple Melee	**Simple Ranged**	**Martial Melee**	**Martial Ranged**
● Metal Club ● Metal Greatclub ● *Antimatter Dagger* ● Plasma Tomahawk ● Light Hammer ● Punishment Mace ● Quarterstaff ● Sickle ● Thunder Spear ● *Ballistic Gloves* ● *Laser Claws*	● Sling ● Pistol ● Plasma Shortbow ● *Ion Cannon* ● *Phaser* ● *Repeater* ● *Standard Carbine* ● *Swarm Pistol*	● Plasma Cutter ● Zap Sphere ● Desert Glaive ● Plasma Mauler ● *Battlefist* ● *Laser Halfsword* ● *Laser Sword* ● *Repulsor Gauntlet* ● *Rocket Hammer* ● *Wrenchinator* ● Laser Tonblade ● Thunder Halberd ● Laser Lance ● Morningstar ● Thunder Pike ● Hyperfoil ● Laring ● Trident ● War Pick ● Laser Whip	● Nuvian Blowgun ● Net ● Hand Cannon ● Rifle ● Plasma Longbow ● *Concussion Rifle* ● *Blitz Cannon* ● *Diode Beam* ● *Magnus* ● *Plasma Launcher* ● *Volcanic*

Armor

I've always wanted to do a modular armor system where certain armors are better at some things and others are better at other things, but that's too complicated a system to throw simply here. For convenience, the Aldyn setting uses all of the basegame DND 5e armors as cheap armors, but most armor found later in progression has more modularity.

Armor in Aldyn can be made for a variety of purposes, and as a result armor is separated into a few categories:

- <u>Heavies</u>: lowers stealth, great for defense against laser weaponry, some need power
- <u>Mesh</u>: decent defense against laser weaponry but mostly made for physical protection
- <u>Medium</u>: jack of all trades defense and no power usage but lower AC
- <u>Weave</u>: lower defenses but harder to detect and boosted by dexterity
- <u>Skins</u>: lower defenses but near impossible to detect if used properly, boost stealth and benefit from dexterity

Feats and Backgrounds

Feats

Though feats are technically an optional rule, I think they're pretty important in normal DND. I allow any of the official ones on the [Wikidot](#), and any from creators I respect (see subclasses), but I'd say homebrew feats I usually find less worth using than subclasses because they don't change much and because feat balance is kinda a mess even in the base ruleset.

Darkmatter Feats

Darkmatter has a lot of feats for blasters and for tech abilities, so I'm allowing any usage of most of those. Listed below is the ones I allow from it:

- Blaster Roulette
- Blitzwarrior
- Decomisioner
- Field Commander

- Genius
- Hammer Rocketeer
- Laser Swordmaster
- Mechanic

- Run and Gun
- Smuggler
- Spray and Pray
- Swarmfighter

Role Feats

These feats are gained from ability in one of the core roles of a flight crew. They also come from the Dark Matter Book:

- Ace Pilot
- Admiral

- Chief Engineer
- Heavy Gunner

- Veteran Dogfighter

Backgrounds

Backgrounds are super modifiable anyways, so this I would probably keep about the same. Darkmatter has some good sci-fi themed background concepts.

For the packs that the backgrounds get, I'd highly recommend using the ones from the Dark Matter book, especially if your character is more sci-fi themed than fantasy.

Skills

Data, Piloting, and Technology are new skills added to the list for the game. Data and Technology are Intelligence Skills and Piloting is Dexterity. To see who gets what proficiency choices, see the Dark Matter handbook.

Here is the full list of skills:

- Acrobatics
- Animal Handling
- Arcana
- Athletics
- Data
- Deception
- History
- Insight
- Intimidation
- Investigation
- Medicine
- Nature
- Perception
- Performance
- Persuasion
- Piloting
- Religion
- Sleight of Hand
- Stealth
- Survival
- Technology