

MODERN²⁰

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OPEN GAMING CONTENT:

- ALL THE TEXT IN THIS BOOK IS OPEN CONTENT**
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MODERN MAYHEM AND MYSTERY TO THE 20TH POWER!

Welcome to *Modern*²⁰ RPGObjects' new modern RPG of action and adventure. As a company, RPGObjects has always been a strong supporter of modern and science-fiction gaming. It's in our blood. So you might be asking, why a new modern system? The truth is there are a lot of things that the modern core rules do very well. But other things could be improved.

As a game master who has run modern d20 since before the core rules were released (we were given a pre-release copy of the rules) and as a long-time modern gamer before that in point-based systems both generic and heroic, I wanted to draw on that experience to create a faster-playing, smoother, more action-packed modern experience. At the same time, I wanted to streamline skills and add depth to character creation, making it a richer experience, while hopefully not a *longer* experience.

The result, after years of thought, hundreds of game sessions, and a lot of discussion is the book you're holding now. We hope you'll agree with us when we say it's modern to the 20th power.

WHAT'S DIFFERENT

Backgrounds provide a basic level in skills and a base amount of Wealth.

Occupations can be changed several times over the course of your career and provide Wealth, skill access, feat access, improved feats and perks.

Hobbies provide a basic level in a single skill.

Wealth still exists but is not used to roll wealth checks.

Basic, Advanced and Prestige Classes are gone replaced with six *Core Classes*.

Skills have been streamlined considerably and can be extensively modified by perks. Several skills have been changed or merged. Some new skills have been added.

Opposed skill checks are gone, replaced with *targeted* checks.



Many skill checks (such as for crafting) have been completely eliminated. The skills themselves have been folded into new skills. Your total ranks in the skill determines what you can and cannot build.

Many feats have been eliminated, their place taken by new skills and perks.

Critical hits are gone. In their place is a hit location system that modifies damage. Characters can also attempt targeted shots to improve their chances of getting a hit on a vital area.

CHAPTER 1: CHARACTERS

Characters are what bring a role-playing alive, especially in a modern setting where the vast majority of the opponents will be Non-Player Characters (NPCs), characters controlled by the game master.

CHARACTER CREATION

Character creation consists of several steps to define your character and determine what he knows and what he can do in the game world. Creating a character requires the following steps:

- 1) Generate ability scores
- 2) Choose a background
- 3) Choose an occupation and a hobby
- 4) Choose a character class
- 5) Select your character's feats, skills and perks
- 6) Set the level of secondary characteristics such as Reputation, Wealth and Action Points
- 7) Purchase equipment
- 8) And finally, determine any starting character disadvantages (optional).

ABILITY SCORES

All characters have the following six ability scores:

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

The normal human range of these ability scores is from 3 to 18. As heroes, the player characters, as well as important NPCs, might have ability scores in excess of 18, running into the 20's.

ABILITY MODIFIERS

Each ability score has a modifier that can be determined as follows:

$(\text{ability}/2) - 5$ [round down]

This modifier is added or subtracted from d20 rolls in areas modified by the ability score, as explained below.

USING ABILITY SCORES

Strength: Your Strength modifier affects melee attack rolls, melee damage rolls, thrown weapon damage rolls and the damage from certain archaic ranged weapons, most notably bows. The following skills are modified by Strength: Athletics, Unarmed and Weapons.

Dexterity: Your Dexterity modifier affects ranged attack rolls, finesse melee weapon attack rolls, Initiative, Defense and Reflex saving throws. The following skills are modified by Dexterity: Acrobatics, Firearms, Stealth and Vehicles.

Constitution: Your Constitution modifier affects hit points, Fortitude saving throws and Recovery saving throws. No skills are modified by Constitution.

Intelligence: Your Intelligence modifier affects skill points. The following skills are modified by Intelligence: Academics, Chemistry, Computers, Crime, Engineering and Legal.

Wisdom: Your Wisdom modifier affects Will saving throws. The following skills are modified by Wisdom: Medicine, Outdoorsman, Perception and Streetwise.

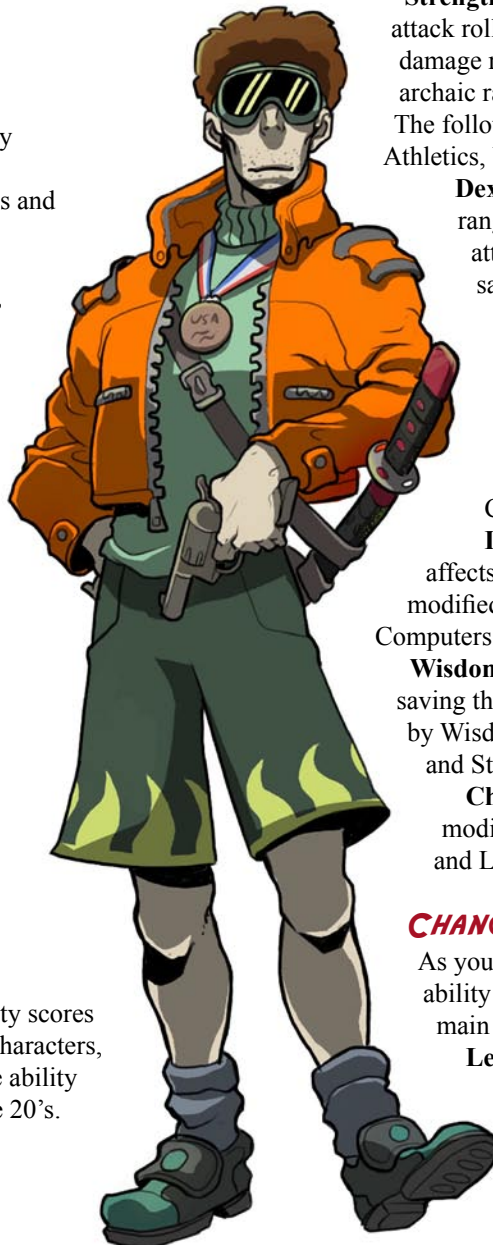
Charisma: The following skills are modified by Charisma: Art, Magic, Influence and Leadership.

CHANGING ABILITY SCORES

As your character grows more powerful, his ability scores will grow as well. There are two main ways to modify your ability scores:

Level Advancement: Every 4 levels, all characters may increase one ability score of their choice by +1.

Special Training Feats: At levels 6, 12 and 18 there are special



Stealth, Streetwise, Unarmed and Vehicles.

Base Wealth: 4

DILETTANTE

You come from old money.

Skills (one of the following): Art, Influence, Legal and Perception.

Base Wealth: 12

DOCTOR

You have had medical training.

Skills (two of the following): Academics, Computers, Influence, Legal, Medicine, Perception.

Base Wealth: 8

EMERGENCY SERVICES

You have had training as a paramedic, fire fighter or similar rescue service.

Skills (three of the following): Athletics, Influence, Medicine, Outdoorsman, Perception, Streetwise and Vehicles.

Base Wealth: 4

LAW ENFORCEMENT

You have spent time as a police officer or private detective.

Skills (three of the following): Athletics, Firearms, Influence, Legal, Perception, Streetwise, Unarmed, Vehicles and Weapons.

Base Wealth: 4

MILITARY

You have served time in the armed forces.

Skills (three of the following): Athletics, Engineering, Firearms, Outdoorsman, Perception, Stealth, Unarmed, Vehicles and Weapons.

Base Wealth: 4

RELIGION

You have served as a member (usually a priest or reverend) of a religious group.

Skills (two of the following): Academics, Art, Influence, Legal and Perception.

Base Wealth: 8

RURAL

You grew up in the back woods.

Skills (three of the following): Athletics, Firearms, Outdoorsman, Perception, Stealth, Unarmed and Vehicles.

Base Wealth: 4

STUDENT

You have spent your time in the halls of an institute of learning.

Skills (four of the following): Academics, Art, Athletics, Chemistry, Computers, Engineering, Legal and Medicine.

Base Wealth: 0

WHITE COLLAR

You have worked in an occupation that requires technical or business savvy.

Skills (two of the following): Academics, Chemistry, Computers, Engineering, Influence, Legal and Perception.

Base Wealth: 8

OCCUPATIONS

While your background indicates things your character has done in the past, occupations represent the things your character currently does for a living. Occupations provide three main benefits: salary, professional training and perks.

Salary: Salary is a bonus to your character's Wealth score. This bonus is variable and depends on the ranks you possess in the professional skills of your occupation. An occupation's professional skills are the skills it offers professional training in (see below).

Occupations will have more than one professional skill but only the highest rated professional skill (in ranks) grants a Wealth bonus. The Wealth bonus is equal to the ranks in that skill divided by two.

An occupation also grants a Wealth bonus for selecting the improved feats offered by that occupation. For each improved feat that the character selects, he gains a +2 bonus to his Wealth.

Professional Training: Occupations offer continuing avenues for skill training. The skills listed in an occupation's professional training can be added to the character's class skill list for as long as he is a member of that occupation.

Improved Feats: Occupations offer a character a chance to select feats not normally allowed for his class. If an occupation lists a feat, a character may select it regardless of class, provided he meets all the other prerequisites.

Better still; feats offered by occupations are *improved*. Because the character uses the feats every day in his occupation, he is more familiar with it and thus the feat works better for him.

Should a character leave a profession, he does not forget or lose any feats selected, even if they are not normally allowed for his class. However, the feats are no longer *improved*; they simply function as they normally do.

Perks: Finally, each occupation grants a character a

certain number of perks. Most character receive two perks. Characters whose first level is in the Star class receive 4 perks. A character can gain extra perks through the Career Advancement feat. Perks can provide the following benefits:

Professional Reputation: granting the character an extra Reputation bonus of +4.

Professional Salary: granting the character an extra Wealth bonus of +4.

Skill Modification: Many skills have additional uses that can only be accessed through perks.

Some occupations have unique perks as well, benefits that can only be accessed by a member of that profession.

One of the advantages of perks is that a character can change them several times over the course of his career. Anytime a character advances in his profession, the character may change his perks as well. A character is considered to have advanced in his profession whenever any of the following occurs: the character gains ranks in one or more professional skills; the character gains one or more improved feats from his occupation; the character gains additional perks through selecting the Career Advancement feat.

A character can also change perks by changing jobs, as described below.

Changing Occupations: A character can change jobs many times over the course of her life (indeed some occupations require a character to be higher than first level and thus can never be a character's first occupation). In fact this is more the rule than the exception in the modern world. A character can change jobs at any time, so long as she qualifies for her new occupation.

When a character changes occupations, he keeps his old perks for 30 days (think of this as a severance package if you will). After 30 days, these perks go away and a character may select new perks in keeping with his new occupation.

ACTOR

You are a working performer on the stage or screen.

Professional Skills: Art, Influence and Perception

Improved Feats: *Attractive:* +6 bonus to Influence checks when dealing with your chosen gender; *Banter:* your Charisma modifier is increased

by +1 for purposes of this feat; *Endorsement Deal:* your Reputation modifier is increased by +2 for purposes of this feat; *Renown:* +4 Reputation instead of +3.

Occupation Specific Perks: *Chameleon:* the Art skill grants you the Disguise skill use, normally associated with the Crime skill. Note: this perk may be retained upon leaving this profession. If this perk is ever discarded however, you must re-enter the profession to learn it again.

ASSASSIN

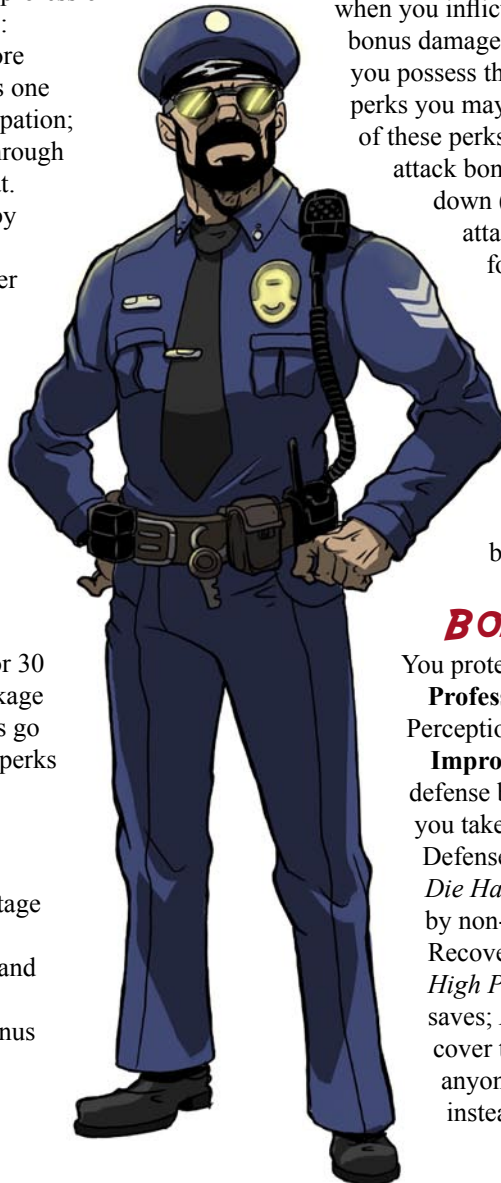
You kill for profit.

Prerequisite: Firearms 10 ranks or Stealth 10 ranks or Weapons 10 ranks, Sneak Attack, Critical Strike

Professional Skills: Firearms, Stealth and Weapons

Improved Feats: *Crippling Strike:* your target suffers two points of temporary Strength damage; *Critical Strike:* when you inflict bonus damage with this feat, that bonus damage is increased by +3 points; *Enemy:* if you possess the Contract Killer or License to Kill perks you may designate any target derived from one of these perks as your "enemy"; *Sneak Attack:* your attack bonus is increased to 1.5 per feat, rounded down (+1 to attack rolls for one feat, +3 to attack rolls for two feats, +4 to attack rolls for three feats, etc.)

Occupation Specific Perks: *Contract Killer:* you might take work as a hit man, earning a Wealth award equal to the level of any target you are hired to kill; *License to Kill:* you may find work for a government agency that will aid you in assassinating specific targets chosen by that government agency



BODYGUARD

You protect others, with your life if necessary.

Professional Skills: Influence, Legal and Perception

Improved Feats: *Defensive Attack:* your defense bonus is increased to 1.5 per -1 penalty you take on your attack rolls (-1 attack for +1 Defense, -2 attack for +3 Defense and so forth); *Die Hard:* when you are reduced unconscious by non-lethal damage, you may make a Recovery save in the minimum time (1 hour); *High Pain Threshold:* +3 bonus to Recovery saves; *Human Shield:* you may grant complete cover to a target instead of partial cover, anyone attacking the target must attack you instead.

1.5 per -1 penalty you take on your attack rolls (-1 attack for +1 Defense, -2 attack for +3 Defense and so forth); *Endurance Training*: +2 Constitution; *Expert in your field (Influence)*: your Reputation modifier is treated as +2 higher for purposes of this feat

WHEELMAN

You make your living behind the wheel (or stick) of a vehicle.

Professional Skills: Engineering, Perception and Vehicles

Improved Feats: *Agility Training*: +2 Dexterity;

Defensive Driving: your Vehicles skill is treated as +4 higher for purposes of this feat; *Evasive Maneuvers*: your Vehicles skill is treated as +4 higher for purposes of this feat; *Move-By Action*: when conducting a move-by attack from a vehicle, you gain a +2 bonus on your attack roll



WRESTLER

You make your living grabbing people and throwing them around.

Professional Skills: Acrobatics, Athletics and Unarmed

Improved Feats: *Attack Focus (unarmed)*: +2 attack rolls; *Defensive Roll*: you may spend an action point to cause any attack you roll with to automatically inflict minimum damage; *Improved Grab*: the DC of the free grapple check granted by this skill is your opponent's Unarmed or Acrobatics +5; *Improved Trip*: the DC of the free trip check granted by this skill is your opponent's Unarmed or Acrobatics +5

HOBBIES

Each character gets one hobby. Hobbies are activities your character does in his "spare" time when not working or adventuring. Hobbies grant a single skill of your choice at 4 ranks. Skills gained as hobbies still have to abide by the normal level cap for skills.

CHARACTER CLASSES

Character classes represent your character's adventuring role. Powerhouse characters have the best Base Attack Bonus, while Speedfreak characters have the best Defense, Tank characters have the most hit points, Brainiacs the most skill points, Empaths the best all around saves and Stars the best Reputation.

POWERHOUSE

Powerhouse characters are the enforcers, those who specialize in taking the fight to their enemies. In many organizations, Powerhouse and Tank characters comprise the "front line", with Powerhouse characters specializing in expanding influence, while Tank characters specialize in protecting and consolidating any gains.

CLASS INFORMATION

The following information pertains to the Powerhouse core class.

Hit Die: 1d10

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Powerhouse's class skills (and the ability for each skill) are: Athletics (Str), Crime (Int), Firearms (Dex), Leadership (Cha), Outdoorsman (Wis), Read/Write Language (None), Speak Language (None),

TABLE 1-1: POWERHOUSE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Recovery Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+0	+0	+1	4 Feats; Melee Master	+0	+0
2 nd	+2	+3	+0	+0	+2	1 Feat	+1	+1
3 rd	+3	+3	+1	+1	+2	1 Feat	+2	+1
4 th	+4	+4	+1	+1	+2	1 Feat	+3	+2
5 th	+5	+4	+1	+1	+3	1 Feat	+3	+2
6 th	+6	+5	+2	+2	+3	1 Feat	+4	+3
7 th	+7	+5	+2	+2	+4	1 Feat	+5	+3
8 th	+8	+6	+2	+2	+4	1 Feat	+6	+4
9 th	+9	+6	+3	+3	+4	1 Feat	+6	+4
10 th	+10	+7	+3	+3	+5	1 Feat	+7	+5
11 th	+11	+7	+3	+3	+5	1 Feat	+8	+5
12 th	+12	+8	+4	+4	+6	1 Feat	+9	+6
13 th	+13	+8	+4	+4	+6	1 Feat	+9	+6
14 th	+14	+9	+4	+4	+6	1 Feat	+10	+7
15 th	+15	+9	+5	+5	+7	1 Feat	+11	+7
16 th	+16	+10	+5	+5	+7	1 Feat	+12	+8
17 th	+17	+10	+5	+5	+8	1 Feat	+12	+8
18 th	+18	+11	+6	+6	+8	1 Feat	+13	+9
19 th	+19	+11	+6	+6	+8	1 Feat	+14	+9
20 th	+20	+12	+6	+6	+9	1 Feat	+15	+10

Streetwise (Wis), Unarmed (Str) and Weapons (Str)

In addition to these skills, your Background and Hobbies will provide basic ability (4 ranks) in a number of skills and your Occupation will add additional skills to your class skill list.

Skill Points at 1st level: 4 + Int. modifier (x4)

Skill points at each level: 4+ Int. modifier

CLASS FEATURES

All of the following are features of the Powerhouse core class.

Feats: As indicated on the class table at each level, you may select a number of feats from the General and Powerhouse feat tables. You may also select any feat listed with your Occupation as an Improved Feat.

Melee Master: Only characters that take their first character level in the Powerhouse class gain this ability.

You automatically inflict an extra die of damage with unarmed and melee attacks if your attack roll is a natural 20.

If you spend an Action Point, you gain a damage bonus on all unarmed and melee attacks equal to your Powerhouse level for one round. You may choose to spend this Action Point at any time before rolling damage.

SPEEDBREAK

Speedbreak characters are combat oriented, but use their high Defense and enhanced mobility to great effect, attacking where their opponents least expect it.

CLASS INFORMATION

The following information pertains to the Speedbreak core class.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Speedbreak's class skills (and the ability for each skill) are: Acrobatics (Dex), Athletics (Str), Crime (Int), Firearms (Dex), Read/Write Language (None), Speak Language (None), Stealth (Dex), Streetwise (Wis), Unarmed (Str) and Vehicles (Dex)

In addition to these skills, your Background and Hobbies will provide basic ability (4 ranks) in a number of skills and your Occupation will add additional skills to your class skill list.

Skill points at 1st level: 4 + Int. modifier (x4)

Skill points at each level: 4 + Int. modifier

CHAPTER 2: MODERN SKILLS

Each character receives a number of skills from his character class, modified by her Intelligence. The skills character chooses begin with 4 ranks. As a character rises in level she will receive more skill points to increase skills. The maximum a skill can be trained to is the character's total level plus three. Cross-class skills (skills a character has no selected) have a maximum value of one-half this number.

USING SKILLS

When you make a skill check, the game master will determine the difficulty of the check before you roll. Rolling a skill check is 1d20 plus your ranks in the skill, plus the relevant ability modifier. Some skills can be used *untrained*; this means you can make a check in the skill even if you don't have it as a skill. In this case, since you have no ranks, you roll 1d20 plus the skill's ability modifier.

REQUIRED RANKS: WHEN NOT TO ROLL A SKILL CHECK

*Modern*²⁰ attempts to streamline your game by reducing the number of skill checks you make in an average game. One of the ways it does this is by eliminating many of the skill checks you used to make for things like crafting items and knowledge skill checks. Your character knows what he knows and can build what he knows how to build and these things shouldn't vary wildly from adventure to adventure.

Required ranks are used for things that typically don't involve the main action of an

adventure. Making skill checks for these actions typically accomplishes nothing other than bogging down the game. For example, if your character needs to brew an acid to burn through a lock and fails his skill check, he's either going to try again, attempt to buy the acid, or steal it. But if the players have a good plan involving the acid, they won't abandon it because they failed a skill check (nor should they). What they will do, is take much more game time than the task likely calls for.

Skill checks are still used when characters come in conflict, such as sneaking up on a guard or picking a lock. When required ranks are called for will be detailed in the skill's description.

VARIABLE TIME

Another thing required ranks are used with is the time required to make a skill check. If a skill has both a required ranks listing and a time listing, a character with greater skill can perform it in less time or for less materials cost.

For every additional 4 ranks a character has, he can either cut the time or materials cost required to build the device by one-half. A character with 8 additional ranks can either cut the time and cost required by one-half, or reduce one to one-fourth and so on.

SAMPLE DIFFICULTIES

Here are some example skill difficulty classes to help the game master determine how hard a skill check should be.

Difficulty (DC)	Example (Skill Used)
Very Easy (0)	Notice someone standing in the open (Perception)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear a loud conversation through a door (Perception)
Tough (15)	Escape from loosely knotted ropes (Acrobatics)
Challenging (20)	Find an illegal gambling hall in an unfamiliar city (Streetwise)
Formidable (25)	Open a locked strongbox (Crime)
Heroic (30)	Leap across a 30-foot chasm (Athletics)
Nearly Impossible (40)	Track a group of soldiers across hard ground after a heavy rain (Outdoorsman)



TABLE 2-1: SKILLS

Skill	Ability	Untrained?	Action
Academics	Int	No	Varies
Acrobatics	Dex	Yes	Move
Art	Cha	No	---
Athletics	Str	Yes	Move
Chemistry	Int	No	---
Computers	Int	No	---
Crime	Int	No	Move or Full
Engineering	Int	No	---
Firearms	Dex	No	Standard or Full
Influence	Cha	Yes	Standard or Full
Leadership	Cha	No	Standard
Legal	Int	No	---
Magic	Cha	No	Standard or Full
Medicine	Wis	No	Standard or Special
Outdoorsman	Wis	Yes	Standard or Special
Perception	Wis	Yes	Reaction or Full
Read/Write Language	NA	No	---
Speak Language	NA	No	---
Stealth	Dex	Yes	Move
Streetwise	Wis	Yes	Move or Special
Unarmed	Str	Yes	Standard or Full
Vehicles	Dex	Yes	Move or Full
Weapons	Str	No	Standard or Full

TARGETED SKILLS

Sometimes success or failure with a skill is not set against a static difficulty class but rather determined by another character's skills. *Modern*²⁰ eliminates opposed skill checks. Instead only one character rolls and the target is equal to 10 plus the opposing skill. Whenever possible, *only player characters make skill checks*.

For example, if a player character attempts to sneak up on a guard, the player would roll a Stealth skill check with a difficulty class of the guard's Perception plus 10 (plus 20 if the guards were on high alert for some reason). If the player character was the guard, and someone attempted to sneak up on her, the player would roll a Perception check with a difficulty class of the attacker's Stealth plus 10 (plus 20 if the character was particularly lax or suffering from the exhausted condition).

You might notice that this rule tends to favor player characters over the traditional skill vs. skill opposed checks

found in many d20 variants. This is intentional. The player characters are the heroes of the tale. They're special.

PERKS

Perks have been discussed some already in Occupations. Since perks have a big impact on skills, we're discussing them here again. In many of the skills below, a use of a skill will be listed as requiring a perk. Perks can be gained through an Occupation or selected through a feat. A character without the appropriate perk can still use functions of a skill listed as requiring a perk, but his effective ranks in the skill are halved (that use of the skill is much less familiar to the character).

SKILL DESCRIPTIONS

The remainder of this chapter details each of the skills characters may choose to advance.

ACADEMICS

Int; Trained Only; Requires Specialization

You are intimately familiar with a field of learning. Examples include: History, Law, Life Sciences, Physical Sciences, Religion and Tactics. This skill requires specialization, meaning that one specialty must be chosen when this skill is selected. Additional specialties can be added through perks, or through selecting this skill a second time. Areas the character has not selected a perk in can still be known to the character however, since the character still retains one-half his effective ranks (see the information on perks in the skills introduction above).

Depending on the character's ranks in Academics, there are certain facts he will know off the top of his head. What the character does not know, he can find out through research. If the character has access to a computer, research time is reduced by one-half.

Ranks	Knowledge Level	Research Time
2	Basic (Less than High School)	36 hours
4	Introductory (High School equivalent)	18 hours
8	Intermediate (College equivalent-Bachelor's Degree)	12 hours
12	Advanced (College equivalent-Advanced Degree)	8 hours
16	Cutting Edge (1-2 years away)	6 hours
20	Next Generation (5-10 years down the road, this will be the "next big thing")	4 hours
23	Almost Limitless	2 hours

CHAPTER 3: FEATS

Feats combine many abilities from standard d20 games into one category. In a more traditional d20 game, feats are there to help differentiate classes, for example, allowing one Fighter to be different from all the other Fighters. Then you have talents, introduced in the modern core rules, which allow classes to be customized. *Modern*²⁰ combines both of these game elements into feats, effectively allowing classes to be built from the ground up from general feats and class-specific feats.

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

FEAT NAME

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

A character can gain a feat at the same level at which he or she gains all the prerequisites.

A character can't use a feat if the character has lost a prerequisite.

Benefit: What the feat enables a character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional facts about the feat.

ACCURATE ATTACK

General

You sacrifice damage for accuracy.

Effect: You may subtract up to 5 points from your damage rolls, gaining a similar bonus to your attack roll. The maximum attack bonus you can gain from this feat is equal to your Base Attack Bonus. You cannot reduce a weapon's maximum base damage to less than zero through this feat (so an attack with a weapon that inflicts 1d4 damage cannot take more than -3 to damage, making it's maximum damage 1 point).

ACROBATIC DEFENSE

Speedfreak

Your ability to flip and tumble can make you a maddeningly difficult target to hit as long as you can stay away from your opponent.

Prerequisite: Acrobatics 4 ranks

Effect: You may use your Acrobatics skill +10 as your Defense against ranged attacks, rather than your class-based Defense bonus (this is in addition to any other modifiers that may apply such as the Dodge feat).

Acrobatic Defense may only be used against ranged attacks and may only be used in situations where you would not be denied your Dexterity bonus.

Using this feat is a move action.



ACROBATIC FEINT

Speedfreak

Your constant tumbling and flipping in combat make it difficult for your opponent to determine where your next attack is coming from.

Effect: You can render your opponent flat-footed to your next attack with a successful Acrobatics skill check. The DC of this check is equal to your opponent's Acrobatics +10 or Reflex +10, whichever is higher.

You may attempt to feint more than once in the same encounter but your opponent's guard will be tougher to bring down. All subsequent attempts to feint (whether or not the first attempt was successful or not) have a DC of Acrobatics +20 or Reflex +20.

AGILITY TRAINING 1

Speedfreak

You have worked hard to increase your speed and flexibility.

Prerequisite: 6th level Speedfreak

Effect: +1 Dexterity

AGILITY TRAINING 2

Speedfreak

You have worked hard to increase your speed and flexibility.

Prerequisite: 12th level Speedfreak

Effect: +1 Dexterity

AGILITY TRAINING 3

Speedfreak

You have worked hard to increase your speed and flexibility.

Prerequisite: 18th level Speedfreak

Effect: +1 Dexterity

ALL-OUT ATTACK

General

You throw everything you have at your opponent, sacrificing your own safety to put him down.

Effect: You can take up to a -5 penalty to your Defense bonus, gaining a similar bonus to your attack roll. You cannot reduce your Defense bonus below zero with this feat, nor can you gain a bonus larger than your Base Attack Bonus.

ANIMAL EMPATHY

General

You have an uncanny ability to communicate (non-verbally) with animals. Horse whisperers, elite animal trainers and the best animal psychologists all demonstrate this ability.

Effect: You may use the Influence skill uses Diplomacy and Psychology on animals.

ANTITHESIS

Powerhouse

You really, really hate your enemy.

Prerequisite: 9th level, Enemy (same Allegiance)

Effect: Your skill and damage bonus are increased to +4.

ARMED DEFENSE

Powerhouse

You are extremely adept at using your weapon to defend yourself.

Prerequisite: Weapons 4 ranks

Effect: You may use your Weapons skill +10 as your Defense against melee attacks, rather than your class-based Defense bonus (this is in addition to any other modifiers that may apply such as the Dodge feat).

Armed Defense may only be used against melee attacks and may only be used in situations where you would not be denied your Dexterity bonus.

Using this feat is a move action.

ARMOR TRAINING

General

You are practiced with moving in heavy armor.

Prerequisite: Athletics 4 ranks

Effect: Your Strength is considered 2 higher for purposes of an armor's Strength minimum.

Special: You may select this feat multiple times. Its effects stack.

ATTACK FOCUS

General

You have specialized in one attack.

Effect: You gain a +1 bonus with a single attack. This attack can be a weapon, firearm or unarmed attack.

ATTACK FOCUS, GREATER

Powerhouse

You have specialized in one attack.

Prerequisite: Attack Focus

Effect: You gain an additional +1 bonus with the attack chosen for Attack Focus previously.

ATTACK SPECIALIZATION

Powerhouse

You inflict increased damage with a single attack.

CHAPTER 4: EQUIPMENT

In this chapter we discuss the basic equipment characters will need for modern gaming. For more information on purchasing equipment, consult the Wealth rules, found in the character creation chapter.

RANGED WEAPONS

These weapons allow a character to project power at range and have defined warfare almost from its inception. In general terms the combatant with the better range on his weapons tends to be the combatant who wins.

Name: The name of the weapon.

Strength Minimum: The minimum Strength score required to use the weapon effectively. If your Strength is below the minimum, you suffer the following penalties based on the weapon type:

- -4 penalty to attack rolls (all weapons)
- No Strength bonus to damage (melee, thrown and archaic ranged weapons). Strength penalties to damage still apply.
- Range increment reduced by one-half (thrown weapons)
- Unable to reload weapon (archaic ranged weapons)

All penalties that apply stack. For example, if a character tried to use a thrown weapon for which he did not meet the Strength minimum, he would suffer a -4 to hit, gain no Strength bonus to damage and the weapon's range increment would be reduced by one-half.

A character can reduce the Strength minimum of a pistol or melee weapon by -5 by wielding it two-handed.

If a character's Strength is 3 higher than the minimum, it is considered a light weapon, suitable for two-weapon fighting (melee weapons and pistols only).

If the weapon is a firearm, its Strength minimum is increased by +5 when firing it on full-auto.

If the weapon is a firearm and it is braced (lying on the ground, on top of a wall, on a bipod or tripod) the weapon's Strength minimum is effectively 0 (it is a far different thing to fire a M-60 on a tripod than it is holding it).

Damage (Type): The amount of damage the weapon inflicts,

followed by its damage type. The damage types available for modern gaming are: ballistic, bludgeoning, piercing and slashing. Weapons that inflict ballistic, piercing and slashing damage always inflict lethal damage automatically. Bludgeoning weapons inflict injuries on attack rolls that exceed the target's defense by 5 or more if the target fails a Recovery saving throw (see the combat section for information on lethal and non-lethal damage).

Range Increment: When firing at targets past this distance, a -2 attack penalty is incurred. For each further multiple of this distance an additional -2 penalty is incurred.

Firearms have a damage bonus that also decreases at range. Decrease a firearm's damage bonus by -2 for each range increment until the bonus is reduced to 0. Once the damage bonus is reduced to 0, no further reduction occurs.

For shotguns, this is more dramatic. Shotguns do extreme damage but lose one die of damage per range increment.

Rate of Fire: Firearms and archaic ranged weapons have a rate of fire that determines how quickly they can be fired.

Modern firearms have three rates of fire: single, semi-automatic and automatic.

Firearms with a rate of fire of single can be fired once per round.

Firearms with a rate of fire of semi-automatic can be fired multiple times per round if the character is eligible for multi-attack (see the combat section for more information).



APPENDIX I: EXAMPLE OF CHARACTER CREATION

PUTTING IT ALL TOGETHER

To illustrate how all the options of character creation works, we'll now build a sample character, using all the rules described thus far.

Bob decides to run a campaign about aid workers caught in a South American drug war. Paula decides to make her character a former Army medic who is now a reporter and has been sent into the region to cover the action. After hearing that Bob is using the "elite array" method to generate ability scores, Paula assigns her ability scores as follows, Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8:

Paula's PC (): HD; HP; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +1 melee (by weapon+1, weapon), or +1 ranged (by weapon+0, weapon); SQ ; AL none; SV Fort +2, Ref +1, Will +2, Rec +2; Rep; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Background:

Occupation: Perks

Hobby:

Skills:

Feats:

Access/Contacts/Followers:

Wealth: 4

Possessions:

Next Paula selects her Background and in keeping with decisions she has already made about her character, she selects Military for her Background.

This gives Paula 4 ranks in three skills, subject to her level maximum (4 ranks) from the Military list and a base Wealth of 4. Paula selects Athletics, Firearms and Stealth for her three Background skills:



Paula's PC (0): HD; HP; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +1 melee (by weapon+1, weapon), or +1 ranged (by weapon+0, weapon); SQ ; AL none; SV Fort +2, Ref +1, Will +2, Rec +2; Rep; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Background: Military

Occupation: Perks

Hobby:

Skills: Athletics 4, Firearms 4, Stealth 4

Feats:

Access/Contacts/Followers:

Wealth: 4

Possessions:

Now Paula selects her Occupation and chooses Reporter. This will add the following three skills to her class skill list as long as she stays in the Occupation: Influence, Perception and Streetwise. These skills, along with the Occupation's improved feats will grant Paul's character additional Wealth. Her Occupation will also grant her two perks, which Paula decides to choose later:

Paula's PC (0): HD; HP; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +1 melee (by weapon+1, weapon), or +1 ranged (by weapon+0, weapon); SQ ; AL none; SV Fort +2, Ref +1, Will +2, Rec +2; Rep; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Background: Military

Occupation: Reporter: Influence, Perception and Streetwise Perks (2)

Hobby:

Skills: Athletics 4, Firearms 4, Stealth 4

Feats:

Access/Contacts/Followers:

Wealth: 4

Possessions:

Now Paula selects her class and decides to go with the Empath class. After picking her skills and feats, Bob reminds Paula to modify her Wealth appropriately based on her Occupation. Finally, now that she has selected her skills from her class as well, Paula decides to pick her hobby, selecting Vehicles. This gives her 4 ranks in that skill subject to her level maximum. Finally, Paula now knows enough about her character and her skills to select her perks: Medicine (Surgery) and Professional Reputation.

Paula's PC (Empath 1): HD 1d8+2; HP 10; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 10 (+1 Dex, +2 Wis, +0 Class); BAB +0; Atk +1 melee (by weapon+1, weapon), or +1 ranged (by weapon+0, weapon); SQ ; AL none; SV Fort +4, Ref +3, Will +4, Rec +3; Rep +4; Str 12, Dex 13, Con 14, Int 10, Wis 15, Cha 8.

Background: Military

Occupation: Reporter: Influence, Perception and Streetwise; Perks (Medicine [Surgery], Professional Reputation)

Hobby: Vehicles

Skills: Athletics 4, Firearms 4, Medicine 4, Outdoorsman 4, Perception 4 (+10), Read/Write Language (English, French and Spanish), Speak Language (English, French and Spanish), Stealth 4, Streetwise 4, Unarmed 4, Vehicles 4

Feats: Awareness, Empathy, Poise, Well-Informed

Access/Contacts/Followers: Confidential Access, Skill Contact: Academics (current events) 7 ranks, Skill Contact: Chemistry 7 ranks, Supply Contact (Wealth 14)

Wealth: 10

Possessions:

Now all Paula needs to do is pick her equipment and she'll be done. She can use her supply contact once before play begins but otherwise she will be restricted to her Wealth of 10.

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