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MODERN

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Roleplaying Game



Johnson

Wizards
OF THE COAST

Ranged Weapons

Weapon	Damage	Crit.	Damage Type	Range Increm.	Rate of Fire	Magaz.	Size	Weight	Purch.	
									DC	Restrict.
Handguns										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft.	S,B,A	20 box	Medium	3 lb.	18	Res (+2)
Colt Double Eagle (10mm autol.)	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16	Lic (+1)
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Colt Python ¹ (.357 revolver)	2d6	20	Ballistic	40 ft.	S	6 cyl.	Medium	3 lb.	15	Lic (+1)
Derringer (.45)	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	14	Lic (+1)
Desert Eagle (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	9 box	Medium	4 lb.	18	Lic (+1)
Glock 17 ¹ (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 20 ¹ (10mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	18	Lic (+1)
MAC Ingram M10 (.45 mach. p.)	2d6	20	Ballistic	40 ft.	S,A	30 box	Medium	6 lb.	15	Res (+2)
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Six (.38S rev.)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	14	Lic (+1)
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Medium	3 lb.	15	Lic (+1)
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15	Lic (+1)
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40 ft.	S,A	20 box	Medium	4 lb.	17	Res (+2)
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	32 box	Medium	4 lb.	14	Res (+2)
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)
Longarms										
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S,A	30 box	Large	10 lb.	15	Res (+2)
Barrett Light Fifty (.50 sniper)	2d12	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22	Lic (+1)
Benelli 121 M1 (12-gauge shotgun)	2d8	20	Ballistic	40 ft.	S	7 int.	Large	8 lb.	17	Lic (+1)
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	S	5 int.	Large	11 lb.	16	Lic (+1)
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S,A	20 box	Large	11 lb.	19	Res (+2)
HK MP5 ¹ (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S,B,A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S,B,A	15 box	Medium	5 lb.	19	Res (+2)
HK PSG1 ¹ (7.62mm sniper rifle)	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S,B,A	30 box	Large	8 lb.	16	Res (+2)
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S,A	30 box	Large	7 lb.	16	Res (+2)
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Remington 700 (7.62mm hunting)	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
Sawed-off Shotgun (12-gauge)	2d8	20	Ballistic	10 ft.	S	2 int.	Medium	4 lb.	15	Lic (+1)
Steyr AUG (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S,B,A	30 box	Large	9 lb.	19	Res (+2)
Uzi (9mm submachinegun)	2d6	20	Ballistic	40 ft.	S,A	20 box	Large	8 lb.	18	Res (+2)
Winchester 94 (.444 hunting)	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Heavy Weapons										
M-60 (medium machine gun)	2d10	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
M72A3 LAW (rocket launcher)	10d6 ²	-	-	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
M79 (grenade launcher)	Varies ²	-	-	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)
RPG-7 (rocket launcher)	6d6 ²	-	-	100 ft.	1	1 int.	Large	18 lb.	12	Mil (+3)
Other Ranged Weapons										
Compound Bow ² (archaic)	1d8	20	Piercing	40 ft.	1	-	Large	3 lb.	10	-
Crossbow (simple)	1d10	19-20	Piercing	40 ft.	1	1 int.	Medium	7 lb.	9	-
Flamethrower ³ (no feat needed)	3d6	-	Fire	-	1	10 int.	Large	50 lb.	17	Mil (+3)
Javelin (simple)	1d6	20	Piercing	30 ft.	1	-	Medium	2 lb.	4	-
Pepper Spray (simple)	Special ²	-	Special ²	5 ft.	1	1 int.	Tiny	½ lb.	5	-
Shuriken (archaic)	1	20	Piercing	10 ft.	1	-	Tiny	½ lb.	3	-
Taser (simple)	1d4 ²	-	Electric.	5 ft.	1	1 int.	Small	2 lb.	7	-
Whip (simple)	1d2	20	Slashing	15 ft. ³	1	-	Small	2 lb.	4	-
Hostile	19less	20		35	15	1	15	25	35	45

¹ This mastercraft weapon grants a +1 to attack rolls; ² This weapon does special damage; ³ Special rules apply.

Splash Weapons

Weapon	Direct	Splash	Damage Crit.	Damage Type	Ref. DC	Range Increm.	Size	Weight	Purch.	
	Damage	Damage							DC	Restrict.
Acid, mild	1d6	1	20	Acid	-	10 ft.	Tiny	1 lb.	6	-
Molotov Cocktail	1d6	1	20	Fire	-	10 ft.	Small	1 lb.	3 (comp)	-

Melee Weapons

Weapon	Damage	Crit.	Damage Type	Range Increm.	Size	Weight	Purch.	
							DC	Restrict.
Simple Weapons								
Brass Knuckles	+1 ³	20	Bludgeoning	-	Tiny	1 lb.	5	-
Cleaver	1d6	19-20	Slashing	-	Small	2 lb.	5	-
Club	1d6	20	Bludgeoning	10 ft.	Medium	3 lb.	4	-
Knife	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	7	-
Metal Baton	1d6	19-20	Bludgeoning	-	Medium	2 lb.	8	-
Pistol Whip	1d4	20	Bludgeoning	-	Small	-	-	-
Rifle Butt	1d6	20	Bludgeoning	-	Large	-	-	-
Sap	1d6 ³	20	Bludgeoning	-	Small	3 lb.	2	-
Stun Gun ³	1d3	20	Electricity	-	Tiny	1 lb.	5	-
Tonfa ³	1d4	20	Bludgeoning	-	Medium	2 lb.	6	-
Archaic Weapons								
Bayonet ³ (fixed)	1d4/1d6	20	Piercing	-	Large	1 lb.	7	-
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	-
Longsword	1d8	19-20	Slashing	-	Medium	4 lb.	11	-
Machete	1d6	19-20	Slashing	-	Small	2 lb.	5	-
Rapier	1d6	18-20	Piercing	-	Medium	3 lb.	10	-
Spear	1d8	20	Piercing	-	Large	9 lb.	6	-
Straight Razor	1d4	19-20	Slashing	-	Tiny	½ lb.	4	-
Sword Cane	1d6	18-20	Piercing	-	Medium	3 lb.	9	-
Exotic Weapons								
Chain ³	1d6/1d6	20	Bludgeoning	-	Large	5 lb.	5	-
Chain Saw	3d6	20	Slashing	-	Large	10 lb.	9	-
Kama	1d6	20	Slashing	-	Small	2 lb.	5	-
Katana	2d6	19-20	Slashing	-	Large	6 lb.	12	-
Kukri	1d4	18-20	Slashing	-	Small	1 lb.	5	-
Nunchaku	1d6	20	Bludgeoning	-	Small	2 lb.	3	-
Three-Section Staff ³	1d10/1d10	20	Bludgeoning	-	Large	3 lb.	4	-

Grenades and Explosives

Weapon	Damage	Crit.	Damage Type	Burst Radius	Ref. DC	Range Increm.	Size	Weight	Purch.	
									DC	Restrict.
40mm Fragmentation Gren.	3d6	-	Slashing	10 ft.	15	-	Tiny	1 lb.	16 (x6)	Mil (+3)
C4/Semtex	4d6	-	Concuss.	10 ft.	18	-	Small	1 lb.	12 (x4)	Mil (+3)
Claymore Mine	6d6 ²	-	Concuss.	40 ft.	16	-	Small	2 lb.	15 (x2)	Mil (+3)
Det Cord	2d6	-	Fire	Special	12	-	Medium	2 lb.	8 (50 ft.)	Res (+2)
Dynamite	2d6	-	Concuss.	5 ft.	15	10 ft.	Tiny	1 lb.	12 (x12)	Lic (+1)
Flash-Bang Grenade	- ²	-	Special	15 ft.	- ²	10 ft.	Tiny	1 lb.	14 (x6)	Res (+2)
Fragmentation Grenade	4d6	-	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15 (x6)	Mil (+3)
Smoke Grenade	-	-	-	Special	-	10 ft.	Small	2 lb.	10 (x6)	-
Tear Gas Grenade	Special	-	-	Special	-	10 ft.	Small	2 lb.	12 (x6)	Res (+2)
Thermite Grenade	6d6	-	Fire	5 ft.	12	10 ft.	Small	2 lb.	17 (x6)	Mil (+3)
White Phosphorus Grenade	2d6	-	Fire	20 ft.	12	10 ft.	Small	2 lb.	15 (x6)	Mil (+3)

² This weapon does special damage; ³ Special rules apply.

Armor

Armor	-- Type --	Equip. Bonus	Nonprof. Bonus	Max Dex	Armor Penalty	Speed	Weight	Purch.	
								DC	Restrict.
Leather Jacket	Light Impr.	+1	+1	+8	-0	30	4 lb.	10	-
Leather Armor	Light Archaic	+2	+1	+6	-0	30	15 lb.	12	-
Light Undercover Shirt	Light Conceal.	+2	+1	+7	-0	30	2 lb.	15	Lic (+1)
Pull-up Pouch Vest	Light Conceal.	+2	+1	+6	-1	30	2 lb.	13	Lic (+1)
Undercover Vest	Light Conceal.	+3	+1	+5	-2	30	3 lb.	14	Lic (+1)
Concealable Vest	Medium Conceal.	+4	+2	+4	-3	25	4 lb.	15	Lic (+1)
Chainmail Shirt	Medium Archaic	+5	+2	+2	-5	20	40 lb.	18	-
Light-duty Vest	Medium Tactical	+5	+2	+3	-4	25	8 lb.	16	Lic (+1)
Tactical Vest	Medium Tactical	+6	+2	+2	-5	25	10 lb.	17	Lic (+1)
Special Response Vest	Heavy Tactical	+7	+3	+1	-6	20	15 lb.	18	Lic (+1)
Plate Mail	Heavy Archaic	+8	+3	+1	-6	20	50 lb.	23	-
Forced Entry Unit	Heavy Tactical	+9	+3	+0	-8	20	20 lb.	19	Lic (+1)

Difficulty Classes

Difficulty	DC
Very Easy	0
Easy	5
Average	10
Tough	15
Challenging	20
Formidable	25
Heroic	30
Superheroic	35
Nearly Impossible	40

Character Generation

Score	Cost	Score	Cost
8	0	14	6
9	1	15	8
10	2	16	10
11	3	17	13
12	4	18	16
13	5		

Action Points

Character Level	Dice
1st-7th	1d6
8th-14th	2d6
15th-20th	3d6

Cover

Degree	Def.	Refl.
One-quarter	+2	+1
One-half	+4	+2
Three-quart.	+7	+3
Nine tenths	+10	+4
Total	-	-

Concealment

Concealment	Miss
One-quarter	10%
One-half	20%
Three-quarters	30%
Nine tenths	40%
Total	50%

Losing Wealth

Purchase DC	Decrease
15+	1
1-10 higher than current Wealth	1
11-15 higher than current Wealth	1d6
16+ higher than current Wealth	2d6

Requisition (Level Check vs. Purchase DC)

Situation	Modifier
Object necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no application for assignment	-2
Object is rare	-2
Object is Licensed	-2
Object is Restricted	-4
Object is Military	-6
Object is Illegal	-8
Hero proficient in use of object	+2
Returned all gear undamaged on previous mission	+2

Objects Hardness and Hit Points

Object	Hardness	HP	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40
Manufactured objects			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30
Tires ¹	0	2	-
Puncture-resistant tires ¹	3	5	-
Windshields ²	3	2	-

¹ Defense 10, modified by speed

² Defense 10 (front/rear) or 12 (side), modified by speed

Ability Modifiers

Score	Mod.
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
etc.	etc.

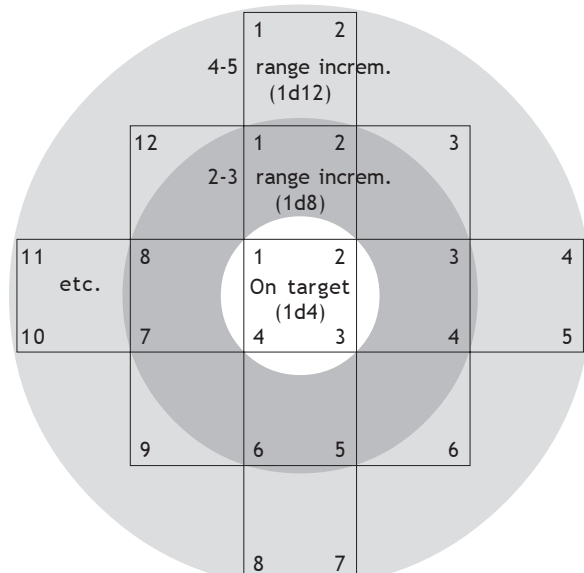
Purchase DCs

Item Cost	DC	Item Cost	DC
\$5	2	\$15,000	27
\$12	3	\$20,000	28
\$20	4	\$27,500	29
\$30	5	\$35,000	30
\$40	6	\$50,000	31
\$55	7	\$65,000	32
\$70	8	\$90,000	33
\$90	9	\$120,000	34
\$120	10	\$150,000	35
\$150	11	\$200,000	36
\$200	12	\$275,000	37
\$275	13	\$350,000	38
\$350	14	\$500,000	39
\$500	15	\$650,000	40
\$650	16	\$900,000	41
\$900	17	\$1,200,000	42
\$1,200	18	\$1,500,000	43
\$1,500	19	\$2,000,000	44
\$2,000	20	\$2,750,000	45
\$2,750	21	\$3,500,000	46
\$3,500	22	\$5,000,000	47
\$5,000	23	\$6,500,000	48
\$6,500	24	\$9,000,000	49
\$9,000	25	\$12,000,000	50
\$12,000	26		

Wealth by Prof.

Ranks	Wealth
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21-23	+5

Thrown Explosives



Actions in Combat

Attack Actions	AoO
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint	No
Ready	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe
Total defense	No
Use a skill that takes an attack action	Usually
Start/complete full-round action	Varies
Full-Round Actions	AoO
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm (internal magazine)	Yes
Climb (one-half your speed)	No

Move Actions	AoO
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter your speed)	No
Crawl	No
Draw a weapon	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm (box mag/speed loader)	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting or kneeling	Yes
Swim	No
Use a skill that takes a move action	Usually
Free Actions	AoO
Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
Miscellaneous Actions	AoO
Disarm	Yes
Grapple	Yes
Load a weapon	Yes
Trip an opponent	No
Use a feat	Varies
No Actions	AoO
Delay	No
5-foot step	No

Base Attack Bonus

BAB	Add. Attacks
+6	+1
+7	+2
+8	+3
+9	+4
+10	+5
+11	+6/+1
+12	+7/+2
+13	+8/+3
+14	+9/+4
+15	+10/+5
+16	+11/+6/+1
+17	+12/+7/+2
+18	+13/+8/+3
+19	+14/+9/+4
+20	+15/+10/+5

Size Modifiers

Size	Def.	Grap.
Colossal	-8	+16
Gargantuan	-4	+12
Huge	-2	+8
Large	-1	+4
Medium	+0	+0
Small	+1	-4
Tiny	+2	-8
Diminutive	+4	-12
Fine	+8	-16

Vehicle Speeds and Modifiers

Speed Category	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Movement	Turn No.	Movement	Turn No.		
Stationary	0	-	0	-	+0	-
Alley speed	1-20	1	1-2	1	+0	+0
Street speed	21-50	2	3-5	1	+1	-1
Highway speed	51-150	4	6-15	2	+2	-2
All out	151+	8	16+	2	+4	-4

Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	+2
Defender prone	-4	+4
Defender stunned or cowering ¹	-2	-2
Defender climbing ¹	-2	-2
Defender flat-footed ¹	+0	+0
Defender running ¹	+0	+2
Defender grappling (attacker not) ¹	+0	+0
Defender pinned ²	-4	+0
Defender helpless ¹	+0	+0
Defender has cover	see Cover	
Defender concealed or invisible	see Concealment	

¹ No Dexterity bonus to Defense

² Treat as Dexterity 0 (-5 modifier)

Attack Modifiers

Circumstance	Melee	Ranged
Att. flanking defender	-2	+2
Att. on higher ground	-4	+4
Attacker prone	-2	-2
Attacker invisible ¹	-2	-2

Two-Weapon Fighting

Circumstance	Prim.	Off H.
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weap. Fighting feat	-4	-4
Off-hand weapon is light, Two-Weap. Fighting feat	-2	-2

Dying and Recovering

Task	Skill/Save	DC
Remain conscious (non-lethal dam)	Fortitude	15
Avoid effect of Massive Damage	Fortitude	15
Stabilize when dying without help	Fortitude	20
Regain consciousness (if stable)	Fortitude	20
Stabilize a dying character	Treat Injury	15

Healing

Method	DC	Result
Normal rest (8 hrs)	-	1 hp/lev
Complete rest (24 hrs)	-	2 hp/lev
Long term care (24 hrs)	15	3 hp/lev
Restore hit points	15	1d4 hp
Surgery	20	1d6 hp/lev

Collision Damage

Highest Speed	Damage Die
Alley sp.	d2
Street sp.	d4
Highway sp.	d8
All out	d12
Smallest Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium	4
Small	2
Tiny	1
Dimin./Fine	0
Vehicle's Target is	Multiplier
Stationary	×1
Moving, head-on or 45°	×2
Moving, perpendicular	×1
Moving, rear or 45°	×1/2
Sideswiped	×1/4
Occupants Cover	Multiplier
None	×1
One-quarter	×1/2
One-half	×1/4
Three-quart.+	none

Concealing Objects (Sleight of Hand vs. Spot)

Condition	Modifier
Object is Fine	+12
Object is Diminutive	+8
Object is Tiny	+8
Object is Small	+0
Object is Medium-sized	-4
Object is Large	-8
Object is Huge or larger	impossible
Clothing is tight or small	-4
Clothing is loose or bulky	+2
Clothing is modified for concealing	+2
Weapon in concealed carry holster	+4
Weapon can be drawn normally	-2
Weapon can be drawn as a free action	-4

Restricted Objects

Rating	License Purchase DC	Black Market Purchase DC	Time Required
Licensed	10	+1	1 day
Restricted	15	+2	2 days
Military	20	+3	3 days
Illegal	25	+4	4 days

Favors (Favor check)

Favor	Loan Limit	DC
Easy	Up to half of current Wealth	10
Problematic	Up to current Wealth	15
Difficult	Up to twice current Wealth	20

Improvised Weapon Damage

Size	Damage	Size	Damage
Diminutive	1	Large	1d6
Tiny	1d2	Huge	1d8
Small	1d3	Gargantuan	2d6
Medium-size	1d4	Colossal	2d8

Damage from Falling Objects

Size	Example	Initial Damage	Reflex Save DC	Strength Check DC
Fine	Penny	0	n/a	n/a
Diminutive	Paperweight	1	0	n/a
Tiny	Wrench	1d3	5	n/a
Small	Vase	1d4	10	5
Medium-size	Briefcase	1d6	15	10
Large	Garbage can	2d6	20	20
Huge	Oil barrel	4d6	25	30
Gargantuan	Piano	8d6	30	40
Colossal	Vehicle	10d6	35	50

Electricity Damage

Type	Damage	Fort. DC
Jolt	1d3	10
Low voltage	2d6	15
Medium voltage	4d6	15
High voltage	8d6	20

Acid Damage

Acid	Splash Damage	Immers. Damage
Mild	1d6	1d10
Potent	2d6	2d10
Concentrated	3d6	3d10

Diplomacy Checks and Attitude

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	-	0 or less	1	15	25
Friendly	-	-	0 or less	1	15

Special Attack Options

Option	Attack	Damage
Autofire	Target 10x10 square with Defense 10	Reflex save DC 15 to avoid weapon damage
Burst Fire	-4 to attack	+2 dice of damage
Double Tap	-2 to attack	+1 die of damage
Skip Shot	-2 to attack	-1 die of damage

