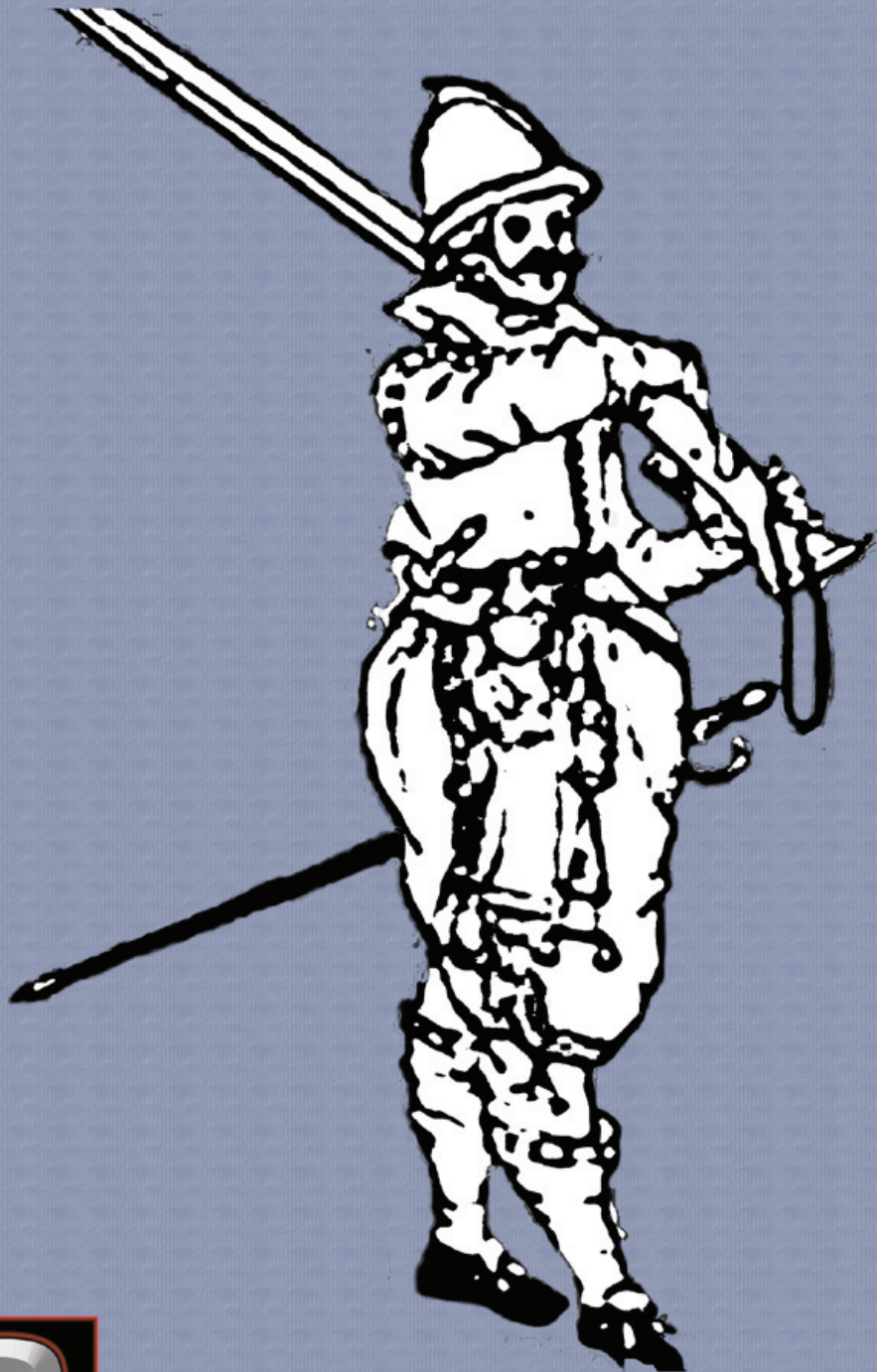


MODERN
MEDIEVAL

MODERN PRINCIPLES



BY
FRASER RONALD



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A SOURCEBOOK FOR MODERN MEDIEVAL

BY FRASER RONALD

INDEX

INTRODUCTION	3
SKILLS	3
FEATS	9
EQUIPMENT	11
RULES VARIANTS	11
OPEN GAME LICENCE	13

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Modern Principles

Playing in a High Medieval, Renaissance or Baroque style of campaign in d20, one plays on the border between the two d20 rule sets. Fantasy d20 rules seem, for the most part, to dominate any pre-industrial setting. However, the flexibility of the modern d20 rules would allow one to easily adapt them to the same type of game. The **Modern Medieval** line is an attempt to bridge the gap between the fantasy and modern rules. This primer looks at modern skills, feats, and rules as they can be used with the fantasy rules.

For the most part, when discussing a pre-industrial setting, the skills and feats of the fantasy d20 rules are best suited. One would not expect Athos, Porthos, or Aramis to have the Double Tap feat. Even if they had it, with what could they use it? Cyrano was certainly an intelligent, capable man, but does one expect he had ranks in Computer Use? However, while the fantasy d20 rules offer suitable skills and feats, there are some from the modern rules that would fit nicely into a pre-industrial campaign. These are listed below. Most have been slightly altered to fit a pre-industrial setting better. Further, some skills are a synthesis of the fantasy and modern versions and some feats are entirely new.

Along with skills and feats, this sourcebook includes a new piece of equipment (the surgeon's kit) and some modern rules that would suit certain fantasy campaigns. Class-based Defense as opposed to Armor Class seems suitable for a game where the emphasis is on the character's ability rather than equipment, such as a swashbuckling campaign based on *the Three Musketeers*. The modern version of the massive damage threshold rule is suitable for deadlier, less mythic games. Reputation was hugely important in a class- and honor-based society.

Whether using the fantasy or modern d20 rules, the information in this sourcebook should ease the transition. Look for further releases in the **Modern Medieval** line for more ideas on melding the modern and fantasy d20 rules.

SKILLS

CRAFT (INT)

This skill is used to create objects of a particular sort. Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. A character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

An example of some Craft skills include Alchemist, Armor, Artillery, Bowyer, Brewing, Firearm, Mechanical, Structural, Viniculture, and Weaponsmith.

Further Craft skills with specific requirements or rules are listed following this general entry.

Check: You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the *fabricate* spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

A successful Craft check related to woodworking in conjunction with the casting of the *ironwood* spell enables you to make wooden items that have the strength of steel.

When casting the spell *minor creation*, you must succeed on an appropriate Craft check to make a complex item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price. Put the price in silver pieces (1 gp = 10 sp).
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by the DC. If the result \times the DC equals the price of the item in sp, then you have completed the item. (If the result \times the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \times the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.



Progress by the Day: You can make checks by the day instead of by the week. In this case your progress (check result \times DC) is in copper pieces instead of silver pieces.

Creating Masterwork Items: You can make a masterwork item—a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price (300 gp for a weapon or 150 gp for a suit of armor or a shield) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. *Note:* The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

Table: Craft Manufacturing

Type of Item	Craft DC
Very simple item (wooden spoon)	5
Typical item (iron pot)	10
High-quality item (bell)	15
Complex or superior item (lock)	20

Action: Does not apply. Craft checks are made by the day or week (see above).

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you'll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

To make an item using Craft (alchemist), you must have alchemical equipment and be a spellcaster. Raw materials for the Craft (alchemist) skill may not be readily available. However, in many small or remote areas, access to alchemical equipment or materials is all but impossible. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus on Craft (alchemist) checks because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.

Synergy: If you have 5 ranks in a Craft skill, you get a +2

bonus on Appraise checks related to items made with that Craft skill.

CRAFT (medicine) (Int) Trained Only

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Craft (medicine) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Table: Craft (medicine)

Disease Fortitude Save DC	Craft DC	Time
14 or lower	15	1 hr.
15–18	20	3 hr.
19–22	25	6 hr.
23 or higher	30	12 hr.

Special: A character without a herbalist kit takes a –4 penalty on Craft (medicine) checks.

A character with the Leech feat gets a +2 bonus on all Craft (medicine) checks.

CRAFT (music) (Int)

This skill allows a character to create chants, opera, songs, lyrics, and similar works related to music. When creating a work of music, the player simply makes a Craft (music) check, the result of which determines the quality of the work. No Wealth check is necessary to use this Craft skill.

Table: Craft (music)

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10 - 19	Talented amateur
20 - 24	Professional
25-30	Expert
31 or higher	Master

Creating a work of music requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (music) checks.

CRAFT (visual art) (Int)

This skill allows a character to create paintings or drawings, or in some other way create a work of visual art. When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work. Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.



Table: Craft (visual art)

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10 - 19	Talented amateur
20 - 24	Professional
25-30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (visual art) checks.

CRAFT (writing) (Int)

This skill allows a character to create broadsheets, dramas, fiction, poetry, and similar works of writing. When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work. No Wealth check is necessary to use this Craft skill.

Table: Craft (writing)

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10 - 19	Talented amateur
20 - 24	Professional
25-30	Expert
31 or higher	Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (writing) checks.

DISABLE DEVICE (Dex) Trained Only

(This single skill can be used rather than dividing the skill into Disable Device and Open Lock)

This skill is used when a character attempts to open a lock without a key, defeat a mechanism or otherwise disable a mechanical apparatus. This may be something simple like stopping a clock or dismantling a matchlock trigger mechanism or as complex as sabotaging steamwork mechanized armor.

Check: It is suggest that the GM make Disable Device checks so that the player doesn't necessarily know whether the character succeeded.

Open Lock: A character can pick conventional locks. The character must have a lockpick set or a set of thieves' tools. The DC depends on the complexity of the lock.

Table: Opening Locks

Type of Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

Traps and Sabotage: Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Try Again?: Yes, though the character must be aware that he or she has failed in order to try again.

Special: A character can take 10 when making a Disable Device check. A character can take 20 to open a lock, unless the character is trying to prevent his or her tampering from being noticed.

Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock). Disabling traps requires a set of thieves' tools. If the character does not have the appropriate tools, he or she takes a -4 penalty on your check.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

Time: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

GAMBLE (Wis)

This skill allows characters to participate in games of chance. This skill can be used in games that have rules and require decisions and skills rather than just luck. Even though luck is important in games such as roulette or craps, decisions are made within the games to which this skill could apply.

Check: To join or start a game, a character must first pay a stake. The character sets the amount of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (a few coppers) to astronomical (thousands of gold).

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. If there are many



characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check. The winner of the opposed rolls wins the stake.

One can also gamble against the House (Casino). In this case, the Gamble skill check is against the DC set by the type of casino in which the character is gambling. The maximum stake in a game is also based on the type of casino. The character decides on the stake, but at a minimum it must be the maximum of a casino type one lower than the casino at which the character is gambling.

Table: Gamble Skill Check

Casino Type	Maximum Stake	DC
Hovel, no class	15 cp	5
Shack, low, low class	10 sp	10
Dive, low class	25 sp	15
Gambling den	10 gp	20
Popular hall	25 gp	25
Private club	75 gp	30
Exclusive club	500 gp	35

Special: Characters with ranks in Gamble may attempt to cheat. Any other player with ranks in Gamble or the House (Casino) can make an opposed roll to notice the attempt. If no other player has ranks in Gamble, the DC to successfully cheat is 10 + the Wisdom modifier of the character with the highest Wisdom the player is playing against. The DC for successfully cheating the House is the Gamble DC of the House. Those watching the game may also notice an attempt to cheat, but they must be explicitly watching the cheating character in order to do so.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Gamble checks. If you have 5 or more ranks in Sleight of Hand, you get a +2 bonus when attempting to cheat.

Try Again?: No, unless the character wants to put up another stake.

Special: A character can't take 10 or take 20 when making a Gamble check. A character with the Confident feat gets a +2 bonus on all Gamble checks. A character with Nimble feat gets a +2 bonus when attempting to cheat.

Time: A Gamble check requires 1 hour.

KNOWLEDGE (Int) Trained Only

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

- Arcana (aberrations, ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts, oozes)
- Art (fine arts and graphic arts, including antiques, art history, artistic techniques, and performance art forms such as music and dance, among others)
- Civics (law, legislation, litigation, legal rights and obligations, political and governmental institutions and processes)
- Geography and history (lands, terrain, climate, people, royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, spelunking, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
- Science and philosophy (architecture, astrology, astronomy, engineering, ethics, experimentation, philosophical concepts, the sciences and taxonomy)
- Streetwise (street and urban culture, local underworld personalities and events)
- Tactics (techniques and strategies for disposing and maneuvering forces in combat including siege craft, siege engines, and artillery)
- The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy: The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.

Special: A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.



Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

NAVIGATE (Int)

This skill allows the character to chart and follow a course between to points on land or sea.

Check: Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by

checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

Time: A Navigate check is a full-round action.

Synergy: If you have 5 or more ranks in Survival, you get a +2 bonus on Navigate checks. A character with the Guide feat gets a +2 bonus on all Navigate checks.

RESEARCH (Int)

This skill is used when a character attempts to learn information through printed sources, such as tomes, scrolls, books, even markings on graves, temples or ancient sites of legend.

Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.

Information ranges from general to hidden. Given enough time (usually 1d4 days), access to libraries, monastic collections and other sources of information and--of course--a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire secret or hidden texts. The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: A character can take 10 or take 20 on a Research check. Taking 10 requires a week of time while taking 20 requires a month.

Time: A Research check takes 1d4 days.

Synergy: A character with the Studious feat gets a +2 bonus on all Research checks.

TREAT INJURY (Wis)

(This skill may be used in place of the Heal skill in campaigns that have low access to healing magics)

This skill allows the character to treat sick or injured characters.

Check: The DC and effect depend on the task attempted. *Long-Term Care* (DC 15): With a healer's kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate-3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on



a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as he or she has ranks in the skill. The patients need complete bed rest (doing nothing all day). The character needs to devote at least ½ hour of the day to each patient the character is caring for.

Restore Hit Points (DC 15): With a healer's kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a healer's kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character.

Stabilize Dying Character (DC 15): With a healer's kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a healer's kit to stabilize a dying character.

Surgery (DC 25): With a surgeon's kit, a character can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen.

Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

If the character fails the Treat Injury check for a surgery by more than 15, the patient must make a FOR save against DC 15. Failure means the patient is reduced to -1 hit points and is dying. If the patient is already at negative hit points, the patient will die the next round unless a successful Treat Injury skill check to stabilize the character is made against DC 20.

Treat Disease (DC 15): A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes

a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.

In order for a character to use the Treat Injury skill to Treat Disease requires access to medicine—such as that distributed by an apothecary—or herbs—as available in the wild or from a Herbalist. The character can also make the medicine with access to the raw materials and a successful Craft (alchemy) check against DC 15. A character can gather the necessary herbs with a Survival check against DC 15.

Treat Poison (DC 15): A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.

In order for a character to use the Treat Injury skill to Treat Poison requires access to medicine—such as that distributed by an apothecary—or herbs—as available in the wild or from a Herbalist. The character can also make the medicine with access to the raw materials and a successful Craft (alchemy) check against DC 15. A character can gather the necessary herbs with a Survival check against DC 15.

Try Again?: Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill.

Special: A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a healer's kit. Reviving a dazed, stunned, or unconscious character requires either a surgeon's kit or a healer's kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a -4 penalty on the check.

A character can use the Treat Injury skill on his or herself only to restore hit points, treat disease, or treat poison. The character takes a -5 penalty on your check any time he or she treats his or herself.

A character with the Leech feat gets a +2 bonus on all Treat Injury checks.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.



FEATS

Agile Riposte

The character's speed with weapons is like a serpent's strike. A single mistake is all the character needs to drive the point home.

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Attentive

With the senses of a cat, the character hears the slightest whisper and can all but smell deception.

Benefit: The character gets a +2 bonus on all Listen checks and Sense Motive checks.

Brawl

The character may not be the most refined of combatants, but has been known to engage in fisticuffs, perhaps too often.

Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier

Cautious

The character has patience and common sense, and enough of both to know when haste might inflict worse consequences than waste.

Benefit: The character gets a +2 bonus on all Craft (alchemist) checks and Disable Device checks.

Special: Remember that the Craft (alchemist) skill and the Disable Device skill can't be used untrained.

Confident

The character exudes absolute certainty of success. Failure is not only unthinkable, its inconceivable.

Benefit: The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

Creative

The character was born with the need to create. The character's natural talent is evident.

Benefit: Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (harangue), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

Special: A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

Defensive Unarmed Combat

The character may have a natural propensity for fisticuffs or may have had training. Whatever the reason, the character moves like a leaf on the wind, always just out of reach of the opponent's pummeling fists.

Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

Educated

Whether through formal or informal means, the character has access to education. Through a school, tutor or mentor, the character has learned valuable lessons and accumulated knowledge.

Benefit: Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

Special: A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

Elusive Target

When in the midst of a melee, the character has learned that an opponent makes an excellent shield.

Prerequisites: Dexterity 13, Defensive Unarmed Combat.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8.

Special: An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

Engineering

The character has studied, either formally or informally, the construction of objects and structures. The character is versed in the science of engineering.

Benefit: The character gets a +2 bonus on all Craft (mechanical) and Craft (structural) skill checks.

Focused

Nothing from the outside world penetrates the character's calm. When set to a task, the character gives no notice to distractions.

Benefit: The character gets a +2 bonus on all Balance checks and Concentration checks.

Frightful Presence

Through nature or art, the character has learned how to instill fear. By appearance, action, or voice, the character spreads terror.

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this feat, all opponents



within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

If the character has the Renown feat, the Will saving throw's DC increases by 5.

Guide

The character needs no compass or star by which to sail or march. A map is a convenience rather than a necessity.

Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

Heroic Surge

The character has a deep well of resources. When all is dark, the character can draw out the inner light.

Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st to 4th	1
5th to 8th	2
9th to 12th	3
13th to 16th	4
17th to 20th	5

Improved Brawl

Fists are as good as cudgels for this character. In fisticuffs, the character is a cannon, a falling tree crushing opponents.

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Improved Damage Threshold

(This feat is only useful if using a massive damage threshold equal to the character's current Constitution score)

That which would fell the strongest of men merely dents the character. The character is a thick wall of resolve which only the most colossal of blows can breach.

Benefit: The character increases his or her massive damage threshold by 3 points.

Normal: A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

Special: A character may gain this feat multiple times. Its effects stack.

Improved Knockout Punch

When striking first, this character's fist hits like a batter ram, delivering a blow which would stagger even a titan.

Prerequisites: Brawl, Knockout Punch, base attack bonus +6.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Knockout Punch

When striking first, this character knows exactly where to hit for maximum effect. Rarely does the character need to strike again.

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

Leech

The character has studied in a school of medicine or has apprenticed with a physician or surgeon to learn the medical trade.

Benefit: The character gets a +2 bonus on all Craft (medicine) checks and Heal (Treat Injury) checks.

Special: Remember that the Craft (medicine) skill can't be used untrained.

Low Profile

(This feat is only useful if using rule for Reputation)

Protective of his or her privacy, or attempting to keep out of sight, the character remains a cipher, merely a single tree in a forest.

Benefit: Reduce the character's Reputation bonus by 3 points.

Meticulous

The character is careful and precise, perhaps even a perfectionist.

Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

Renown

(This feat is only useful if using rule for Reputation)

The character takes pains to spread words of his or her valiant deeds and incredible accomplishments. The character likes to be the brightest star in any firmament.

Benefit: The character's Reputation bonus increases by +3



Streetfighting

When the character fights, the character fights to win and will use whatever tactic or stratagem necessary, be damned the rules.

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

Studious

In a world of ignorance and superstition, the character has embraced the concept of the scholar, the academic, seeking answers through knowledge and study.

Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks.

Supple Hands

The character has the hands of a monkey—small, quick, and light.

Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Special: Remember that the Sleight of Hand skill can't be used untrained.

Sawbones

The character has studied medicine in a formal setting or has apprenticed with another practitioner—be it barber or surgeon—and has learned the skills necessary to perform the most hazardous of medical procedures, putting a knife to a patient.

Prerequisite: Heal (Treat Injury) 4 ranks.

Benefit: The character can use the Heal (Treat Injury) skill to perform surgery without penalty. Surgery includes such things as limb amputations, removing growths, sealing wounds, etc.

Normal: Characters without this feat take a -4 penalty on Heal (Treat Injury) checks made to perform surgery.

Trustworthy

The character projects innocence and burrows into people's trust with a mole's adroitness.

Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

Unarmed Throw

The character can use the opponent's own strength and movements against that opponent.

Prerequisite: Defensive Unarmed Combat.

Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

Unbalance Opponent

The character's movements baffle opponents, making a smooth attack awkward.

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller

than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual. The character can select a new opponent on any action.

EQUIPMENT

Surgeon's Kit, Price: 150 gp, Weight: 5 lbs.

This kit is used by those physicians, surgeons, and barbers who perform surgery. The kit includes everything in a healer's kit as well as tools such as scissors, razors, scalpel, needle, and lancet. This kit could be used to treat injuries as well as set bones and perform surgeries.

RULES VARIANTS

There are some rules in the *d20 Modern* Roleplaying Game that one can easily adapt to a fantasy or historical game. Some of these changes allow for a deadlier game—such as different Massive Damage Threshold—or to better replicate a swashbuckling campaign without dependence on heavy armor—such as the Defense mechanic.

DEFENSE

A character's Defense represents how hard it is for opponents to land a solid, damaging blow on the character. It's the attack roll result that an opponent needs to achieve to hit the character. The average, unarmored civilian has a Defense of 10. A character's Defense is equal to:

10 + Dexterity modifier + class bonus + equipment bonus + size modifier

Dexterity Modifier

If a character's Dexterity is high, he or she is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he or she is particularly inept at it. Characters apply their Dexterity modifier to Defense.

Sometimes a character can't use his or her Dexterity bonus. If a character can't react to a blow, that character can't use his or her Dexterity bonus to Defense.

Class Bonus

A character's class and level grant the character an innate bonus to Defense. This bonus applies in all situations, even when the character is flat-footed or when the character would lose his or her Dexterity bonus for some other reason.

Equipment Bonus

If a character wears armor, it provides a bonus to his or her Defense. This bonus represents the armor's ability to protect the character from blows.

Armor provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Defense.



Sometimes a character can't use his or her equipment bonus to Defense. If an attack will damage the character just by touching him or her, that character can't add his or her equipment bonus (see Touch Attacks, below).

Size Modifier

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on Table: Size Modifiers.

Other Modifiers

Other factors can add to a character's Defense.

Feats: Some feats give a bonus to a character's Defense.

Natural Armor: Some creatures have natural armor, which usually consists of scales, fur, or layers of thick muscle.

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character his or her Dexterity bonus also denies his or her dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

Magical Effects: Some campaigns may include magic. Some magical effects offer enhancement bonuses to armor (making it more effective) or deflection bonuses that ward off attacks.

Touch Attacks: Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his or her attack roll as normal, but a character's Defense does not include any equipment bonus or armor bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

MASSIVE DAMAGE

Any time a character takes damage from a single hit that exceeds the character's massive damage threshold, that damage is considered massive damage. A character's massive damage threshold is equal to the character's current Constitution score; it can be increased by taking the Improved Damage Threshold feat.

When a character takes massive damage that doesn't reduce his or her hit points to 0 or lower, the character must make a Fortitude save (DC 15). If the character fails the save, the character's hit point total is immediately reduced to -1. If the save succeeds, the character suffers no ill effect beyond the loss of hit points.

Creatures immune to critical hits are also immune to the effects of massive damage.

REPUTATION

Reputation is used to determine whether a non-player character (an NPC) recognizes a character. Those who recognize the hero are more likely to help the hero or do what he or she asks, provided the reputation has a positive connotation to the character who recognizes the hero. A high

Reputation bonus also makes it difficult for the hero to mask his or her identity.

Most of the time, a hero doesn't decide to use his or her reputation. The GM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a GM character who might be influenced in some fashion due to the hero's fame or notoriety, as detailed below.

Fame and Infamy

Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a hero's reputation, the hero is considered to be famous by that character. Fame, when recognized, provides a bonus to certain Charisma-based skill checks.

When a character has a negative opinion of a hero's reputation, the hero is considered to be infamous by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign.

Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

Using the Reputation Bonus

Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the hero would be well known in the field covered by the Knowledge skill.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.

If the GM character succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

The GM must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character who doesn't know, or know of, the hero can't be influenced by his or her reputation.



Situation	Reputation Check Modifier
The hero is famous, known far and wide with either a positive or negative connotation	+10
The NPC is part of the hero's professional or social circle	+5
The hero has some small amount of fame or notoriety	+2

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